



# CATACOMBS OF FLESH

Fight against the immense power of the Undead Sorceress and escape from the dangerous catacombs of the Belowground.

**5E COMPATIBLE ADVENTURE**

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After being hired by Mansol to find his missing scion Burroughs, the heroes came across a fight between the ratfolk and the serpent-like Yuddrakh in the Belowground, which ended with an explosion and the ground collapsing before their feet. The party woke up surrounded by darkness and the overwhelming smell of rotting flesh.

## INTRODUCTION

Welcome to “The Catacombs of Flesh”, a 5e compatible RPG adventure by Cast n Play. Although it is a one-shot, it belongs to a saga by Cast n Play.

## RUNNING THE ADVENTURE

Catacombs of Flesh is a 5e adventure meant for four to six 11th level player characters. The adventure mostly takes place in some abandoned catacombs in the Belowground of Thamarya.

- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.
- Fun is the ultimate goal. Never forget that.

## STORY OVERVIEW

*The Catacombs of Flesh* takes place in a region of the Belowground. The plot is as follows:

- After being hired by the bookseller Mansol to find his missing scion, the trail led to a valve plant in Thamarya’s sewers.
- In the plant, a fight between the Ratfolk and the Yuddrakh was taking place, and it ended with the detonation of numerous grenades and the ground’s collapse.
- The party woke up in a place of utter darkness and the smell of rotting flesh everywhere.
- The smell emanates from some ancient catacombs where an undead sorceress is raising an army of flesh-collecting zombies.
- The only way forward is through the catacombs, the source of the disgusting stench.

## ABOUT THE CATACOMBS

The catacombs belong to an unknown people that existed between Thamarya and the forgotten city of Lureaux. Although their existence was brief, their catacombs have persisted throughout the ages. A couple of weeks ago, one of the occupants, the Undead Sorceress, rose from the dead for unknown reasons. She then proceeded to bring back the rest of her people using dark and arcane powers. The only way out is through the catacombs.

## ABOUT THE TRAIL

The master’s beacon, the vial linked to Burroughs, the missing scion, glows, revealing that the bard passed through the catacombs.

## ADVENTURE HOOKS

For this adventure consider the following character hooks:

**On a mission.** “Mansol hired us to find the scion and that’s what we shall do.”

**Adventure.** The Belowground is uncharted territory, and can prove the making of a legend for anyone brave enough to venture into the darkness.

**Stuck.** The catacombs appear to be the only way forward.

## PROLOGUE

The smell of putrefaction permeates everything. The only good thing about it is that it guided you from the place you fell into after the explosion through the darkness and unknown, and to wherever you are now. After the smell, the first discernible thing was the blue glow in the distance which became brighter as one got closer.

The reason behind the glow, and the only thing keeping you from complete darkness, is the fluorescent fungi growing between the rock and mud of the structure before you. The building is a large rectangle with a single frame where a gate should be, and nothing more. The godless stench comes from the inside, and it is the only path forward.

## THE CATACOMBS

The structure is an inverted pyramid serving as catacombs for an unknown extinct people. The place has three levels, the first one being the largest and where the commoners and merchants were buried; the second level houses the catacombs for the clergy, nobility, and royalty. The people who built it had a solid sense of community, so they all buried their dead in the same place, although the separation between classes still existed.



The Undead Sorceress was a commoner and was judged for a great act of necromantic heresy. She was condemned to the sleep of death. When she rose, she decided to bring back her people, and styled herself as the new ruler, creating a court known as the Court of Putrefying Flesh. Her zombie followers have been picking up remains inside the catacombs and bringing them to the court so that she can proceed to raise them.

## COMMONER'S CATACOMBS

The catacombs' first level is the largest and made up of a series of passages and crypts covering an area of 756 ft.

The walls are made of rustic rock, carved out like shelves that house the bones of thousands of humanoids. Few sections of the passages have worn-out murals or mosaics, which are hard to discern thanks to the passing of time. The passages connect a series of large crypts or chambers, each serving a different purpose.

Unless specified otherwise, the catacombs lay in absolute darkness, and creatures with darkvision or under the effect of an item or spell can only see up to 60 ft.

The stench has doubled in potency, penetrating clothes and sticking to the skin. In some remote instances the smell that abandoned buildings discharge sneaks into the nostrils, highlighting that the place is ancient, far older than Thamarya. The arch leads to the catacombs' first passage.

## ABOUT THE STENCH

The Undead Sorceress uses a mysterious technique to raise the dead, which generates a foul smell that affects all living creatures. With each hour that passes inside the catacombs, living creatures must roll a successful DC 17 Constitution saving throw.

If the check fails, the creature becomes poisoned for ten minutes and takes 2d10 necrotic damage. For every extra hour, add 1d10 to the damage.

## CI. THE WISHING WELL

A round chamber, 20 ft. in diameter and empty except for a well in its center.

The chamber feels colder than the passage; a temperature drop definitely happened. The well is made up of hastily stacked rocks, lined up with no sense of craftsmanship or elegance, although they all have one thing in common: they are all white in color.

The moment the entire party is inside the chamber, a soft breeze will blow, and a whistling sound will be heard coming from inside the well. The well is magical, and has six different voices, each with a different outcome. However, it only activates if any of the PCs look down the well, if that happens, please read the following text out loud:

The whistling stops, and a menacing silence descends on the chamber for a few seconds. Just when the feeling is at its worst, a voice starts to speak, but it is a strange voice as if it was made up of several voices speaking in dissonance: "Hello... is there anybody out there?"

All creatures inside the chamber must make a DC 18 Wisdom saving throw. On a successful save, a creature is immune to the voices and doesn't hear anything. On a failed save, the creature hears one of the voices and suffers from one effect. To determine which one, please use the table below:

### Well Effects

#### D6 Effects

- A reassuring voice.** The voice reminds you of what a great adventurer you are, undefeated and brave. The words make you overestimate your skill. All attacks against you are with advantage for 1d4 hours. No spell or effect can remove it.
- Look behind you!** A voice warns you of impending danger but is actually a cruel distraction. All initiative rolls for 1d4 hours are an automatic one.
- An old hatred.** You hear the voice of somebody wronged by you in the past; resentment resounds with every vowel as you begin to feel pain all over your body. Target creature must make a DC 18 Intelligence saving throw. Failure means 6d8 psychic damage, and half as much on a successful one.
- Look into your soul.** Your past sins flash before you; every lie you ever uttered and every sin you ever committed comes to bite you. Target creature becomes blind for 1d4 hours.
- Be my vengeance.** The voice tells you to vanquish all its enemies. Target creature gains +1d6 to all attacks for 1d4 hours.
- Blessed is the listener.** A voice thanks you for coming; all hit points are healed, all conditions removed, and all spell slots replenished.

## C2. PEASANTS' CRYPT

The crypt is large but modest. The walls have holes packed with bones; however, there's something at the end of the crypt, but it is hard to tell from this distance.

**Ratfolk Remains.** The floor at the end of the crypt is scattered with the bones of the rat creatures.

Unlike what you've seen so far, these are the only bones that are on the ground, but there's something else. A successful DC 16 Intelligence (Investigation) or Wisdom (Survival) reveals that their flesh was removed not too long ago.

**Peasant and fishers' crypt.** A successful DC 17 Intelligence (History) check discloses that peasants and fishers were placed in this crypt. This conclusion was made possible thanks to the few etchings of farm life and fishing on the spaces between the holes.

**Treasure.** Inside the crypt, there's a worthless *bronze sickle*, *1d6 superior healing potions*, *two ratfolk facemasks*, which grant immunity to poison gas (they can be used *1d8* times and then disintegrate), and *parchment* written in terrible handwriting and full of mistakes that reads: "I'll meet you at the Tavern, just outside Pipe Town."

**Creatures.** Four **catacomb zombie warriors** patrolling this level arrive as the party inspects this chamber. See appendix A for their stats.

## C3. MERCHANTS' CRYPT

A continuous sinister echo rattles the nerves like unending drops of water on your head. At first, it broke the abysmal silence that ruled. It was faint and hardly discernible, but now you stand outside another crypt and whatever is making the sound is inside.

**Mechanism.** The sound is made by an old mechanism embedded into the catacombs. Inside are old bronze tokens stacked in an upper compartment that fall through a hole one by one into another compartment. When the tokens fill the bottom compartment, the mechanism spins *180* degrees, and the process repeats itself.

**Yuddrakh Remains.** Lying on the ground of the crypt, obviously foreign to it, are a set of weird-looking bones. A series of backbones with hundreds of vertebrae each. A successful DC 16 Intelligence (Nature) check reveals that they belong to Yuddrakh, and these have also had their flesh torn recently.

**Development.** Inside the crypt are two **catacomb zombie archers** and two **catacomb zombie warriors** who attack any intruder on sight. See appendix A for their stats.

## C4. SOLDIERS' CRYPT

The smell of rot intermixes with that of clay, giving the nostrils a minor relief for the first time inside the catacombs. The sound of footsteps changes, the surface here being softer dirt, but the most remarkable change by far is the lighting. Initially, you detected the familiar blue glow in the distance; however, it grew in intensity as you approached until you gasped when you discovered the reason behind this.

The crypt is *70* by *150* ft. rectangularly shaped, and the inside is littered with rows of clay bases with the bones of soldiers standing on top of them, their worn-out padded armors giving away their former occupation. The blue fungi have collected and spread through the old clay, lighting the bones from a low-angle and creating a ghoul-ish atmosphere.

**Criminals' section.** There's a tiny part of the crypt where criminals guilty of the most horrendous crimes are buried. The area is circular and has nine sarcophagi made of stone around the wall. Each one is *12* ft. high and is covered with ancient writing that is indecipherable, while bronze chains keep them sealed. All of them except one that is. The open sarcophagus belonged to the Undead Sorceress. A *detect magic* spell reveals that all the sarcophagi are closed by magic.

**Exit.** A large marble wall located on the northern part of the crypt leads to the next level. It has a large keyhole and some writing in the same unknown language.

**Key.** A special key is needed to open the wall.

The key is located on the opposite end of the crypt inside the jaw of a statue of a beast. A successful DC 17 Wisdom (Perception) check alerts to a twinkling coming from the statue's jaws.

**Trap.** The instant the key is taken causes both entrances to the crypt to collapse, and a poison gas starts to fill it. For every minute that passes, any creature inside the crypt must roll a DC 23 Constitution saving throw and take *4d8* damage, or twice as much on a failed one. A successful DC 20 Dexterity check is needed to use the key and open the wall. If the check fails, a whole minute must pass before it can be rolled again.



Zombie

## THE SECOND LEVEL

The gate has a set of stairs that lead down whilst the smell of rot increases with every step. As you descend the stairs, you notice that the walls and the ground are better crafted.

You wonder why that is, but the answer soon becomes apparent.

The second level of the catacombs is where the upper echelons of the unknown civilization are buried. It houses the catacombs belonging to the clergy, nobles, and royalty. Everything in the architecture is of superior quality, showing off that it belongs to the elite of the civilization. A successful DC 15 Wisdom (Perception) check reveals traces of ethyx in the walls' decor.

### C5. NOBLES' CRYPT

The poshest of the crypts so far. The moment a creature sets foot in it, magical candles are lit, showing the beauty of this desolate place.

Located in the center of the crypt are three mummies of flying mounts resting on white pedestals. There is a fourth pedestal but with no creature on it.

**Treasure.** There's a chest next to one of the walls. Inside it are: two *silk shirts* worth 250 gp each. Any creature wearing one of the shirts has their Constitution lowered by one point. However, their AC increases by two points.

### C6. CLERGY'S CRYPT

Dozens of embedded pillars stick out from the walls, and each one of them has a sarcophagus as a base.

As with the nobles' chamber, this one is also lit by magic candles. A successful DC 15 Wisdom (Perception) reveals that the stench of putrefaction is not present here.

The reason for this is the candles, which discharge a faint smell of incense.

**Trap.** One of the sarcophagi is ajar. Any creature that touches it must succeed a DC 22 Charisma saving throw or become trapped inside. Once inside, the creature will start to transform into one of the magic candles unless released before this happens. Each sarcophagus has 130 hp, and the transformation takes *IdIO* + 4 rounds.

**Book.** Any creature caught inside one of the sarcophagi that manages to escape comes out with *Tetsuo's Chronicle of the Dragons' War*. It takes two weeks to read the book, which is about a historian reconstructing a great conflict between dragons that almost destroyed Eluan. The most relevant piece of information is the mention of "The Game", where dragons use servants in a sort of proxy war with the objective of accumulating power without conflict.

These servants infiltrate, attack, or collect powerful items for their master.

### C7. THE ROYAL CRYPT

A dull sound resonates. It is coming from inside the crypt. It is strange and difficult to place, but it has an organic feel to it, as if flesh was being torn apart...

The crypt belonged to royalty, but it is now used as the place where the zombies collect and prepare the ripped flesh and bones, before sending them to the sorceress so she can create more minions.

There are four sarcophagi, all of them empty.

**Creatures.** Inside the crypt are an **abomination**, a **catacomb zombie warrior** and a **zombie mount** (the missing mummy).

**Treasure.** The abomination has the key that opens the gate. If any of the PCs still carry the bronze sickle from the farmer's crypt, they can show it to the abomination, who will remember being a farmer and become confused. All of his attacks will be with disadvantage until it is destroyed or the sickle's wielder is incapacitated or killed. See appendix A for their stats.

### C8. THE FINAL PASSAGE

After opening the gate, you walk through a dirt passage, and notice a strange noise up ahead.

The passage ends in a small chamber. Inside are a carousel and a staircase, both of which lead down.

The carousel is a conveyor belt and the source of the noise. It is where the zombies place the bones and ripped flesh. The carousel does an entire cycle, as it descends on the left side with the remains, and then comes back up the right side with a finished zombie.

## THE COURT OF PUTREFYING FLESH

The smell has become too strong, your bodies fail to react sensibly to your commands. As you descend, you see how the belt doesn't stop moving; its surface is full of bloodstains, and some white powder, which you assume are bone residues.

The court is oval and circumferenced by the carousel. There are four pillars in the middle of the court, and chained to each one of them is a former ruler, two queens and two kings, who now toil for the sorceress, inspecting the contents of the conveyor belt.

Situated at the far end of the court is a mountain of failed attempts at creating zombies levitating on top of the conveyor belt. Standing over the mountain is the sorceress—who usually waits for the bones and flesh to pass underneath her and then transforms them into zombies—calmly waiting for the intruders who look promising as a source for a new kind of zombie.

Behind the mountain of corpses lies an opening that leads outside the catacombs.

Tales of hells and underworlds are varied and numerous, all depicting realities of vast viciousness and darkness.

You've heard plenty of them during your lifetimes, and none of them prepared you for this gruesome spectacle, so horrible and so precise in detail that you don't notice the surprise attack by one of the chained zombies as it swoops down on you...

## ROLEPLAYING THE UNDEAD SORCERESS

The sorceress doesn't care to negotiate or reason. She will understand everything said to her but is unable to speak. She will see all living beings as a source of flesh for her undead army. The sorceress is capable of flying.

**Development.** The four **royal zombies** will use the chains to swoop down from the pillars and attack the PCs. This strategy grants them considerable speed to ram any target within a range of 30 ft. However, their attacks reach only up to 2 ft. from the conveyor belt. Any PC next to the belt is beyond the zombies' attack. The area between the pillars is also beyond the zombies' range. However, this space lies right in front of the mountain of corpses, a perfect spot for the **undead sorceress** to attack with her spellcasting abilities.

**Treasure.** One *potion of clairvoyance*, one *potion of gaseous form*, one *bead of force*, one *scroll of summon elemental*, one *small gold idol* (700 gp), one *silver chalice with moonstones* (850 gp), and one *silver-plated steel long sword with jet set in hilt*.

## EPILOGUE

When the Undead Sorceress is defeated, any remaining zombies will collapse immediately and return to being a corpse, and the stench will disperse instantaneously.

The instant the PCs approach the opening, a successful DC 18 Intelligence (History) check reveals a series of ancient symbols and wards, very different from the style found in the catacombs. This probably means that whatever lies beyond the opening is an entirely different place, and probably the reason why the sorceress wasn't able to expand towards this direction.

You notice a dim light behind the mountain of corpses. The moment the sorceress fell, the zombies perished instantaneously, and the putrefying stench disappeared. Why is that?

You start to notice that the air coming from the opening is different; it is cleaner, liberating, but there's something else...

**Milestone.** All surviving players reach 12th level after jumping through the portal.

## WHAT'S NEXT?

Whatever brought back the undead sorceress?

- The opening is the only way, but where does it lead to?
- What crime was the sorceress guilty of?
- What was the name of this civilization?
- Why did these people perish?



# APPENDIX A: NPCs AND MONSTERS

## ZOMBIE ABOMINATION

*Huge undead.*

**Armor Class** 12 (Natural Armor)  
**Hit Points** 104 (11d12+27)  
**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA     |
|---------|---------|---------|--------|--------|---------|
| 20 (+5) | 10 (+0) | 16 (+3) | 3 (-4) | 8 (-1) | 10 (+0) |

**Saving Throws** Con +6  
**Damage Immunities** Poison  
**Condition Immunities** Charmed, exhaustion, paralyzed, petrified, poisoned, stunned  
**Senses** Darkvision 60 ft., Passive Perception 9  
**Languages** Understands Common but can't speak  
**Challenge** 6 (2,300 XP)  
**Proficiency Bonus** +3

**Deathly Stench.** Any creature that starts its turn within 10 feet of the abomination must succeed on a DC 14 Constitution saving throw or take 9 (2d8) poison damage and be poisoned until the start of the creature's next turn.

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Unusual Nature.** The zombie doesn't require air, food, drink or sleep.

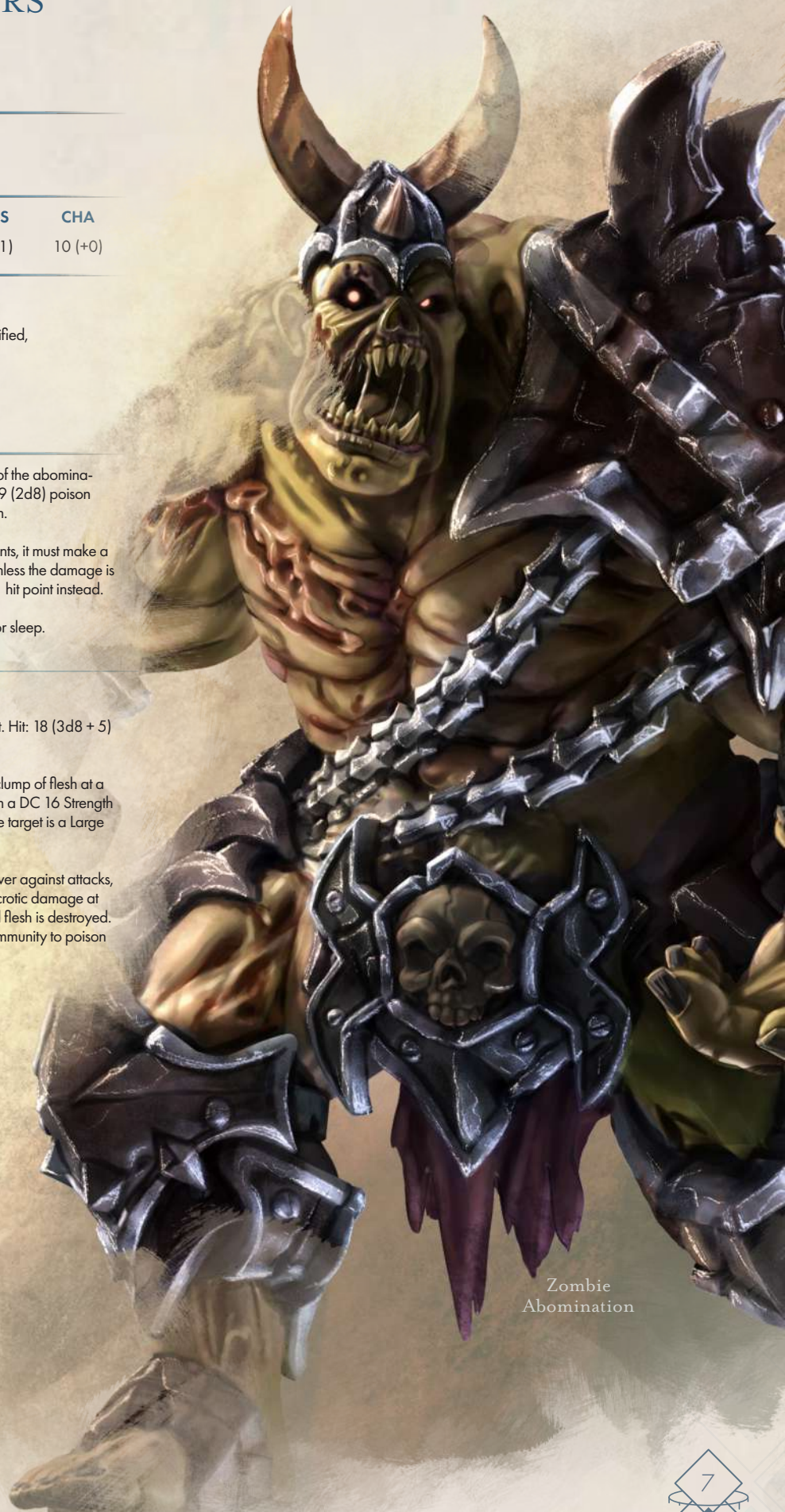
### ACTIONS

**Multiattack.** The abomination makes two Slam attacks.

**Slam.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

**Flesh Entomb (Recharge 5-6).** The zombie flings a detached clump of flesh at a creature it can see within 30 feet of it. The target must succeed on a DC 16 Strength saving throw or take 16 (3d10) bludgeoning damage, and if the target is a Large or smaller creature, it becomes entombed in dead flesh.

A creature entombed in the dead flesh is restrained, has total cover against attacks, and other effects outside the dead flesh, and takes 10 (3d6) necrotic damage at the start of each of its turns. The creature can be freed if the dead flesh is destroyed. The dead flesh is a Large object with AC 10, 25 hit points, and immunity to poison and psychic damage.



Zombie  
Abomination

# ZOMBIE MOUNT

Large undead.

**Armor Class** 15 (Natural Armor)  
**Hit Points** 80 (11d10+27)  
**Speed** 10 ft., fly 60 ft. (Hover).

| STR     | DEX    | CON     | INT    | WIS    | CHA    |
|---------|--------|---------|--------|--------|--------|
| 10 (+0) | 8 (-1) | 16 (+3) | 3 (-4) | 8 (-1) | 5 (-3) |

**Saving Throws** Wis +2  
**Damage Immunities** Poison  
**Condition Immunities** Charmed, poisoned.  
**Senses** Darkvision 60 ft., Passive Perception 9  
**Languages** Understands Common but can't speak  
**Challenge 5** (1,800 XP)

**Underwater Fortitude** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Unusual Nature** The zombie doesn't require air, food, drink or sleep.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

**Vision Attack.** The zombie uses a random vision attack, choosing a target that it can see within 60 feet of it.

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. **Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger non magical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

# CATACOMB ZOMBIE WARRIOR

Medium undead, neutral evil.

**Armor Class** 15 (Natural Armor)  
**Hit Points** 87 (12d8+29)  
**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 10 (+0) | 17 (+3) | 4 (-3) | 6 (-2) | 6 (-2) |

**Saving Throws** Wis +1  
**Damage Resistances** Cold, necrotic.  
**Damage Immunities** Poison  
**Condition Immunities** Charmed, exhaustion, frightened, paralyzed, poisoned  
**Senses** Darkvision 60 ft., Passive Perception 9  
**Languages** Understands Common but can't speak  
**Challenge 5** (1,800 XP)

**Turn Resistance.** The zombie has advantage on saving throws against any effect that turns undead.

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

## ACTIONS

**Multiattack.** The zombie makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage and 7 (2d6) necrotic damage.



Catacomb Zombie  
Warrior



# CATACOMB ZOMBIE ARCHER

Medium undead, neutral evil.

**Armor Class** 15 (Natural Armor)  
**Hit Points** 87 (12d8+29)  
**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 10 (+0) | 17 (+3) | 4 (-3) | 6 (-2) | 6 (-2) |

**Saving Throws** Wis +1  
**Damage Resistances** Cold, necrotic.  
**Damage Immunities** Poison  
**Condition Immunities** Charmed, exhaustion, frightened, paralyzed, poisoned  
**Senses** Darkvision 60 ft., Passive Perception 9  
**Languages** Understands Common but can't speak  
**Challenge** 5 (1,800 XP)

**Turn Resistance.** The zombie has advantage on saving throws against any effect that turns undead.

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

## ACTIONS

**Multiattack.** The zombie makes two melee attacks.

**Longbow.** Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

# ROYAL ZOMBIE

Medium undead, Neutral evil.

**Armor Class** 10 (Natural Armor)  
**Hit Points** 22 (3d8+9)  
**Speed** 120 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 13 (+1) | 14 (+2) | 16 (+3) | 3 (-4) | 6 (-2) | 5 (-3) |

**Saving Throws** Wis +0  
**Damage Immunities** Poison  
**Condition Immunities** Poisoned  
**Senses** Darkvision 80 ft., Passive Perception 11  
**Languages** Understands Common but can't speak  
**Challenge** 1/4 (50 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

## ACTIONS

**Slam.** Melee Weapon Attack: +5 to hit, reach 50 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Catacomb Zombie  
Ranger



# UNDEAD SORCERESS

Medium humanoid (elf), chaotic evil.

**Armor Class** 13 (Natural Armor)

**Hit Points** 99 (18d8+18)

**Speed** 40 ft. Flying

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 12 (+1) | 20 (+5) | 15 (+2) | 16 (+3) |

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +13

**Damage Resistance** Damage from spells; nonmagical bludgeoning

**Senses** Passive Perception 12

**Languages** Understands Common but can't speak

**Challenge 12** (8,400 XP)

**Magic Resistance** The undead sorceress has advantage on saving throws against spells and other magical effects.

**Spellcasting** The undead sorceress is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The undead sorceress can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin*

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank*

9th level (1 slot): *time stop*

**Special Equipment** Bronze wristband that allows the creation of zombies. It will break once she is defeated, and it cannot be fixed.

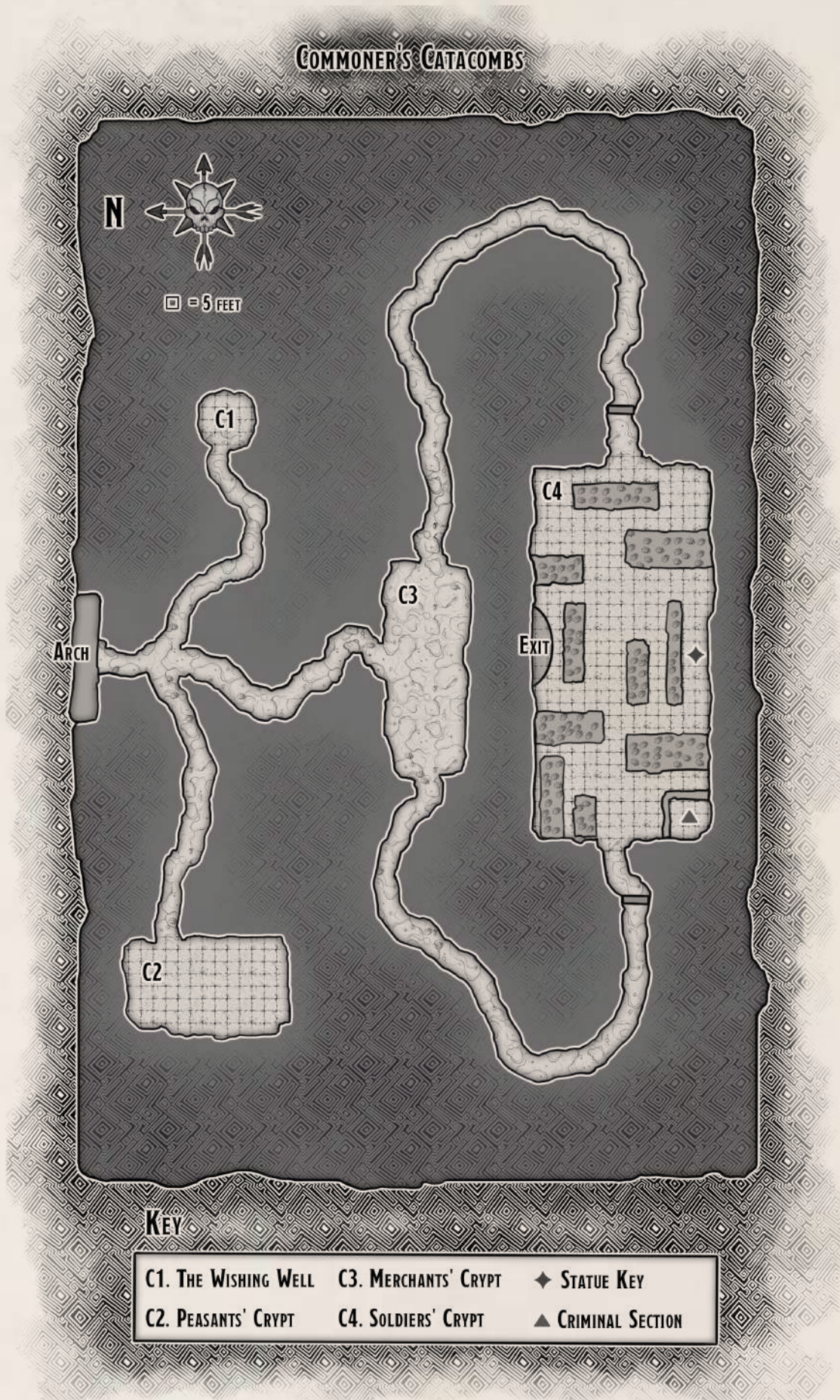
## ACTIONS

**Dagger.** Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 2 piercing damage, or 1d8 + 0 if using two hands.

Undead Sorceress

# APPENDIX B: MAPS

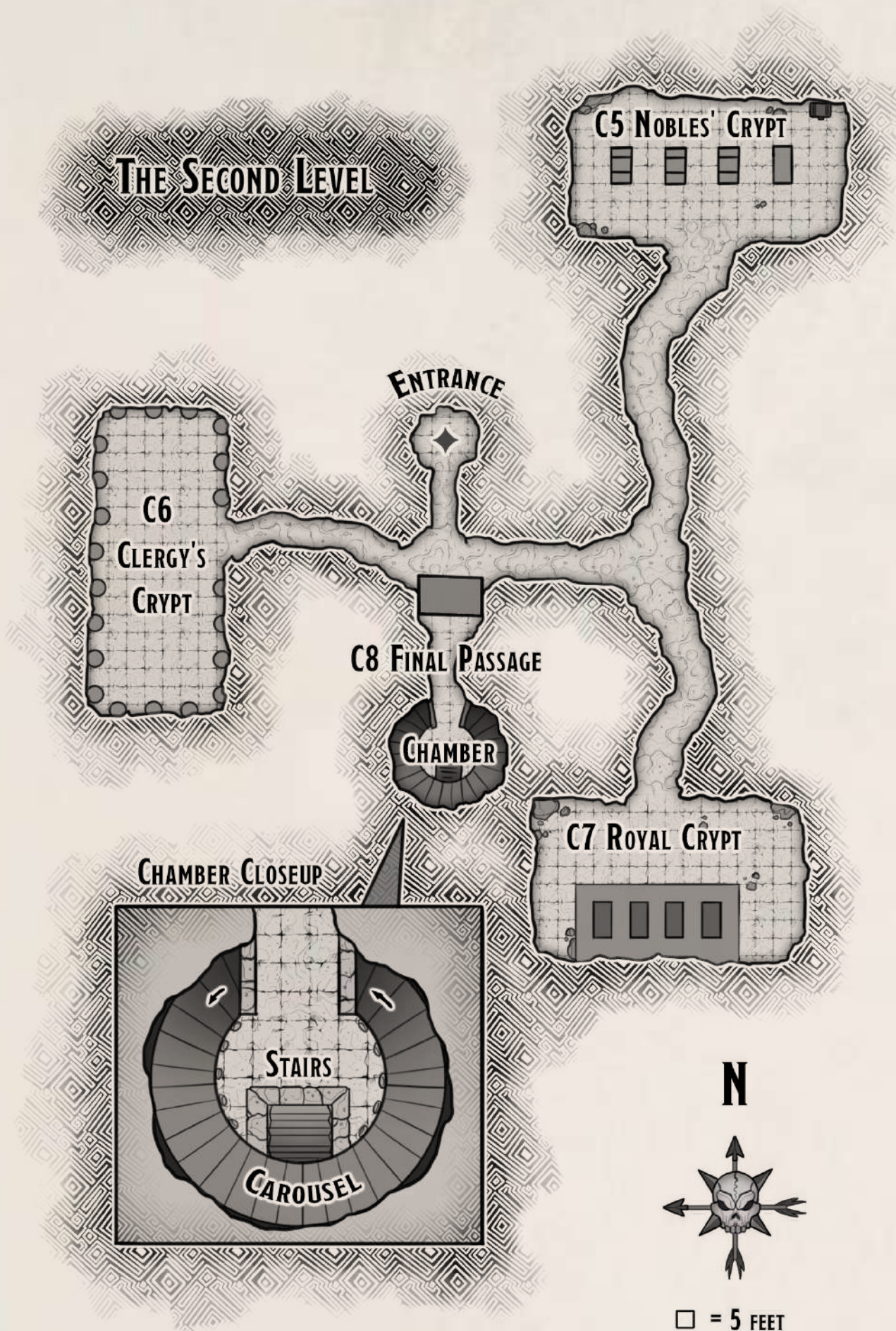
## COMMONER'S CATACOMBS



### KEY

|                      |                      |                    |
|----------------------|----------------------|--------------------|
| C1. THE WISHING WELL | C3. MERCHANTS' CRYPT | ◆ STATUE KEY       |
| C2. PEASANTS' CRYPT  | C4. SOLDIERS' CRYPT  | ▲ CRIMINAL SECTION |

THE SECOND LEVEL



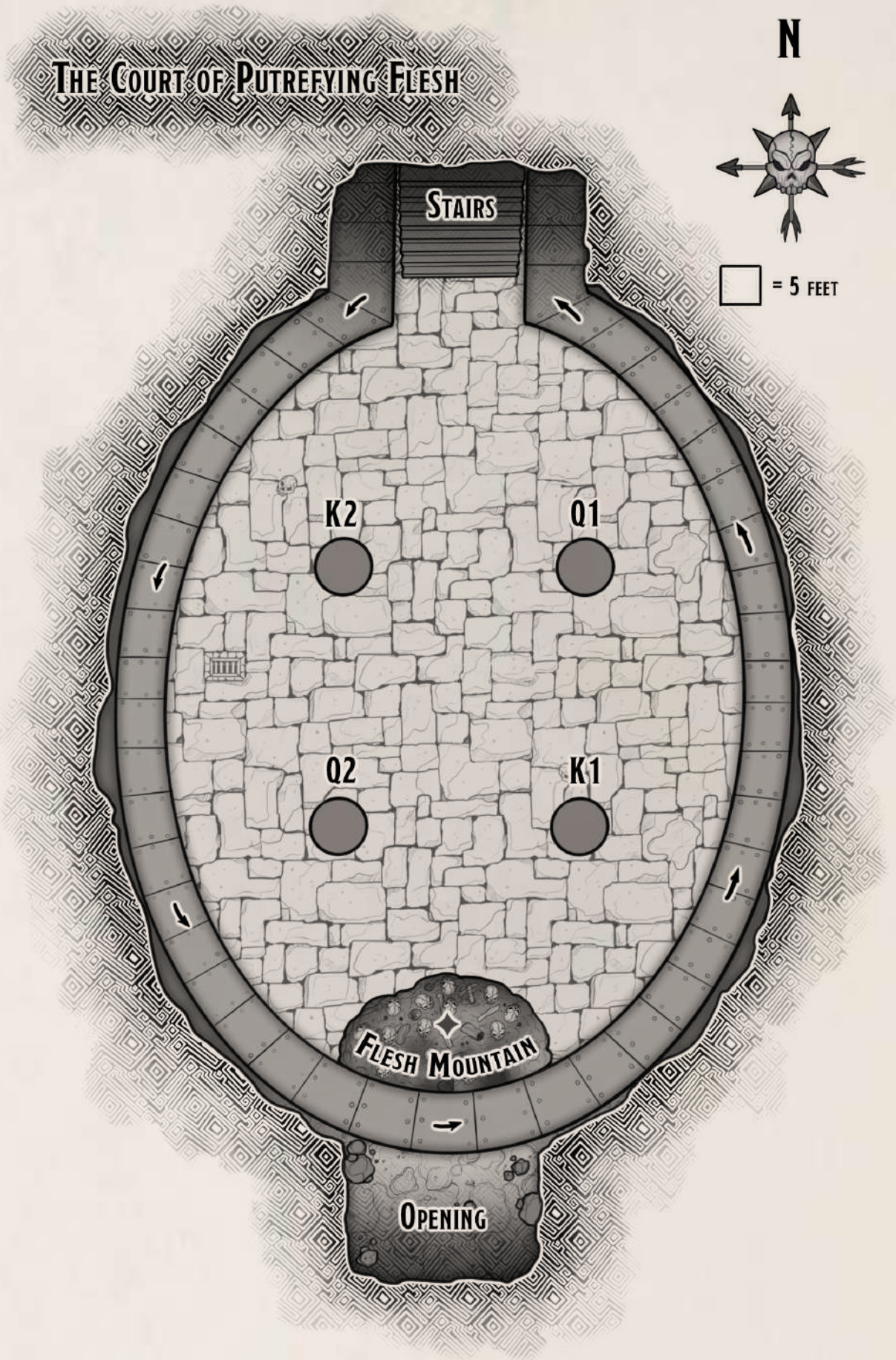
# THE COURT OF PUTREFYING FLESH

## THE COURT OF PUTREFYING FLESH

N



□ = 5 FEET





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