

CHAPEL ON THE CLIFFS

COMPANION BOOKLET

APL 2

SCALING THE ADVENTURE

When running the adventure for a group of 2nd level characters, you should apply the following changes.

PAGE 9 - SKELETON PATROLS

When determining the size of the skeleton patrols and how quickly the reinforcements arrive, use the table below.

Number of Skeletons	Die Size
90 to 116	d10
60 to 89	d8
30 to 59	d6
Less than 30	d4

PAGE 11 - WANDERING GHOULS

The PCs encounter two **ghouls** instead of three.

PAGE 15 - B2. THE HIDEOUT

The PCs encounter one **ghast** instead of two.

PAGE 17 - THE BAY AT NIGHT

The PCs encounter four **claws of the deep** instead of five.

PAGE 20 - RANDOM ENCOUNTERS

When the PCs are exploring the march, use the table below for random encounters.

d20	Random Encounter
1-2	2d4 stirges
3-4	1d2 giant toads
5	1 will-o'-wisps
6 or higher	Nothing

PAGE 22 - C1. HALL OF HEROES

The PCs encounter one **will-o'-wisp** instead of two.

PAGE 28 - SKELETON GUARDIANS

When determining how quickly skeletons arrive at the chapel by night, use the table below.

Number of Skeletons	Die Size
90 to 116	d10
60 to 89	d8
30 to 59	d6
Less than 30	d4

PAGE 32 - REINFORCEMENTS

When rolling for reinforcements during a siege scene, use the table below.

d20	Result
1-5	Six skeletons drop out of the chase. Something bad happened to them: other undead trampled them, they got stuck in a bush, they broke a leg or it fell off, etc. Permanently remove these undead from your pool of reinforcements.
6-10	The skeletons keep up with the PCs but none of them manage to catch up.
11-15	If any of the characters didn't move at least 45 feet away from the horde of skeletons chasing them since the end of the last turn, one of the skeletons catches up with the PCs (as if you had rolled 16-20; see below). If the entire party moved at least 45 feet from the horde, nothing happens.
16-20	One of the undead catches up with the PCs and becomes active. New skeletons appear 3d6 x 5 feet away from the characters, typically behind them, but some of the undead might have tried to cut the PCs off and appear in front of them or on the sides.

PAGE 32 - ESCAPING WITH THE IDOL

Use the table below when determining the size of the patrol the PCs encounter.

Number of Skeletons	Die Size
90 to 116	d10
60 to 89	d8
30 to 59	d6
Less than 30	d4

PAGE 33 - SIEGES

There are only two **skeletons** at each door instead of three.

MONSTER STATISTICS

When running the adventure for a group of 2nd level characters, you should use the monster statistics below. **Note that some creatures are weaker than in the original adventure.**

GHOUL

Medium undead, chaotic evil

Armor Class 12

HP 22 (5d8)

Speed 30 ft.

STR 13 (+1) **DEX** 15 (+2) **CON** 10 (+0) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 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.

GHAST

Medium undead, chaotic evil

Armor Class 13

HP 36 (8d8)

Speed 30 ft.

STR 16 (+3) **DEX** 17 (+3) **CON** 10 (+0) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 8 (-1)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.

SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

HP 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing. Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

CLAW OF THE DEEP

Medium undead, chaotic evil

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common but can't speak
Challenge 1/2 (100 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the claw of the deep can't use its claws attack against another target.

Drown. The claw of the deep makes an attack with its claws against a grappled creature. If the attack hits, the target and the claw of the deep sink 30 feet. If the target is holding its breath, it also runs out of air and begins to choke (see the "Suffocating" rules in the SRD).

AINA

Medium fey, neutral good

Armor Class 12

Hit Points 54 (12d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 14
Languages Aquan, Common, Sylvan
Challenge 2 (450 XP)

Amphibious. Aina can breathe air and water.

Innate Spellcasting. Aina can innately cast the following spells, requiring only verbal components:

At-will: *control water*, *create water*, *water breathing*
2/day: *augury*

ACTIONS

Freezing Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) cold damage.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

HP 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

GIANT TOAD

Large beast, unaligned

Armor Class 11

HP 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water. Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

HP 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

RICHARD THE ZOMBIE

Medium undead, neutral

Armor Class 8

HP 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	10 (+0)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common

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:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

HP 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BROTHER MORTON

Medium humanoid, chaotic evil

Armor Class 13 (natural)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 50 ft.

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

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Understands common but can't speak

Challenge 3 (700 XP)

Amphibious. Brother Morton can breathe air and water.

ACTIONS

Multiattack. Brother Morton can make two attacks: one with his bite, one with his claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

APL 3

SCALING THE ADVENTURE

The adventure is optimized for a group of four 3rd level characters. You can use the module as written with PCs of this level.

MONSTER STATISTICS

When running the adventure for a group of 3rd level characters, you should use the monster statistics below.

GHOUL

Medium undead, chaotic evil

Armor Class 12

HP 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses *darkvision* 60 ft., *passive Perception* 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 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.

GHAST

Medium undead, chaotic evil

Armor Class 13

HP 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses *darkvision* 60 ft., *passive Perception* 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.

SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

HP 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses *blindsight* 60 ft., *passive Perception* 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its *blindsight* while deafened.

Keen Hearing. The swarm has advantage on Wisdom (*Perception*) checks that rely on hearing. **Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

CLAW OF THE DEEP

Medium undead, chaotic evil

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the claw of the deep can't use its claws attack against another target.

Drown. The claw of the deep makes an attack with its claws against a grappled creature. If the attack hits, the target and the claw of the deep sink 30 feet. If the target is holding its breath, it also runs out of air and begins to choke (see the "Suffocating" rules in the SRD).

AINA

Medium fey, neutral good

Armor Class 12

Hit Points 54 (12d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Common, Sylvan

Challenge 2 (450 XP)

Amphibious. Aina can breathe air and water.

Innate Spellcasting. Aina can innately cast the following spells, requiring only verbal components:

At-will: *control water*, *create water*, *water breathing*

2/day: *augury*

ACTIONS

Freezing Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) cold damage.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

HP 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

GIANT TOAD

Large beast, unaligned

Armor Class 11

HP 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water. Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

HP 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

RICHARD THE ZOMBIE

Medium undead, neutral

Armor Class 8

HP 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	10 (+0)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common

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:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

HP 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BROTHER MORTON

Medium humanoid, chaotic evil

Armor Class 14 (natural)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 50 ft.

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

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Understands common but can't speak

Challenge 4 (1,100 XP)

Amphibious. Brother Morton can breathe air and water.

ACTIONS

Multiattack. Brother Morton can make two attacks: one with his bite, one with his claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

APL 4

SCALING THE ADVENTURE

When running the adventure for a group of 4th level characters, you should apply the following changes.

PAGE 9 - SKELETON PATROLS

When determining the size of the skeleton patrols and how quickly the reinforcements arrive, use the table below.

Number of Skeletons	Die Size
90 to 116	d12+1
60 to 89	d12
30 to 59	d10
Less than 30	d8

PAGE 11 - WANDERING GHOULS

The PCs encounter two **ghouls** and a **ghast** instead of three ghouls.

PAGE 12 - A1. THE LIGHTHOUSE

The PCs encounter three **swarms of bats** instead of two.

PAGE 17 - THE BAY AT NIGHT

The PCs encounter eight **claws of the deep** instead of five.

PAGE 20 - RANDOM ENCOUNTERS

When the PCs are exploring the march, use the table below for random encounters.

d20	Random Encounter
1-2	2d4 + 4 stirges
3-4	1d4 + 1 giant toads
5	1d2 will-o'-wisps
6 or higher	Nothing

PAGE 23 - BURIAL CHAMBER

The PCs encounter a **barrow wight** (see statistics below) instead of a wight. The wight also deals 10 (3d6) poison damage instead of 7 (2d6) with its poisonous flasks.

PAGE 28 - SKELETON GUARDIANS

When determining how quickly skeletons arrive at the chapel by night, use the table below.

Number of Skeletons	Die Size
90 to 116	d12+1
60 to 89	d12
30 to 59	d10
Less than 30	d8

PAGE 32 - REINFORCEMENTS

When rolling for reinforcements during a siege scene, use the table below.

d20	Result
1-5	Two skeletons drop out of the chase. Something bad happened to them: other undead trampled them, they got stuck in a bush, they broke a leg or it fell off, etc. Permanently remove these undead from your pool of reinforcements.
6-10	The skeletons keep up with the PCs but none of them manage to catch up.
11-15	If any of the characters didn't move at least 45 feet away from the horde of skeletons chasing them since the end of the last turn, one of the skeletons catches up with the PCs (as if you had rolled 16-20; see below). If the entire party moved at least 45 feet from the horde, nothing happens.
16-20	One of the undead catches up with the PCs and becomes active. New skeletons appear 3d6 x 5 feet away from the characters, typically behind them, but some of the undead might have tried to cut the PCs off and appear in front of them or on the sides.

PAGE 32 - ESCAPING WITH THE IDOL

Use the table below when determining the size of the patrol the PCs encounter.

Number of Skeletons	Die Size
90 to 116	d12+1
60 to 89	d12
30 to 59	d10
Less than 30	d8

PAGE 33 - SIEGES

When determining the size and the number of access points in a house, use the table below instead.

d20	Dimensions	Access Points
1-4	20 feet x 30 feet	1 door, 3 windows
5-16	25 feet x 40 feet	1 door, 4 windows
17-20	25 feet x 40 feet	1 door, 5 windows

MONSTER STATISTICS

When running the adventure for a group of 4th level characters, you should use the monster statistics below. **Note that some creatures are stronger than in the original adventure.**

GHOUL

Medium undead, chaotic evil

Armor Class 12

HP 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 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.

GHAST

Medium undead, chaotic evil

Armor Class 13

HP 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.

SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

HP 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing. Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

CLAW OF THE DEEP

Medium undead, chaotic evil

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the claw of the deep can't use its claws attack against another target.

Drown. The claw of the deep makes an attack with its claws against a grappled creature. If the attack hits, the target and the claw of the deep sink 30 feet. If the target is holding its breath, it also runs out of air and begins to choke (see the "Suffocating" rules in the SRD).

AINA

Medium fey, neutral good

Armor Class 13

Hit Points 82 (15d8 + 15)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Common, Sylvan

Challenge 3 (700 XP)

Amphibious. Aina can breathe air and water.

Innate Spellcasting. Aina can innately cast the following spells, requiring only verbal components:

At-will: *control water*, *create water*, *water breathing*

2/day: *augury*

ACTIONS

Freezing Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 24 (7d6) cold damage.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

HP 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

GIANT TOAD

Large beast, unaligned

Armor Class 11

HP 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water. Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

HP 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

RICHARD THE ZOMBIE

Medium undead, neutral

Armor Class 8

HP 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	10 (+0)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common

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:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

BARROW WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

HP 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Brute. A melee or ranged weapon deals an extra die of its damage when the barrow wight hits with it (included in the attack).

Sunlight Sensitivity. While in sunlight, the barrow wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The barrow wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

BROTHER MORTON

Medium humanoid, chaotic evil

Armor Class 14 (natural)

Hit Points 105 (14d8 + 42)

Speed 30 ft., swim 50 ft.

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

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Understands common but can't speak

Challenge 4 (1,100 XP)

Amphibious. Brother Morton can breathe air and water.

ACTIONS

Multiattack. Brother Morton can make two attacks: one with his bite, one with his claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

APL 5

SCALING THE ADVENTURE

When running the adventure for a group of 5th level characters, you should apply the following changes.

SKELETONS

Replace all skeletons with **dread skeletons**.

PAGE 9 - SKELETON PATROLS

When determining the size of the dread skeleton patrols and how quickly the reinforcements arrive, use the table below.

Number of Skeletons	Die Size
90 to 116	d10
60 to 89	d8
30 to 59	d6
Less than 30	d4

PAGE 11 - WANDERING GHOULS

The PCs encounter three **ghasts** instead of three ghouls.

PAGE 12 - A1. THE LIGHTHOUSE

The PCs encounter two **swarms of vampire bats** instead of two swarms of bats.

PAGE 13 - A3. THE SMITHY

The PCs encounter a **dread ghast** instead of a ghast.

PAGE 15 - B2. THE HIDEOUT

The PCs encounter two **dread ghasts** instead of two ghasts.

PAGE 17 - THE BAY AT NIGHT

The PCs encounter seven **claws of the deep** instead of five.

PAGE 20 - RANDOM ENCOUNTERS

When the PCs are exploring the march, use the table below for random encounters.

d20	Random Encounter
1-2	2d8 + 4 stirges
3-4	2d4 giant toads
5	1d3 + 1 will-o'-wisps
6 or higher	Nothing

INTERROGATING THE TOWNSFOLK

After the PCs defeat one of the dread skeletons, they can interrogate the corpse with a *Speak with Dead* spell and learn the following:

- † The curse hit Kennmouth with no prior warning, and had no obvious cause.
- † On the night the curse fell, strange lights came out of the chapel windows. Shortly after, a horde of skeletons attacked the village.
- † Nobody knows what caused the curse.

Note that the townsfolk only know what they knew when they were alive. They don't remember anything that happened during the nightly patrols.

PAGE 22 - C1. HALL OF HEROES

The PCs encounter three **will-o'-wisps** instead of two.

PAGE 23 - BURIAL CHAMBER

The PCs encounter a **barrow wight** (see statistics below) instead of a wight. The wight also deals 14 (4d6) poison damage instead of 7 (2d6) with its poisonous flasks.

PAGE 28 - SKELETON GUARDIANS

When determining how quickly the dread skeletons arrive at the chapel by night, use the table below.

Number of Skeletons	Die Size
90 to 116	d10
60 to 89	d8
30 to 59	d6
Less than 30	d4

PAGE 32 - REINFORCEMENTS

When rolling for reinforcements during a siege scene, use the table below.

d20	Result
1-5	Four dread skeletons drop out of the chase. Something bad happened to them: other undead trampled them, they got stuck in a bush, they broke a leg or it fell off, etc. Permanently remove these undead from your pool of reinforcements.
6-10	The skeletons keep up with the PCs but none of them manage to catch up.
11-15	If any of the characters didn't move at least 45 feet away from the horde of skeletons chasing them since the end of the last turn, one of the dread skeletons catches up with the PCs (as if you had rolled 16-20; see below). If the entire party moved at least 45 feet from the horde, nothing happens.
16-20	One of the undead catches up with the PCs and becomes active. New dread skeletons appear 3d6 x 5 feet away from the characters, typically behind them, but some of the undead might have tried to cut the PCs off and appear in front of them or on the sides.

PAGE 32 - ESCAPING WITH THE IDOL

Use the table below when determining the size of the patrol the PCs encounter.

Number of Skeletons	Die Size
90 to 116	d10
60 to 89	d8
30 to 59	d6
Less than 30	d4

PAGE 33 - SIEGES

There are only two **dread skeletons** at each door instead of three.

MONSTER STATISTICS

When running the adventure for a group of 5th level characters, you should use the monster statistics below. **Note that some creatures are stronger than in the original adventure.**

GHAST

Medium undead, chaotic evil

Armor Class 13

HP 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.

DREAD GHAST

Medium undead, chaotic evil

Armor Class 14 (natural)

HP 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	11 (+0)	10 (+0)	8 (-1)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Stench. Any creature that starts its turn within 5 feet of the dread ghastr must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The dread ghastr and any ghastrs and ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The dread ghastr can make two attacks: one with its bite, one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 15 (2d12 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.

SWARM OF VAMPIRE BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

HP 44 (10d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing. **Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 11 (2d10) piercing damage, and the swarm attaches to the target. While attached, the swarm doesn't attack. Instead, at the start of each of the swarm's turns, the target loses 11 (2d10) hit points due to blood loss. If the swarm has half of its hit points or fewer, its bites attack and the blood loss deal 5 (1d10) damage instead of 11 (2d10) damage.

The swarm can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies.

CLAW OF THE DEEP

Medium undead, chaotic evil

Armor Class 13 (natural)

Hit Points 44 (8d8 + 16)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 1 (200 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the claw of the deep can't use its claws attack against another target.

Drown. The claw of the deep makes an attack with its claws against a grappled creature. If the attack hits, the target and the claw of the deep sink 30 feet. If the target is holding its breath, it also runs out of air and begins to choke (see the "Suffocating" rules in the SRD).

AINA

Medium fey, neutral good

Armor Class 14

Hit Points 93 (17d8 + 17)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	20 (+5)

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Common, Sylvan

Challenge 4 (1,100 XP)

Amphibious. Aina can breathe air and water.

Innate Spellcasting. Aina can innately cast the following spells, requiring only verbal components:

At-will: *control water, create water, water breathing*

2/day: *augury*

ACTIONS

Freezing Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 28 (8d6) cold damage.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

HP 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

GIANT TOAD

Large beast, unaligned

Armor Class 11

HP 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water. Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

HP 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

RICHARD THE ZOMBIE

Medium undead, neutral

Armor Class 8

HP 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	10 (+0)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common

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: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

BARROW WIGHT

Medium undead, neutral evil

Armor Class 15 (studded leather)

HP 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +4, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Brute. A melee or ranged weapon deals an extra die of its damage when the barrow wight hits with it (included in the attack).

Sunlight Sensitivity. While in sunlight, the barrow wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The barrow wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

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

BROTHER MORTON

Medium humanoid, chaotic evil

Armor Class 15 (natural)

Hit Points 120 (16d8 + 48)

Speed 30 ft., swim 50 ft.

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

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Understands common but can't speak

Challenge 5 (1,800 XP)

Amphibious. Brother Morton can breathe air and water.

ACTIONS

Multiattack. Brother Morton can make three attacks: one with his bite, two with his claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

DREAD SKELETON

Medium undead, lawful evil

Armor Class 14 (armor scraps)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The dread skeleton makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

APL 6

SCALING THE ADVENTURE

When running the adventure for a group of 6th level characters, you should apply the following changes.

SKELETONS

Replace all skeletons with **dread skeletons**.

PAGE 11 - WANDERING GHOULS

The PCs encounter two **ghasts** and one **dread ghast** instead of three ghouls.

PAGE 12 - A1. THE LIGHTHOUSE

The PCs encounter three **swarms of vampire bats** instead of two swarms of bats.

PAGE 13 - A3. THE SMITHY

The PCs encounter a **dread ghast** instead of a ghast.

PAGE 15 - B2. THE HIDEOUT

The PCs encounter two **dread ghasts** instead of two ghasts.

PAGE 17 - THE BAY AT NIGHT

The PCs encounter eight **claws of the deep** instead of five.

PAGE 20 - RANDOM ENCOUNTERS

When the PCs are exploring the march, use the table below for random encounters.

d20	Random Encounter
1-2	2d12 + 4 stirges
3-4	2d6 giant toads
5	1d4 + 1 will-o'-wisp
6 or higher	Nothing

PAGE 22 - C1. HALL OF HEROES

The PCs encounter four **will-o'-wisp** instead of two.

PAGE 23 - BURIAL CHAMBER

The PCs encounter a **barrow wight** (see statistics below) instead of a wight. The wight also deals 17 (5d6) poison damage instead of 7 (2d6) with its poisonous flasks.

INTERROGATING THE TOWNSFOLK

After the PCs defeat one of the dread skeletons, they can interrogate the corpse with a *Speak with Dead* spell and learn the following:

- † The curse hit Kennmouth with no prior warning, and had no obvious cause.
- † On the night the curse fell, strange lights came out of the chapel windows. Shortly after, a horde of skeletons attacked the village.
- † Nobody knows what caused the curse.

Note that the townsfolk only know what they knew when they were alive. They don't remember anything that happened during the nightly patrols.

PAGE 32 - REINFORCEMENTS

When rolling for reinforcements during a siege scene, use the table below.

d20	Result
1-5	Three dread skeletons drop out of the chase. Something bad happened to them: other undead trampled them, they got stuck in a bush, they broke a leg or it fell off, etc. Permanently remove these undead from your pool of reinforcements.
6-10	The skeletons keep up with the PCs but none of them manage to catch up.
11-15	If any of the characters didn't move at least 45 feet away from the horde of skeletons chasing them since the end of the last turn, one of the dread skeletons catches up with the PCs (as if you had rolled 16-20; see below). If the entire party moved at least 45 feet from the horde, nothing happens.
16-20	One of the undead catches up with the PCs and becomes active. New dread skeletons appear 3d6 x 5 feet away from the characters, typically behind them, but some of the undead might have tried to cut the PCs off and appear in front of them or on the sides.

MONSTER STATISTICS

When running the adventure for a group of 6th level characters, you should use the monster statistics below. **Note that some creatures are stronger than in the original adventure.**

GHAST

Medium undead, chaotic evil

Armor Class 13

HP 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghost must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.

DREAD GHAST

Medium undead, chaotic evil

Armor Class 14 (natural)

HP 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	11 (+0)	10 (+0)	8 (-1)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Stench. Any creature that starts its turn within 5 feet of the dread ghost must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The dread ghost and any ghosts and ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The dread ghost can make two attacks: one with its bite, one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 15 (2d12 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 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.

SWARM OF VAMPIRE BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

HP 44 (10d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing. Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 11 (2d10) piercing damage, and the swarm attaches to the target. While attached, the swarm doesn't attack. Instead, at the start of each of the swarm's turns, the target loses 11 (2d10) hit points due to blood loss. If the swarm has half of its hit points or fewer, its bites attack and the blood loss deal 5 (1d10) damage instead of 11 (2d10) damage.

The swarm can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies.

CLAW OF THE DEEP

Medium undead, chaotic evil

Armor Class 13 (natural)

Hit Points 44 (8d8 + 16)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 1 (200 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the claw of the deep can't use its claws attack against another target.

Drown. The claw of the deep makes an attack with its claws against a grappled creature. If the attack hits, the target and the claw of the deep sink 30 feet. If the target is holding its breath, it also runs out of air and begins to choke (see the "Suffocating" rules in the SRD).

AINA

Medium fey, neutral good

Armor Class 14

Hit Points 130 (20d8 + 40)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	14 (+2)	15 (+2)	20 (+5)

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common, Sylvan

Challenge 5 (1,800 XP)

Amphibious. Aina can breathe air and water.

Innate Spellcasting. Aina can innately cast the following spells, requiring only verbal components:

At-will: *control water*, *create water*, *water breathing*

2/day: *augury*

ACTIONS

Freezing Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (9d6) cold damage.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

HP 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

GIANT TOAD

Large beast, unaligned

Armor Class 11

HP 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water. Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

HP 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

RICHARD THE ZOMBIE

Medium undead, neutral

Armor Class 8

HP 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	10 (+0)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common

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: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

BARROW WIGHT

Medium undead, neutral evil

Armor Class 16 (studded leather)

HP 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +4, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Brute. A melee or ranged weapon deals an extra die of its damage when the barrow wight hits with it (included in the attack).

Sunlight Sensitivity. While in sunlight, the barrow wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The barrow wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

BROTHER MORTON

Medium humanoid, chaotic evil

Armor Class 16 (natural)

Hit Points 150 (20d8 + 60)

Speed 30 ft., swim 50 ft.

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

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Understands common but can't speak

Challenge 6 (2,300 XP)

Amphibious. Brother Morton can breathe air and water.

ACTIONS

Multiattack. Brother Morton can make three attacks: one with his bite, two with his claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

DREAD SKELETON

Medium undead, lawful evil

Armor Class 14 (armor scraps)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The dread skeleton makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.