

BROADSWORD

ADVENTURES FOR FIFTH EDITION
VOLUME 3 NUMBER 2 ISSUE 23



VOLUME III NUMBER 2 ISSUE 23

A SOPHOMORE ISSUE

In this, the second issue of the updated *BroadSword*, I have tweaked the new layout very slightly to improve utility.

A final thank-you goes out to Benjamin “Sarge” Gilyot and Laura Hodgins for their efforts with *BroadSword*. Issue 23 is the last issue to which they contributed, and I wish them the very best of luck in their future professional endeavors.

As of this writing, the Legends of Omeria Kickstarter is in the process of physical fulfillment across the world. I’m sure the backers will be very pleased with the box set. If you’re not a backer, head on over to the DMDave.com online store and preorder a copy.

-Scott Craig

INCORPOREAL UNDEAD

This issue of *BroadSword* focuses on the myriad undead of the insubstantial variety. The main article is based on the recently-discovered journal of a relatively unknown ghost hunter who disappeared under mysterious circumstances.

Below you may find the introduction to his original manuscript.

Within this journal, you will learn how to correctly identify, study, eradicate, and protect yourself and others against banshees, ghosts, specters, wraiths, and other variants of incorporeal undead. Like the other guides I have left with you, it is imperative that you read the contents of this guide carefully as it may mean the difference between life and death.

In an effort to provide a complete document, I’ve constructed the content within this manual to be as concise as possible. In general, the information found within contains the typical techniques those of our lineage use to combat dark forces and survive in the world.

One can only hope players and Game Masters will heed his wise words. Based on the author’s uncanny disappearance, even an expert in the subject can fall afoul of nefarious undead!

Random Generators

Be sure to investigate the Appendices of this issue. Included are a number of random generators that will come in handy for a Game Master running a horror or mystery game.

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We have been told in ancient tales many marvels of famous heroes, of mighty toil, joys, and high festivities, of weeping and wailing, and the fighting of bold warriors – of such things you can now hear wonders unending!

-anonymous German poet circa AD 1190, *Nibelungenlied*

USING THIS BOOK

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ABBREVIATIONS

The following abbreviations are used in this book.

General Abbreviations

GM = game master
PC = player character
NPC = nonplayer character
APL = Average Party Level
CR = Challenge Rating
Save = saving throw
≥ / ≤ = at least / at most
DC = Difficulty Class
XP = experience points
pp = platinum piece(s)
gp = gold piece(s)
ep = electrum piece(s)
sp = silver piece(s)
cp = copper piece(s)

Damage Types

Acid = Acid
Bldg = Bludgeoning
Cold = Cold
Fire = Fire
Frc = Force
Ltng = Lightning
Nec = Necrotic
Prc = Piercing
Psn = Poison
Psy = Psychic
Rad = Radiant
Slsh = Slashing
Thdr = Thunder

Quick Stat Blocks

hp = hit points
AC = Armor Class
Tiny = Tiny
Sml = Small
Med = Medium
Lrg = Large
Huge = Huge
Garg = Gargantuan
PP = Passive Perception
PB = Proficiency Bonus
BA = Bonus Action
Ac = Action

Alignment

U = unaligned
A = any alignment
E = any Evil
G = any Good
C = any chaotic
L = any lawful
LG = Lawful Good
LE = Lawful Evil
LN = Lawful Neutral
N = Neutral
CG = Chaotic Good
CE = Chaotic Evil
CN = Chaotic Neutral
NE = Neutral Evil
NG = Neutral Good

UNDERSTANDING THE FORMAT

A creature's name appearing in **bold type** is a visual cue informing the GM that the monster is present. Established creatures may be found in the *MM*. New creatures are fully detailed in the Appendix of this book. Also, see Quick Stat Blocks on page 5.

Spells, items of equipment, and *magic items* mentioned are likewise described either in the core rulebooks or the Appendix of this book.

Text that appears in brackets like this is meant to be read aloud or paraphrased for the players when appropriate.

Text that appears outside of the normal text flow in a shaded box like this is additional information meant for the GM.

QUICK STAT BLOCKS

Truncated versions of monster stat blocks (“quick stat blocks”) appear in each adventure to serve as easy references for the GM. These quick stat blocks are efficiently compressed versions of full stat blocks. A busy GM is reminded with a quick glance of the most important data points of a monster during an encounter.

An example:

Elephant (1); Huge beast; **AC** 12; **hp** 76; **Spd** 40ft; **Str** +6, **Dex** -1, **Con** +3, **Int** -4, **Wis** +0, **Cha** -2; **PB** +2; **Senses** PP 10; **AL** U; **CR** 4; **XP** 1,100.

► Melee. Gore (+8, 5ft, 3d8+6 prc, if moved ≥ 20ft, target DC 12 Str save or prone. If target prone, 1 stomp as BA); Stomp (+8, 5ft, 3d10+6 bldg).

MUST-HAVE TOMES

To run these adventures, you will need access to the three core Fifth Edition rulebooks, abbreviated herein as *PHB*, *DMG*, and *MM*.

GENERIC DUNGEON KEY

1 square = ten feet. Art by Tim Hartin

Door	Trap
Double door	Stairs
Secret door	Bars/gate
Secret trap door in floor	Wooden planks
Concealed door	Dais/raised platform
False doors	Fountain
Pillar	Pool
Statue	Chute Trap
Altar	Throne
Covered pit trap	Magic circles
Open pits	Thaumaturgic circle
Wells	Pentagram
Tapestry/curtain	Elevation lines
Downward slope arrow	Brazier
Turn-around trap	Teleporter
Illusionary wall	Teleporting pillars
Rubble	
Sarcophagus	
Falling block trap	
Mirror	

FACSS ICONS

The Fantasy Adventure Classification Semiotic Standard (FACSS) is used to communicate with a glance the particulars of the included adventures.

Suggested Party Tier of Play



Adventure Scope



Dominant Theme



Adventure Setting



A COMPREHENSIVE GUIDE TO INCORPOREAL UNDEAD

Written by **Dave Hamrick**

Art by **2B Graphix** and **Navegantez**

In this article, the reader will learn how to correctly identify, study, eradicate, and protect against banshees, ghosts, specters, wraiths, and other variants of incorporeal undead. The content within this article is as concise as possible. In general, the information found within contains the typical techniques to combat dark forces and survive in the world.

This guide is divided into five sections:

- ▶ Identification
- ▶ Abilities
- ▶ Defense
- ▶ Communication
- ▶ Campaigns

IDENTIFICATION

The purpose of this section is to help identify incorporeal undead encountered in the field. Remember: the sooner you understand what it is that you are up against, the sooner you can protect yourself against the creature and, if necessary, eradicate it.

IDENTIFYING FEATURES

Before exposing the different types of incorporeal undead, it is important to understand what qualifies a creature as incorporeal undead in the first place.

Darkvision

Incorporeal undead can see in the dark, usually up to 60 feet. Expect to encounter them in dark places or at night.

Incorporeality

The creature must possess the incorporeal movement trait. This feature allows it to move through other creatures and objects as if they were difficult terrain. If the creature ends its turn inside an object or person, it takes 5 (1d10) force damage. This allows the creature to escape and perform ambushes with ease.

Incorporeality also makes them immune to the grappled, paralyzed, petrified, prone, and re-

strained conditions. Those who rely on their bare hands or mundane weapons to harm creatures are often at a disadvantage against such creatures. Without a physical form, most incorporeal undead have poor Strength, sometimes with scores as low as 1.

Flight

Without a physical form, most incorporeal undead rely on an innate ability to fly and hover to move from location to location. Their flight speeds are often much quicker than ordinary movement for creatures of the same size, making them exceptional skirmishers.

Resistances and Immunities

Incorporeal undead have resistance or are completely immune to attacks made by nonmagical bludgeoning, piercing, and slashing weapons. Without physical biology, they also have immunity to necrotic and poison damage as well as disease. Finally, most incorporeal undead are resistant or immune to acid, cold, fire, lightning, and thunder damage as well.

Undead Nature

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Most incorporeal undead do not require air, food, drink, or sleep, and most have immunity to exhaustion. They are also immune to mind-influencing effects like becoming charmed or frightened.

DEFINITIONS

Throughout this guide, incorporeal undead are sometimes referred to as apparitions or spirits. Unless stated otherwise, these words do not imply any particular statistics or origin for a given incorporeal undead creature.

On the other hand, the terms ghost, keening spirit, poltergeist, specter, will-o'-wisp, and wraith do refer to specific creature types.

6 COMMON TYPES OF INCORPOREAL SPIRITS

Although there is no end to the varieties of incorporeal undead which you will encounter in your travels, the six most common types are listed below.

Ghosts

When a soul is not allowed to rest due to some great injustice, either real or perceived, it sometimes comes back as a ghost. Such beings are in eternal anguish, lacking in substance and unable to set things right. Although ghosts can be any alignment, the majority cling to the living world out of a powerful sense of rage and hatred, and, as a result, are chaotic evil—even the ghost of a good or lawful creature can become hateful and cruel in its afterlife.

Keening Spirits

Also referred to as banshees, keening spirits are the enraged spirit of a humanoid woman who either betrayed those she loved or was herself betrayed. Maddened by grief, a keening spirit visits her vengeance on all living creatures—innocent or guilty—with her fearsome touch and deadly wails.

Poltergeists

A poltergeist is an angry spirit that forms from the soul of a creature that, for whatever reason, becomes unable to leave the site of its death. Sometimes, this might be due to an unfinished task—other times, it might be due to a powerful necromantic effect. Desecrating a gravesite by building a structure over the body below is the most common method of accidentally creating a poltergeist. The poltergeist experiences great trauma over its condition; this trauma twists its psyche to evil and fosters an overall hatred of the living expressed in outbursts of rage. A poltergeist is bound to a specific place, usually a building, room, or recognizable area (a section of a cemetery, a stretch of lonely road, and so on). This place typically corresponds to its place of death or the resting place of its mortal remains.

Specters

Specters are evil undead that hate sunlight and living things. Most are the remnants of murdered or evil humans, their anger preventing them from entering the afterlife. Like ghosts, specters haunt the places of their deaths and seek to draw others into the lonely abyss of undeath.

A specter looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in paintings or drawings. Specters retain a strong sense of identity, and even ancient, insane specters generally remain coherent. Evil historians and necromancers often try to ally with specters for the knowledge they held in life and retain in undeath.

Will-o'-Wisps

Every trapper and bog farmer living near marshes or swamps has his own name for these faintly glowing balls of light—jack o' the lanterns, corpse candles, walking fires, pine lights, spooklights, rushlights—but all recognize them as dangerous predators and false guides in the darkness.

Evil creatures that feed on the strong psychic emanations of terrified creatures, will-o'-wisps delight in tempting gullible travelers into dangerous situations. In the wildlands where they're most common, will-o'-wisps favor simple tactics like positioning themselves over cliffs or quicksand where they can easily be mistaken for lanterns, allowing them to lure unwary travelers into perilous situations. On rare occasions, will-o'-wisps seeking easier pickings will move into a city and take up residence near gallows or follow along invisibly behind an army in order to harvest the fear of the dying men; why the vast majority choose to remain in the swamps where victims are scarce remains a mystery. Will-o'-wisps only use their electric shock ability under extreme duress, preferring to let other creatures or hazards claim their victims while they float nearby and feast.

Wraiths

Wraiths are undead creatures born of evil and darkness. They hate the light and all living things, as they have lost much of their connection to their former lives. Many ghosthunters refer to wraiths as greater specters due to their similarities and connection. Wraiths possess the ability to create specters from recently deceased creatures; however, specters do not possess the same feature.

ARE SHADOWS INCORPOREAL UNDEAD?

Technically, shadows are not incorporeal undead, as they do not possess the incorporeal movement trait nor can they fly. Instead, they are amorphous creatures, akin to oozes.

POWER CLASSES

The emotional power of an individual incorporeal undead defines its innate abilities, strength, and overall presence. Such power is measured by power classes, of which there are five. An incorporeal undead creature's class is roughly similar to a vampire's age: The greater the spirit's class, the more powerful the spirit; the older the vampire, the more powerful it is.

All incorporeal undead, regardless of other categories into which they may fall, have one of the following power classes.

Class One

Class one incorporeal undead are the least powerful of their kind and, fortunately, the most common. Such spirits are created the same way as others of their types but usually have less dramatic origins. Most good- or neutral-natured incorporeal undead fall into this class, particularly ghosts. It is exceedingly rare for rage-filled, life-hating undead such as keening spirits, specters, and wraiths to become class one undead.

Class Two

Class two incorporeal undead are marginally more powerful than class one undead, but prone to aggression and more easily angered. To create a spirit of this type, a person must be in a state of some emotion at the time of death. The emotion does not have to be all-consuming or of great duration, but just powerful enough to linger into the afterlife. A person who is close to death but unprepared for it sometimes becomes a second magnitude incorporeal undead. Someone who dies while frightened may also return as a class two spirit.

Class Three

Class three incorporeal dead are always dangerous foes. Many are even outright malicious and evil. Class three spirits can resist spells and other vulnerabilities that cow lower class incorporeal undead. A class three spirit forms when a person dies while in a highly emotional state. Extreme feelings of love, hate, and fear are enough to create class three creatures. Life-consuming undead like wraiths and will-o'-wisps are particularly drawn to such dying creatures, as their emotion "seasons" their life essence.

Class Four

Class four incorporeal undead are among the most powerful undead creatures—incorporeal or physical—and only created when someone dies while in the grip of great emotional stress or energy. These spirits are highly aggressive, evil, and cruel, and want nothing more than to destroy all life. Not only do these creatures wield great power, but they are well aware of their undead nature and relish in it. Almost all wraiths are class four incorporeal undead.

Class Five

Rare to the extreme, the emotional energy needed to create such vile, unspeakable creatures only comes once in a generation. Then, when such a creature arises, it is nearly impossible to destroy, a permanent blight on the landscape. Very few ghost hunters have ever encountered such creatures and lived to tell the tale. When one does encounter a class five spirit, it is best to avoid it and seal off the location that it haunts, as their wickedness knows no bounds.



APPEARANCES

It's rare that any two undead look the same—even two apparitions of the same type and power class haunting the exact same place may look totally different from one another. There are ten ways in which an incorporeal creature may appear.

Beauteous

A rare form of appearance for incorporeal undead, beauteous apparitions appear angelic and innocent. They may look like an exceptionally beautiful woman, strikingly handsome man, or a sweet, adorable child. Keening spirits of higher classes often have beauteous appearances.

Bestial

Bestial spirits appear as hounds, bears, sharks, owls, and other unusual creatures. Some of these incorporeal undead are actually the spirit of these creatures returned to life. Others might be the form a person takes in death. The revived spirits of many druids and tribal shamans take on bestial appearances.

Corrupted

Corrupted incorporeal undead reflect the appearance of their corpse as it lies in the grave (or whatever unfortunate location it was laid to rest). Such creatures always possess the Horrifying Visage feature. Lower class apparitions with corrupted appearances have no power over this appearance, and typically frighten and disgust those who lay eyes upon them, even those who knew them in life.

Distorted

Distorted apparitions have their appearances twisted and altered in unusual and often offputting ways. Such distortions are usually a reflection of who the person was in real life, or how they viewed themselves. People with severe mental illness who die while in the throes of great emotion often return as distorted incorporeal undead.

Humanoid

Incorporeal undead who assume a humanoid appearance—whether it be as they appeared in a past life or as a favored form—are not only difficult to tell from other undead, but are also the most common type of undead. Some of these undead may appear faintly translucent revealing their true nature, but those that aren't translucent don't look any different from a living person.

Monstrous

Like bestial incorporeal undead, spirits with monstrous features might be the undead form of monsters, or might be a humanoid whose sense of self evolves once it assumes its undead nature. Monsters who transform into intelligent incorporeal dead are usually more dangerous and aggressive than they ever were in real life.

Object

Some incorporeal undead attach themselves to certain objects or even take on the form of objects. These spirits might be an object imbued with great evil, destroyed, and returned similar to how a humanoid might return as a ghost, or it might be the form an incorporeal undead takes in the afterlife. Sometimes, these objects can be used or worn by the living; of course, using such an object exposes a target to the spirit's corruptive nature.

Preserved

The most common state for apparitions, preserved spirits look as they did just before they died. They may have a wound or other telltale sign of their cause of death. For example, a woman who committed suicide by hanging herself may look the same but have her neck perpetually bent at an awkward angle. Those who died from natural causes or poison might even look the same as they did in life.

Spectral

Spectral incorporeal undead appear as a point of brilliance and sometimes even look like balls of light. Will-o'-wisps are almost always spectral undead. Specters and ghosts might even appear as spectral undead. These undead are often accompanied by a faint whistling or humming sound.

Vaporous

Weaker incorporeal spirits, such as class one or two ghosts and specters, often lack the emotional power or desire to assume a recognizable physical shape. Such creatures appear as wisps of smoke or misty clouds. Vaporous incorporeal undead often produce cold spots in the area around them.

ORIGIN

Although strong emotional energy is the key component for the creation of sentient or semi-sentient incorporeal undead, the actual event that triggers this creation varies from spirit to spirit.

The eight most common origins for apparitions are detailed below.

Curses

Curses that transform living creatures into undead creatures may be external or internal. External curses are granted by spells, spellcasters, and certain types of monsters. Such curses may be removed by the external force that imposed the curse, or through the completion of some act or deed.

An internal curse is wrought by the greater powers to punish a transgressor for their many crimes and wrongdoings in life. Internal curses are much more difficult to alleviate than those imposed by outside powers. Many keening spirits are created this way.

Dark Pacts

Nothing good ever comes from involving oneself in the dark arts. Consider those who trade away their humanity for eternal life or power, particularly warlocks and other borrowers. Sometimes the repayment of the benefits gained in life result in eternal damnation in the afterlife. Many wraiths are created via this method.

Dedication

When a person dies devoted to a task or interest, they may return as an apparition to continue unfinished duties. These types of spirits are usually anchored to a specific place or item.

Justice

Often mistaken for vengeance, spirits who seek justice are different from vengeance-seeking spirits in that they were usually good-aligned in life. Furthermore, such spirits never act upon imagined wrongs. Such apparitions view the correction of a wrong—even if it is one not directly related to their own demise—as enough to satisfy the emotional force that returned them to life.

Reincarnation

By far the rarest origin for apparitions, reincarnation occurs when an ancestor of exceptional willpower chooses to return to the world of the living by usurping the body of a descendant. Such creatures are always ghosts, and they have limited power when outside of a host that shares a bloodline with it.



Stewardship

This variety of apparition is almost always tied to a specific person, place, or thing. These apparitions are almost always neutral in their task. They simply exist to do that for which they were created and nothing more. Ghosts, poltergeists, and even some will-o'-wisps may practice stewardship.

Sudden Death

The sudden shock of an unexpected death is often enough to jolt a living creature into sentience in the afterlife. More often than not, these poor creatures do not realize that they are dead. Frequently, they oscillate between denial and anger when a creature aware of their true nature tries to convince them otherwise. Over time, such apparitions lose grip of their sanity and turn to evil. This origin is common among keening spirits and specters.

Vengeance

The most common type of spirit is the vengeful spirit. These apparitions suffered a great wrong in life. Vengeful spirits rarely arise from good-aligned creatures, as the hatred necessary to return such a creature doesn't form within the hearts of the benevolent. As such, vengeful spirits almost always turn to evil. Even once they've corrected the wrong that was put upon them, they continue their dark crusade. Many specters are vengeful spirits. Ironically, specters killed by wraiths usually rise to avenge themselves but are unable to do so due to a wraith's irrevocable control over the specters it creates—a truly loathsome existence.

ANCHORS

Most apparitions are tied to a specific person, place, or thing. Such anchored spirits are limited to the range within which they may operate. Even class five apparitions usually have an anchor (thank the elements). It's worth noting that although many apparitions are anchored, not all of them are, so take caution.

Item

Apparitions that attach themselves to a particular item are among the rarest forms of incorporeal undead. Poltergeists and apparitions who practice stewardship sometimes anchor themselves to objects.

Place

The best-known type of anchor for incorporeal undead are places. Whether it is a haunted manor, a dark graveyard, or a stretch of ocean water, these undead never travel beyond the limits of the location to which they are tied.

Relationship

The relationship anchor connects an apparition to an individual, usually a living person. Such relationship anchors can be beneficial or detrimental to the one with whom the spirit is tied. Most relationship anchors form when a protector or steward tied to the individual dies and returns to continue their role. Many vengeful spirits also tie themselves to those who wronged them, constantly haunting the perpetrator until the perpetrator joins the apparition in death or finds a way to destroy it.

TRIGGERS

Not all apparitions are permanent inhabitants of the world. Some only appear when a particular trigger occurs. Such triggers may be tied to a certain time, action, or repetitious cycle of events.

Action

Some apparitions are triggered when a certain action is performed. Such apparitions might even be harmless until the trigger is met. Disrespect of the dead or a sacred place are common triggers for creatures such as these. Spirits created for the purpose of stewardship often come with action-based triggers.

Cyclic

Somewhat rare, cyclic apparitions are doomed to repeat the same actions over and over again. These sad souls pursue repetitious courses of action, viewing the emotion tying them to such events as unbreakable.

Time

Apparitions triggered by the passing of time usually only rise at a certain time of day, week, or year—or even longer! Such apparitions are dreadfully hard to track down and destroy, as their patterns must be learned.



ABILITIES

In addition to the common features listed above that all incorporeal undead possess, incorporeal undead may have additional supernatural abilities. These abilities are detailed below.

CHARM ANIMALS

Some apparitions, particularly those of higher power classes, have some ability to influence the beasts of the world.

Using this optional feature, the apparition can force any beast with an Intelligence score of 3 or lower that starts its turn within 30 feet of the apparition to make a Wisdom saving throw. The DC for the saving throw equals 8 + the apparition's Charisma modifier + the apparition's proficiency bonus. On a failed saving throw, the target becomes charmed by the apparition. The charmed beast regards the apparition as a trusted friend to be heeded and protected. Although the target isn't under the apparition's control, it takes the apparition's requests or actions in the most favorable way it can, and it is a willing target for the apparition's Life Drain feature (if it has one).

Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the apparition is destroyed, is on a different plane of existence than the target, or the apparition takes a bonus action to end the effect.

DESPAIR

Incorporeal undead that possess this feature emit a subtle negative energy that drives their victims to abandon hope and even go insane. This feature is limited to only apparitions of class four and five.

As an option, the region surrounding a class four or five apparition's anchor is warped by the undead's unnatural presence. A creature in this area must succeed on a Wisdom saving throw at the end of each hour or become cursed until the target leaves the area and a *remove curse* spell or similar magic is cast upon it. While cursed in this way, the target has disadvantage on Wisdom ability checks and saving throws. The DC for the saving throw equals 8 + the apparition's Charisma modifier + the apparition's proficiency bonus. A target that succeeds on its saving throw or has the curse removed is immune to this effect for 24 hours.

DETECT LIFE

Some undead hate living things so much that when a living creature comes near its area of haunting, it can sense the creature. This feature is particularly common among keening spirits who can sense creatures up to 5 miles away that aren't undead or constructs. The keening spirit knows the direction they're in but not the exact location.

CONSUME LIFE AND LIFE DRAIN

Specters, will-o'-wisps, and wraiths feed on life. When a specter or wraith hits a target with its corrupting or withering touch (see below), there is a chance that it drains some of the creature's life essence. Fortunately, such effects are temporary. However, past hunters inform us that centuries ago, such attacks made by these creatures actually diminished the capabilities of its victims. Will-o'-wisps can also drain the life of creatures, but may only do so when the target is unconscious or dying.

CORRUPTING OR WITHERING TOUCH

Although incorporeal undead have no physical attacks, most can channel their will into corrupting or withering touches. These attacks are melee attacks. A corrupting touch is considered a spell attack while a withering touch is a weapon attack. Specters and wraiths must hit with their corrupting and withering touches (respectively) in order to drain life from living creatures.

DEATH WAIL

Death wails are a common form of attack possessed by keening spirits; however, it's not unusual for other incorporeal undead to possess such attacks. Keening spirits may only use their death wail while they are not in sunlight and it has no effect on constructs or undead. All other creatures that can hear the wail—usually within 30 feet of it—must make Constitution saving throws. Failure results in the creature's hit points dropping to 0. And in the case of keening spirits, even a success results in psychic damage.

ETHEREALNESS AND ETHEREAL SIGHT

Incorporeal creatures have a close tie to the Ethereal Realm. A creature with etherealness can enter the Border Ethereal Plane from the Material Plane, or vice versa, as an action. Ghosts often use this ability to ambush and flee from unsuspecting targets. While a ghost is in the Border Ethereal, it is visible to creatures in the Material Plane, and vice versa; however, it can't affect or be affected by anything on the Material Plane.

Some incorporeal undead can even see into the Ethereal Plane when it is on the Material Plane and vice versa. Ghosts possess this ability.

HORRIFYING VISAGE

Incorporeal dead such as ghosts and keening spirits have the ability to temporarily alter their appearance to appear more horrific. Non-undead who view such forms must possess a strong will or sense of self or become terrified. A ghost's horrifying visage is often so extreme that it might even age a viewer up to fifty years.

INNATE SPELLS

Many powerful incorporeal undead, particularly those of class four or five, possess innate spell-like abilities.

If you wish to grant an undead creature innate spells, use the following rules.

- ▶ An incorporeal undead has a “budget” with which it can buy spells. The number of points it has is equal to its power class plus its Charisma modifier.
- ▶ Each innate spell costs a number of points equal to the spell’s level. Cantrips cost 1/2 a point.
- ▶ Spells “purchased” in this way must be selected from the schools of divination, enchantment, or necromancy.
- ▶ The apparition’s spellcasting ability is equal to $8 +$ the apparition’s Intelligence, Wisdom, or Charisma modifier (whichever is highest) $+$ the apparition’s proficiency bonus.
- ▶ If the innate spell is a cantrip or a 1st- or 2nd-level spell that requires concentration, the apparition can cast the spell at will.
- ▶ If the innate spell is a 1st- or 2nd-level spell that does not require concentration, the apparition can cast the spell three times per day and regains all expended uses each night at sunset.
- ▶ If the innate spell is a spell of 3rd level or higher, the apparition may only cast the spell once per day and regains all expended uses each night at sunset.

ILLUMINATION

Many incorporeal undead emit light. Will-o’-wisps actually have control over their illumination, allowing them to expand or contract their luminescence. Such creatures may use their innate light to draw or distract potential prey.

INVISIBILITY

Certain incorporeal undead such as poltergeists and will-o’-wisps are invisible. A will-o’-wisp can turn invisible at will and remains so until it makes an attack or consumes the life of a living creature. Poltergeists are permanently invisible.

PARALYZING TOUCH

In addition to the damage caused by their normal attacks, undead with this feature may temporarily disable their targets on a successful hit. As an option, any undead creature with the incorporeal movement feature that hits a target with a melee attack can force the creature to make a Constitution saving throw. The DC for the saving throw is equal to $8 +$ the apparition’s Charisma modifier $+$ the apparition’s proficiency bonus. On a failed saving throw, the target is paralyzed for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

POSSESSION

Many incorporeal undead can possess living creatures, assuming full and total control of these creatures. Nearly all ghosts utilize this feature which allows them to work toward their immortal goal. When an incorporeal undead possesses a target, the undead vanishes and enters the host’s body. The host then loses control of its body, which the ghost controls. Usually, the host is not deprived of awareness. While in control of the host, the ghost itself can’t be targeted by an attack, spell, or other effects, except those that turn undead, and it retains its personality and mental faculties, plus its immunity to mind-influencing effects. Otherwise, it is indistinguishable from the host.

Such vile possessions last until the host’s body drops to 0 hit points, the undead willingly exits the host, or the undead is forced out by an effect like the *dispel evil and good* spell or a cleric turning undead. When the possession ends, the undead appears within 5 feet of the body.

When a host is freed of the incorporeal undead, its soul temporarily wards it against repeat invasions for 24 hours.

REJUVENATION

Destroying incorporeal undead is much more difficult than destroying those with physical forms as incorporeal undead are infamously tenacious and will rejuvenate unless the source of their curse is permanently removed. Even using magic weapons or spells only temporarily forces such a being to retreat or dissipate. The creature then reforms within a set period of time, generally within 24 hours or 7 days, returning to the thing to which it is anchored or where it was destroyed.

While rejuvenation seems superficially the same as the regeneration trait possessed by vampires and trolls, the key difference is the time it takes. After an apparition is destroyed, it momentarily enters a state of hibernation in which it does not “exist” as we know it. Once it emerges from this state of temporary nonexistence, it returns to its full strength.

The length of time it takes to rejuvenate is inversely proportional to the class of the apparition. Class one and two apparitions may reform as soon as 1 hour later, while more powerful apparitions may take many years to regain their full strength.

SHOCK

Unlike other forms of incorporeal undead, will-o’-wisps do not make corrupting or withering necrotic attacks. Instead, they attack with a lightning shock attack which they use to subdue weak creatures. Likely, this is to prepare living targets for their life consumption attack (see above).

TELEKINESIS

Incorporeal undead don't possess physical forms. Therefore, some creatures such as poltergeists rely on telekinesis to move and interact with objects and other creatures. Such powers may be limited to only a few pounds—no greater than what the *mage hand* cantrip can produce—or strong enough to toss a creature or object across the room (such is the case with the poltergeist).

THRALL CREATION AND CONTROL

Particularly powerful incorporeal undead are so permeated with evil and negative energy, they can actually create new undead. Wraiths possess an ability that allows them to target humanoids that have been dead no longer for 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or within 5 feet of it. Undead created in this way are under the wraith's control. The typical wraith can have up to seven specters under its control at one time.



DEFENSE

To the novice ghost hunter, battling incorporeal undead might seem impossible. Fortunately, even the most powerful apparition has one or more weaknesses. Exploiting such vulnerabilities is the only defense that keeps these creatures in check.

As a rule, all incorporeal undead are vulnerable to holy water, the turning effect of good-aligned clerics, and holy symbols. Of course, there are always exceptions, so take caution until you know for sure that a popular vulnerability actually works against a given subject.

Other lesser-known vulnerabilities are detailed below.

ALLERGENS

An allergen is an item that causes a spirit to give pause or withdraw. While useful, these items are not nearly as useful as those used against undead well known for their aversion to allergens, such as vampires. Furthermore, there is no fast and simple rule for the nature of a particular apparition's allergen. For one spirit, a teacup might cause it to recoil in horror, while another spirit might fear black cats. The only way to uncover a given apparition's allergen is through research and trial and error.

Presenting Allergens

To use an allergen, a creature must present the object much in the same way a cleric presents their holy symbol. If the spirit is, in fact, attuned to the allergen, the spirit must make a Wisdom saving throw. The DC for the saving throw equals $8 +$ the presenting creature's Wisdom modifier $+$ the presenting creature's proficiency bonus. On a failed saving throw, the spirit is turned as if it had been turned by a cleric's holy symbol. If the presenting creature has the ability to Channel Divinity, the target makes this saving throw at disadvantage.

If the spirit fails its saving throw by 5 or more and its challenge rating is less than one-third of the presenting creature's Hit Dice total (rounded down), the creature is instantly destroyed. Such creatures destroyed by their allergens cannot rejuvenate, regardless of their respective class.

Attacking with Allergens

When a spirit is hit with a particular allergen, the allergen cuts through the spirit's natural resistances and immunities as if it had been hit by a magic weapon. If the allergen in question is a liquid or powder, a creature can use its action to splash the contents onto an incorporeal creature within 5 feet of it or throw it up to 20 feet. In either case, the attacker makes a ranged attack against the target creature, treating the allergen as an improvised weapon. The target takes 2d6 radiant damage from the attack.

Using Allergens as Barriers

Finally, allergens may be used to create barriers, protecting entire rooms or other areas from the presence of a spirit. To do so, the allergen must be spread about the perimeter of the room, forming a protective barrier through which the spirit cannot pass. This is a common use for salt and grave dirt, two popular allergens among incorporeal spirits.

MAGIC

There are many spells that will aid you in the defense and eradication of incorporeal undead.

Antimagic Field. Although incorporeal undead are not magical in nature, this spell creates a barrier through which they cannot pass.

Arcane Lock. The *arcane lock* spell creates barriers through which incorporeal undead may not pass in addition to the normal effects.

Banishment. Although spirits are not extradimensional beings, this spell affects them nonetheless. So powerful is this spell, in fact, that if an incorporeal undead fails its saving throw by 5 or more, it is completely annihilated.

Dispel Evil and Good. Such magic makes it difficult for undead to attack you for the spell's duration. This spell may also be used to drive a possessing spirit from the body of its host.

Divine Word. This powerful cleric spell works against incorporeal undead as if they were living creatures. It is even capable of blinding and deafening them, as the effect is not physical.

Glyph of Warding. When a spellcaster creates a glyph of warding, they may attune the spell to be triggered by incorporeal undead, as the glyph extends into the Border Ethereal.

Forcecage, Resilient Sphere, and Wall Of Force. Force magic extends into the Border Ethereal. Therefore, these spells protect against intrusion by incorporeal undead.

Legend Lore. This spell allows the caster to reveal the secret weaknesses of incorporeal undead.

Protection from Evil and Good. Like *dispel evil and good*, this spell grants defensive powers to the caster's target for the spell's duration. It also dispels effects that are causing the target to be charmed, frightened, or possessed by the undead.

Raise Dead. While this spell is usually employed to return a creature to life, it can also be used to destroy incorporeal undead. Doing so requires the spirit to be within range throughout the entire casting time. At the end of the casting, the undead must make a Charisma saving throw. On a failed saving throw, the target is destroyed. On a successful save, the undead takes 50 radiant damage. If this damage reduces the target to 0 hit points, it is instantly destroyed. Undead destroyed by this spell cannot rejuvenate.

Reincarnate and Resurrection. Such spells can be used to force an incorporeal spirit to return to its body and give it new life. However, it often results in the creature losing its mind, rendering it completely psychotic. The shock of its sudden transformation from undeath to life puts too much strain on its mind.

Remove Curse. In some rare cases, this spell severs the link a spirit has to the Prime Material, and destroys it.

Speak with Dead. Although this spell has no use when employed against incorporeal dead, it can be used on the spirit's corpse to learn from it. Sometimes, it might even be used to convince the body to "reclaim" its spirit.

Wish. When carefully evoked, *wish* can remove a spirit completely from existence. Incorporeal undead destroyed this way cannot rejuvenate.

Spells to Avoid

The unnatural existence of incorporeal undead makes them resistant to numerous types of spells, too, particularly those effective against the living.

Alarm. Without a physical form, incorporeal undead do not trigger *alarm* spells.

Blindness/Deafness. Spirits do not possess normal physiologies and are therefore immune to the spell *blindness/deafness*.

Disintegrate. Incorporeal undead lack physical forms and are not effected by the *disintegrate* spell.

Enchantments. With immunity to the charmed and frightened conditions, apparitions have almost nothing to fear from such spells. Furthermore, spells like *power word kill* and *power word stun* have no effect against them, either.

Haste and Slow. These spells affect the metabolism of living creatures. Incorporeal undead are immune to these spells.

Healing Magic. Incorporeal undead cannot regain hit points or gain temporary hit points from spells. Sometimes, healing magic actually harms a target. Using this option, a healing spell deals radiant damage to incorporeal undead equal to the hit points the spell would normally cause a target to regain.

Imprisonment. This spell only traps creatures with physical forms. Spirits are immune.

Magic Jar. Although this power is similar to a ghost's possession feature, most spirits are immune to this particular spell.

Necrotic and Poison Damage. Spells that cause necrotic and poison damage have no effect against incorporeal undead.

Sleep. This spell has no effect.

Symbol. Unlike glyphs of warding, symbols do not extend into the Border Ethereal. Therefore, they have no effect on incorporeal undead.

Items Used for Defense Against Undead

Item	Cost/Rarity	Attunement?	Source
Ammunition +1/+2/+3	Uncommon/Rare/Very Rare	No	SRD
Amulet of health	Rare	Yes	SRD
Armor of resistance, necrotic	Rare	Yes	SRD
Arrow of slaying, undead	Very rare	No	SRD
Candle of invocation	Very rare	No	SRD
Faeflame torch	Rare	No	TGS
Gem of seeing	Rare	No	SRD
Goggles of night	Uncommon	No	SRD
Holy avenger	Legendary	Yes	SRD
Holy symbol	5 gp	No	SRD
Holy water (flask)	25 gp	No	SRD
Lady Phantasma's material anchor	Very rare	No	TGS
Lantern of revealing	Uncommon	No	SRD
Mace of disruption	Rare	Yes	SRD
Mirror, steel	5 gp	No	SRD
Mourningsteel ghost candle	Uncommon	Yes	TGS
Oil of etherealness	Rare	No	SRD
Phantom fire staff	Very rare	Yes	TGS
Plate armor of etherealness	Legendary	Yes	SRD
Poltergeist candle holder	Common	No	TGS
Potion of resistance, necrotic	Uncommon	Yes	SRD
Feather token, whip	Rare	No	SRD
Ring of resistance, necrotic	Rare	Yes	SRD
Robe of stars	Very rare	Yes	SRD
Rod of alertness	Very rare	Yes	SRD
Salt (1 lb.)	1 cp	No	SRD
Scarab of protection	Legendary	Yes	SRD
Scroll of protection, undead	Rare	No	SRD
Silver, powdered (1 lb.)	10 gp	No	SRD
Spiritwalker breastplate	Rare	Yes	TGS
Sun blade	Rare	Yes	SRD
Talisman of pure good	Legendary	Yes	SRD
Tether tearer	Uncommon	No	TGS
Wand of enemy detection	Rare	Yes	SRD
Wand of magic missiles	Uncommon	No	SRD
Weapon +1/+2/+3	Uncommon/Rare/Rare	No	SRD
Weapon, silver	—	No	SRD
Weapon of warning	Uncommon	No	SRD
Wisp cloak	Uncommon	Yes	TGS
Wisplight lantern	Rare	No	TGS
Wispy sour	Common or Uncommon	No	TGS

MAGIC ITEMS

Numerous items detailed in the Fifth Edition SRD are designed to track and thwart undead. The table on page 16 lists the items and their rarities, whether or not the item requires attunement, and the source in which the item appears. If an item is a mundane item, the column lists its cost.

“SRD” references items that are in the *PHB* or *DMG*. “TGS” refers to magic items from *The Griffon’s Saddlebag*, which are included in the Appendices of this issue of *BroadSword*.

PERSONAL EFFECTS

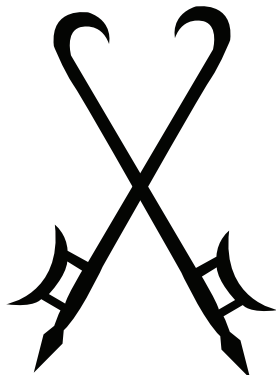
Perhaps the easiest way to permanently remove a spirit from existence is to understand its nature and history, then use elements of its past to drive it back to the grave. In fact, of all the vulnerabilities described in this guide, using an apparition’s history against it is often the surest way to drive it away for good. Of course, uncovering such weaknesses requires plenty of dedication and research. And like allergens, no two ghosts have the same vulnerability to a given personal effect.

Common personal effects include:

- ▶ Burying the spirit’s corpse or granting the corpse its last rites
- ▶ Helping the spirit complete an unfinished task
- ▶ Breaking the spirit’s cycle of repetition
- ▶ Removing the spirit’s curse
- ▶ Bringing justice (or vengeance) to those who wronged the spirit in life
- ▶ Destroying the object or location to which the apparition is anchored

SPECIAL WEAPONS

Physical weapons crafted to fight incorporeal undead are usually those crafted from silver or imbued with magic. Silver weapons are usually easier to procure in most large towns and cities, while magic weapons created for the purpose of spectral eradication may take weeks or even months to locate.



TACTICS

Even if you’re armed with the best weapons in the world, incorporeal undead are capable and deadly combatants. First, learn the ways that they fight. Then, evolve your own combat capabilities to evenly match yourself against them.

Below are tactical guides for the six most common types of undead listed on page 7. These tactics assume that the creature is actively hostile toward the characters.

General Tactics

The following tactics apply to all types of incorporeal undead.

- ▶ **Incorporeal undead are incorporeal.** The incorporeal movement feature allows the apparition to move freely through walls, ceilings, and floors. This makes it easy for them to ambush targets and escape unscathed.
- ▶ **Incorporeal undead can fly.** Flying creatures, especially those that can hover, are not bound by two dimensions. They possess the ability to attack from all directions.
- ▶ **Incorporeal undead are fast.** Incorporeal undead usually have quick flying speeds which allows them to move both before and after their attacks. Treat them as skirmishers.
- ▶ **Incorporeal undead are bold.** Incorporeal undead possess a variety of resistances and immunities. For this reason, they rarely have little to fear from physical attacks.
- ▶ **Incorporeal undead are driven to by compulsion.** Whatever it is that drives an incorporeal undead creature makes it so that it won’t surrender unless it is presented with something that it fears, such as an allergen, magic weapon, or a cleric’s turning ability. Because they rejuvenate, they usually fight until (temporarily) destroyed.

Ghost Tactics

Ghosts are the most common and well-known form of undead. In addition to the aforementioned tactics, use the following tactics when running encounters with ghosts.

- ▶ **Determine the ghost’s motives.** If the ghost wants to be left alone, it uses its Horrifying Visage to scare away attackers or it uses Ethereality to escape. If the ghost wishes to complete a task that it cannot complete in its current state, it tries to possess a target within range.
- ▶ **Hostile ghosts rely on withering touch to do damage.** After a ghost opens combat with its Horrifying Visage, it then switches to withering touch which it continues to use until the enemy has been scared away or destroyed.



Keening Spirit Tactics

Also known as banshees, keening spirits are usually malicious, vain creatures who loathe life. In addition to the aforementioned tactics, use the following tactics when running encounters with keening spirits.

- ▶ **Keening spirits open with their wail.** The keening spirit uses its Wail as soon as it is able, leveling the playing field. Not only will it drop targets who fail their saving throws to 0, but it also deals psychic damage, a form of damage few can resist. This wail only works on targets that can hear the keening spirit.
- ▶ **Next, they use Horrifying Visage.** After the Wail, keening spirits use their Horrifying Visage to frighten any standing targets. Horrifying Visage only works against targets that can see the keening spirit.
- ▶ **Keening spirits rely on their corrupting touch.** Finally, the keening spirit switches to its corrupting touch which it uses against any foes that look particularly weak and slow. It's smart enough to target those that aren't afraid of it, all the while staying in line of sight of those that fear it.

Poltergeist Tactics

A variant of specters, poltergeists rely heavily on their invisible nature to ambush and attack characters. In addition to the aforementioned general tactics, use the following tactics when running encounters with poltergeists.

- ▶ **Poltergeists are often angry and confused.** Poltergeists rarely have an understanding of how or why they died and lash out in anger against the living.
- ▶ **Poltergeists are invisible.** The poltergeist makes its attack with advantage against targets that can't see it; inversely, targets that can't see the poltergeist have disadvantage on attacks against it.
- ▶ **Poltergeist attacks are random.** Each round on the poltergeist's turn, roll 1d6 to determine what the poltergeist does on that turn. On a 1, the poltergeist does nothing. On a 2 or 3, the poltergeist takes no action but uses all its movement to move in a random direction. On a 4 or 5, the poltergeist makes one forceful thrust attack against a random creature within reach. On a 6, the poltergeist uses its telekinetic thrust to throw an object or target within range.

Specter/Wraith Tactics

Specters and wraiths seethe with anger and hatred. In addition to the aforementioned general tactics, use the following tactics when running encounters with specters and wraiths, who have similar tactics.

- ▶ **Specters and wraiths hate sunlight.** In addition to the factors that would normally repel an incorporeal creature, specters and wraiths loathe sunlight and flee from it. They prefer to dwell in total darkness.
- ▶ **Specters and wraiths attack creatures full of life.** Specters and wraiths hate the living and feed upon their life force. Likely, a specter or wraith attacks whatever target has the "most life to live." As such, it prefers young, long-lived creatures such as elves and dwarves, and may completely ignore elderly humans in favor of those targets.
- ▶ **Specters and wraiths are vengeful.** Most specters and wraiths are created through curses, dark pacts, and strong emotions of vengeance and hate. If there is a target present that resembles the subject of the specters ire, the specter targets that creature.
- ▶ **Wraiths are intelligent and can speak.** The major difference between wraiths and specters—beyond their relative power levels—is that a wraith is relatively intelligent, wise, and charismatic, plus, it can speak. As such, it might be willing to communicate with the party. Specters, however, are always hostile.

Will-o'-Wisp Tactics

Will-o'-wisps are often encountered in forests, swamps, and other dark places in the wilderness. Some may even take up residence in cities for "easy meals." In addition to the aforementioned general tactics, use the following tactics when running encounters with will-o'-wisps.

- ▶ **Will-o'-wisps use their light to distract and engage.** A will-o'-wisp's light is easily mistaken for a lantern, torch, or another source of light. The will-o'-wisp uses this to draw creatures deeper into its lair.
- ▶ **Will-o'-wisps can turn invisible.** Once a target is close enough to make out the true nature of a will-o'-wisp, the wisp turns invisible and remains so until it attacks or attempts to consume life. While invisible, the wisp has advantage on attacks made against other targets and creatures have disadvantage on attacks against it.
- ▶ **Will-o'-wisps are among the fastest creatures in the cosmos.** With an astounding Dexterity score of 28 (+9 bonus to its AC!) and a flight speed of 50 feet—plus all their normal resistances—wisps have little to fear from physical attacks. While invisible, a wisp will move into position close to a target and then shock it. The wisp then flies 50 feet away and ducks behind cover. It will dim its light, too, to better hide itself before it can turn itself invisible again on its next turn and move back into position.
- ▶ **Will-o'-wisps target the same creature.** Once a will-o'-wisp targets a particular creature, it continues to attack that creature until its hit points drop to 0. From there, it uses its Consume Life feature against it, which it can do as a bonus action. This allows it to turn invisible between feedings.



CHARACTER CLASS EFFECTIVENESS

Incorporeal undead are unusual creatures possessing many supernatural abilities and defenses. As such, not all adventurers are effective against them. Below, I've organized the twelve basic adventuring classes by their relative effectiveness against apparitions. Bear in mind that exceptions always apply.

1 - Clerics

Clerics are the most effective class when pitted against incorporeal undead.

Strengths. Clerics can use their channel divinity to turn and destroy undead. They possess spells that deal radiant damage as well as those that can protect themselves and their allies from undead attacks. At higher levels, they gain spells that allow them to remove negative conditions and raise undead. They also have proficiency in Wisdom and Charisma saving throws, which protects them from certain attacks.

Weaknesses. Some undead specifically target clerics because of their strengths. Clerical magic is limited by their spell slots. If a cleric runs out of spells and doesn't know any cantrips that deal radiant or force damage, they may have to rely on nonmagical weapons. Clerics are not automatically proficient in Constitution saving throws which leaves them vulnerable to life drain and death wail attacks.

Subclass Recommendation. Grave Domain, Knowledge Domain, Light Domain

2 - Paladins

Second only to clerics, paladins are also extremely effective against incorporeal undead.

Strengths. Paladins can sense undead using their Divine Sense feature. A paladin's spell list helps protect themselves and their allies from danger. At later levels, a paladin gains Aura of Protection which helps protect weaker allies. A paladin's smite can deal radiant damage and it deals extra damage to undead creatures. Paladins have proficiency with Wisdom and Charisma saving throws which protects them from enchantments and possession.

Weaknesses. Paladins have a low number of spell slots compared to a cleric, most of which the paladin will expend using its smite. With smite, a paladin will need to rely on its weapons to make attacks, many of which will be nonmagical at low levels. Paladins do not automatically have proficiency in Constitution saving throws, which leaves them vulnerable to life drain and death wail attacks.

Subclass Recommendations. Oath of Devotion, Oath of Glory, Oath of Redemption

3 - Warlocks

A warlock's effectiveness depends heavily upon the way the warlock is built. Its placement as the third most effective class assumes the warlock knows and uses *eldritch blast*.

Strengths. Warlocks have access to *eldritch blast* which deals force damage. Warlocks can also learn *protection from evil and good* at low levels, which will help them fight incorporeal undead. Warlocks can be proficient in History, Investigation, and Religion, three skills that will help them uncover the history and mystery of incorporeal undead. Finally, warlocks have proficiency in Wisdom and Charisma saving throws which protects them from enchantments and possession.

Weaknesses. Because of their own dark nature and proclivity for otherworldly pacts, the warlock may draw attention to itself. Warlocks do not automatically have proficiency in Constitution saving throws, which leaves them vulnerable to life drain and death wail attacks.

Subclass Recommendation. The Celestial

4 - Sorcerers and Wizards (Tied)

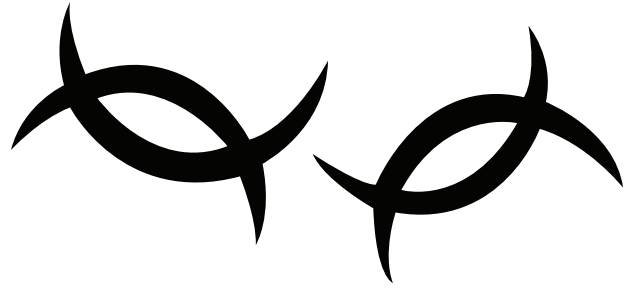
The effectiveness of these classes depends heavily on how they are built. A sorcerer or wizard armed with the wrong spells is a sitting duck against an incorporeal undead creature.

Strengths. Sorcerers and wizards have access to spells such as *magic missile* that deal force damage. They also have skills such as Arcana, History, Insight, Investigation, and Religion which can help them investigate mysteries. Wizards have proficiency in Wisdom saving throws which protects them against enchantments, while sorcerers have proficiency in Constitution and Charisma saving throws which protects them from a variety of incorporeal undead attacks.

Weaknesses. Sorcerers and wizards both have relatively low hit points thanks to their d6 Hit Dice. Also, sorcerers and wizards can't wear armor, so must rely on spells—burning a spell slot—to protect themselves from attacks. Of the two, wizards have the most to worry about when it comes to saving throws, as wizards do not have proficiency with Constitution or Charisma saving throws. Sorcerers need to only worry about Wisdom saving throws, with which they are not automatically proficient.

Sorcerer Subclass Recommendations. Aberrant Mind, Divine Soul

Wizard Subclass Recommendations. School of Abjuration, School of Evocation, School of Necromancy



6 - Monk

Monks are marginally more effective against incorporeal undead than the other classes thanks to a few features they acquire as they gain levels.

Strengths. A monk's unarmed attack becomes magical when it reaches 6th level, allowing it to deal more damage to incorporeal undead. Later, it gains stillness of mind, purity of body, diamond soul, and timeless body, which are all effects that help it shake off special attacks from incorporeal undead.

Weaknesses. Low-level monks have few defenses or effective ways to harm incorporeal undead creatures. Additionally, monks lack proficiency with Wisdom, Constitution, and Charisma saving throws until they reach level 14, which leaves them open for various forms of attack.

Subclass Recommendation. Path of the Kensei, Way of the Sun Soul

7 - Bards

As natural enchanters and illusionists, bards are not nearly as effective against incorporeal undead as the classes above.

Strengths. Although very few of the bard's spells can affect incorporeal undead, they usually default to a ranged attack with which they are proficient. A bard can also gain proficiency in many skills which can help them uncover secrets and weaknesses of the incorporeal undead. Also, bards are proficient with Charisma saving throws, which protects them from possession.

Weaknesses. The bard's spell list lacks effective spells against incorporeal undead, especially considering incorporeal undead's immunity to most enchantments. Bards do not have natural proficiency with Constitution and Wisdom saving throws which leaves them open for a variety of attacks made by incorporeal undead.

Subclass Recommendation. College of Lore

8 - Fighters, Rangers, and Rogues (Tied)

These three classes suffer when pitted against incorporeal undead mostly from a lack of a way to harm them. Fortunately, these three classes can easily diversify their modes of attack with ranged weapons, which will allow them to keep their distance.

Strengths. These classes usually possess better-than-normal defensive capabilities and are proficient in a variety of ranged weapons which allow them to keep their distance. Rogues can still perform sneak attacks against incorporeal undead, too, which gives them an edge when fighting them. Fighters have proficiency with Constitution saving throws, which helps protect them from incorporeal undead. And rogues have skill proficiencies which will help them uncover secrets and vulnerabilities.

Weaknesses. All three of these classes lack proficiency in Wisdom saving throws (although the rogue does gain proficiency in Wisdom saving throws when it reaches 15th level). Rangers and rogues lack Constitution saving throws, which makes them vulnerable against life drain attacks and death wails. Also, these classes need to rely on magic weapons to deal significant damage to incorporeal undead.

Fighter Subclass Recommendations. Arcane Archer, Eldritch Knight, Psi Warrior

Ranger Subclass Recommendations. Gloom Stalker, Monster Slayer

Rogue Subclass Recommendations. Soulknife

11 - Druids

The effectiveness of a druid depends heavily on how it equips itself, what spells it takes, and what subclass feature it possesses. Overall, though, they tend to be relatively weak when pitted against incorporeal undead when compared to the other spellcasting classes.

Strengths. Druids have proficiency in Wisdom saving throws, which protects them from enchantments. And while in a wild shape form, increased hit points and armor class may protect them from the attacks of incorporeal creatures.

Weaknesses. At low levels, druids lack spells that deal radiant or force damage. They also do not normally have access spells that help protect themselves and their allies against undead. Druids lack proficiency in Constitution and Charisma saving throws, which leaves them vulnerable to enchantments and possession.

Subclass Recommendations. Circle of the Moon, Circle of Stars

12 - Barbarians

Barbarians are the least effective class when pitted against incorporeal undead.

Strengths. Barbarians have high hit points and proficiency in Constitution saving throws, which protects them against the various attacks of incorporeal undead.

Weaknesses. Most incorporeal undead deal necrotic damage, which easily slides through the barbarian's innate defenses. Barbarians usually do not rely on ranged weapon attacks, so they must enter close combat with incorporeal undead. Even in melee combat, a barbarian must possess a magic weapon in order to deal significant damage to the incorporeal undead. Also, barbarians lack proficiency in Wisdom and Charisma saving throws, which leaves them vulnerable to enchantments and possession. Finally, barbarians usually lack the skill proficiencies necessary to learn the secrets and vulnerabilities of incorporeal undead.

Subclass Recommendation. Path of the Ancestral Guardian, Path of the Beast, Path of Wild Magic



COMMUNICATION

Very few living creatures may effectively communicate with the undead, even if the undead still understands the languages it knew in life and can freely communicate. The strong emotions that prevent the apparition from finding rest create a barrier through which only a select few individuals, known as mediums, may communicate.

When battling apparitions, mediums are valuable sources of information, especially if the medium can convince the undead to reveal its weaknesses and methods to help it find its eternal rest.

6 TYPES OF MEDIUMS

Most mediums fall into one of six categories, each of which are described below.

Focus Mediums

Focus mediums make contact with spirits and force them to inhabit an inanimate object, their focus. Once the focus becomes inhabited, the medium can present questions to the spirit. The spirit enters through a series of reactions, the nature of which are unique to the medium, spirit, and focus.

Common foci include animal bones, candles, chalkboards, liquid vessels, and spirit boards.

Guide Mediums

Guide mediums are unique individuals who can enter the world of spirits, the Border Ethereal. Those who possess this talent must craft some manner of portal or gateway through which they will enter the spirit world. Usually, a special ceremony is held, during which the medium goes through a series of steps designed to open the portal. These rituals require material components worth at least 5,000 gp. Such ceremonies usually require at least 1 hour of concentration (as if concentrating on a spell). At the end of the ritual, the target opens a gate to the Border Ethereal, similar to those created by the *gate* spell.

Host Medium

Host mediums willingly allow spirits to enter their bodies. Usually, they take preventive measures to ensure that the spirit does not escape during its time in the body such as trapping the host in a sealed room or binding the host's hands and feet. Once the host gets what it needs from the possessing spirit, the host forces the spirit out, either through magic or through sheer force of will.

Regression Mediums

Regression mediums believe that through the past lives we have lived, we can uncover information and secrets buried deep within our psyches. Often, these mediums place willing subjects into a mesmeric trance. From there, the client is able to recall details of their past lives.

FOCUS MEDIUM FEAT

Prerequisite: Wisdom 13 or higher

If you use feats in your games, a player may take the focus medium feat. A character with this feat can perform a 10-minute ritual, speaking the name of a spirit on or bordering the same plane of existence as the character. The character must have a focus present into which the spirit must be trapped. The focus must be an item that was important to the spirit, or a specially prepared object costing at least 50 gp.

At the end of the ritual, the spirit must make a Charisma saving throw. The DC for the saving throw is equal to 8 + the character's Charisma or Wisdom modifier (whichever is greater) + the character's proficiency bonus. If the character is within 5 feet of a special person, place, or thing that was important to the spirit when it was alive, the spirit makes this saving throw with disadvantage.

On a failed saving throw, the spirit enters the object for as long as the character concentrates (as if concentrating on a spell), for up to 1 hour. The effect fails if the spirit was the target of this feature or the *speak with dead* spell within the last 10 days. Until the effect ends, the character can ask the trapped spirit any number of questions it likes. The spirit knows only what it knows and knew in life. Answers are always brief, cryptic, and performed through interaction with the medium's focus. The spirit is not obligated to tell the truth. Once the effect ends, the spirit exits the object.

Any creature capable of casting the spell *charm person* can expend a slot or use of the spell to induce this trance at any point during the spell's duration. If the target is unwilling, it may make a Wisdom saving throw against the spell as normal. A target that has undergone such an effect in the last 10 days cannot be placed into a trance like this.

Once in the trance, the target is incapacitated and can't move and the target can answer up to five questions about its former life. The target only knows what it knew in its past lives and if the target's past selves are hostile toward the caster, it is under no obligation to speak the truth.

Sympathetic

The least powerful (and most common) of mediums, sympathetic mediums are not actually able to contact the spirit world or to manifest any form of power over the undead. Instead, they are able to sense psychic vibrations that surround objects and places. This feature works similar to a paladin's Divine Sense ability, but it only functions against undead with the incorporeal movement feature.

Trance

A trance medium can make direct contact with the spirit world after achieving a state of peace. In general, this state takes several hours to reach, and usually requires fasting and isolation. While not as powerful as a focus, guide, or even regression mediums, trance mediums can actually converse with the undead, who contact the medium through its mind.

HIRING MEDIUMS

True mediums are hard to find. Certainly, there are many who advertise their abilities, but it can be difficult for a novice ghost hunter to tell the difference between a medium with actual ability and a charlatan hoping to alleviate the novice of a few gold coins.

To find a medium, a character must spend at least one workweek (five days) searching for the medium, spending a minimum of eight hours each day researching and following leads. In addition to the time spent, the character must spend a minimum of 100 gp in bribes and gifts. At the end of the workweek, the character must make a Charisma check. The character adds a +1 bonus to the check for every 50 gp they spend beyond the initial 100 gp (maximum of +5). Use the table below to determine the type of Medium the character finds, if any.

Hiring Medium Results

Result	Outcome
≤9	Charlatan. The medium the character meets does not possess any actual talents but instead relies on expertise in Deception and Persuasion to convince the character otherwise. Charlatans often impersonate low-level mediums and charge accordingly.
10-14	Low-level medium. The character meets a host, sympathetic, or trance medium.
15-20	Moderate-level medium. The character meets a focus or regression medium.
21+	High-level medium. The character meets a guide medium.

Once the character discovers the medium, the medium will charge for its services. The table below shows the typical rates for mediums based on their relative ability. These prices are in addition to any material costs the medium's powers and ceremonies require. Mediums always charge a minimum of 1 day of service, even if the characters only use them for less than an hour.

Medium Prices

Medium Level	Cost per Day
Low*	25 gp
Medium	250 gp
High	750 gp

*Including charlatans posing as low-level mediums

MEDIUM STAT BLOCKS

The stat block a medium uses depends on its level (or lack thereof). If you don't already have a stat block in mind for your medium, refer to the Medium Stat Block table below.

Medium Stat Blocks

Medium Level	Stat Blocks
Charlatan	bandit, commoner, noble, spy, tribal warrior
Low-level	acolyte, commoner, cultist, noble, tribal warrior
Medium-level	cult fanatic, druid, mage
High-level	archmage, priest

Personalities

After you determine the level and stat block for your medium, you can use the table below to determine how the medium interacts with the characters.

Medium Personalities

d6	Personality
1	Aloof
2	Calculating
3	Morbid
4	Nomadic
5	Reclusive
6	Unworthy

CAMPAIGNS

This portion of the guide deals with creating adventures and campaigns based around the discovery, research, hunting, and eradication of incorporeal undead.

4 ELEMENTS OF A GHOST STORY

All ghost stories—or in this case, stories that involve incorporeal undead—have four important traits in common. When you create and run your adventures, keep these elements in mind.

Tragedy

All incorporeal undead owe their origin to some tragic event. Apparitions are almost always painted as tragic figures worthy of sympathy, despite their misdeeds in life or the afterlife. Of course, it's possible to remove an element of tragedy from the undead, reducing them to nothing more than a floating bag of hit points and damage-per-round. But to do so dishonors the classic entries in the genre.

When you create your spirits, even if the spirit is the antagonist of your adventure, generate one or two tragic facts about the spirit. The Appendices offer plenty of hooks to help you develop the spirit's backstory and nature.

Romance

Just as tragedy is a common element of classic ghost stories, so too is romance. Love is a strong emotion, definitely capable of keeping a deceased person's soul from rest. But so is envy and hate, the opposites of love. When plotting your story and building your spirits, consider the emotions driving their actions. Furthermore, tragedy and romance frequently go hand in hand.

History

Perhaps more so than any other type of creature, history plays a huge role in the apparition's origin and reason for existence. In fact, they are one of the few creatures who often can't be destroyed through physical means. Only through understanding the creature's history (and the tragedy and romances therein) will a ghost hunter be able to eliminate an incorporeal undead creature or at least grant it the eternal rest it seeks.

"In order to capitalize on the immersive story elements of the apparition's creation, you must consider its history, particularly who it was in life and the events that led it to become undead.

Symbolism

Symbolism is extremely important when developing an apparition for your ghost stories. The powers and abilities of a spirit, its physical appearance, and even its vulnerabilities are often drawn from both its history and the important symbolism of its

life. Furthermore, the motivations and desires that the creature has as a spirit are often represented with symbolism. This symbolism is key to the resolution of almost any encounter with a spirit.

THE EPISODIC GHOST STORY CAMPAIGN

If you wish to focus your campaign around the characters hunting and destroying ghosts, you might use the format presented below. This format uses the typical "monster of the week" design found throughout a lot of popular cinema, particularly television shows like *Buffy the Vampire Slayer*, *Doctor Who*, and *Supernatural*. While there are always exceptions, most "monster of the week" stories follow a similar progression, as detailed below.

Part 1. Call to Action

The first part of the adventure is the call to action. The call to action introduces the characters to the story's problem and potentially disrupts their daily life. In a tabletop roleplaying game like Fifth Edition, the call to action is usually the adventure hook.

The call to action usually asks the characters to involve themselves in some way. The characters must then choose to "cross the threshold," i.e., it asks the characters to step outside of their comfort zones and face the problem head-on. If the characters refuse, they are sometimes drawn in by another motivating factor. For example, the character might learn that someone close to them was affected by the problem, or they may receive multiple notifications of the problem.

In a ghost story, the characters usually learn about the presence of a spirit through a second-hand account or report. It's rare that they happen upon a ghost themselves. The characters must decide whether or not their source is credible.

The Testimony. Nearly every ghost story adventure should begin with an NPC offering a testimony, their recount of encountering the spirit. Usually, the testimony reveals the superficial elements of the haunting and will leave gaps. It is the characters' job to fill these gaps through committed research and additional interviews. A ghost story may involve multiple testimonies given by different characters. Furthermore, some witnesses may have ulterior motives or hide details that they don't wish to share—only to be revealed at a later time.

When creating an NPC related to the adventure, make sure to write out exactly how the NPC encountered the apparition at the heart of the adventure. You may want to flesh out additional details of a testimony-giving NPC, too, as the characters will have many questions about them, the location, and anything else that they can think of.

Part 2. Investigation

After the characters accept the call to action and determine that their source is credible, they must begin to investigate the problem. This part of the adventure often asks that the characters travel to the location of a haunting. Once there, they can use their skills and abilities to uncover more evidence of the haunting.

While there are plenty of ways for the characters to perform investigations, the most common actions available to them are detailed below.

Exploration. The characters explore the location of the haunting. In many ways, this type of investigation resembles exploring a dungeon. The goal of the exploration is to find clues that confirm the presence of a supernatural entity plus any that might reveal details of the apparition's history and any tragedies, romances, or symbolism related to it. Characters with proficiency in Perception and Investigation excel here.

Interviews. The characters may perform additional interviews with NPCs related to the haunting. These NPCs may have seen the apparition themselves or might have heard stories of it. The NPCs might not even know anything about the haunting, but a clue raised by one of the other interviewees or discovered through other means of investigation points to them. Characters with proficiency in Deception, Insight, Intimidation, and Persuasion make the best interviewees.

Research. The characters can also take the time to learn more about the haunting's location and any people potentially connected to the haunting through external research. Doing so usually takes a little time and the expenditure of resources. Consider implementing the downtime rules for Research when characters choose this route. Characters with high Intelligence scores and proficiency in Investigation perform well here.

Reenactment. Another way for the characters to learn what they can about the nature of the haunting is to place themselves in the exact time and place of those who've already witnessed the creature. This is especially effective if the characters know the triggers for the haunting. See the section on Identification for more information.

Part 3. Setback

After the characters get enough information to make a reasonable hypothesis regarding the nature of the apparition, something happens that sets them back or changes what they know about the adventure.

- ▶ The information the characters uncovered might be nothing more than a red herring, planted by an unknown antagonist.
- ▶ Originally thought malevolent, the spirit involved might actually be the victim.
- ▶ One or more NPCs may prevent the characters from continuing their research.
- ▶ The characters can't figure out what's causing the hauntings, despite having a multitude of clues.
- ▶ The characters encounter the spirit and defeat it, but discover that the effect was only temporary.

Generally, the setback is a plot device that helps build tension and suspense before the characters face the adventure's true antagonist—whether it is the apparition in question or someone or something else entirely.

Regardless, the characters should feel as if there is little hope in successfully completing the adventure.

Part 4. Revelation

Following the events of Part 3, the characters might feel as if they were defeated. Then, something occurs which helps them reframe the story. Typically, this involves the introduction or reintroduction of an important clue which helps the characters put the entire mystery in a new light. This clue can come from an external source, it could be something that the characters missed the first time, or it can even be a character having an epiphany. Whatever the nature of this revelation, it revives the characters' interest in the haunting. From there, they move towards the climax.

Part 5. Climax

The climax can be a big combat battle, the discovery of something critical to defeating or removing the apparition, or even a roleplaying conflict. Even if this adventure is part of an ongoing story, it should resolve all loose ends and find an agreeable resolution. Such a resolution might be positive or even negative. The characters don't always have to win. And when it comes to ghost stories, it's not uncommon for the story to end on a tragic note. Ω

THE BANSHEE TOWER



A scalable adventure suitable for varying experience levels.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A dungeon crawl environment is the primary location setting of this scenario.



Horror is the primary theme of this scenario.

Written by **Dave Hamrick**

Cartography by **Dyson Logos**

Art by **Matias Lazaro, Maciej Zagorski, Fat Goblin Games,** and **Daniel Comerci**

ADVENTURE SUMMARY

In this adventure, the party enters the ruins of an old, overgrown keep in the forest, from within which a spirit's mournful wails can be heard for miles around. To stop the spirit's incessant keening, the adventurers must discover her remains and give them a proper burial. Until then, her presence will continue to endanger life in the forest.

LEVEL PROGRESSION

The Banshee Tower is a plug-in adventure for four characters with an average party level (APL) of 1, 3, 5, or 8. This adventure offers details for each level and makes adjustments accordingly. The player characters should gain about one half of an experience level if they complete this adventure.

GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Information may be found in the *PHB*, *DMG* or *MM*. Also see OGL Creature below.

Monsters

Black pudding
Blink dog
Giant vulture
Gray ooze
Shadow
Skeleton
Specter
Wight
Wolf
Wraith
Zombie

Magic Items

+1 *weapon*
+2 *weapon*
Pipes of haunting

OPEN GAME LICENSE CREATURES

The following are released under the Open Game License and may be found in the Appendices:

Boneshard wraith
Death vulture
Myling
Phantom
Willowhaunt

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Banshee Tower Hooks table below offers details for introducing this adventure to your players.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level. If you wish to run this adventure for levels other than 1st, 3rd, 5th, or 8th, the chart below shows you which version of the adventure you should select for each level.

Scaling the Adventure

APL	Adventure Level	Difficulty
1	1st-level	Hard
2	1st-level	Medium
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy

Banshee Tower Hook

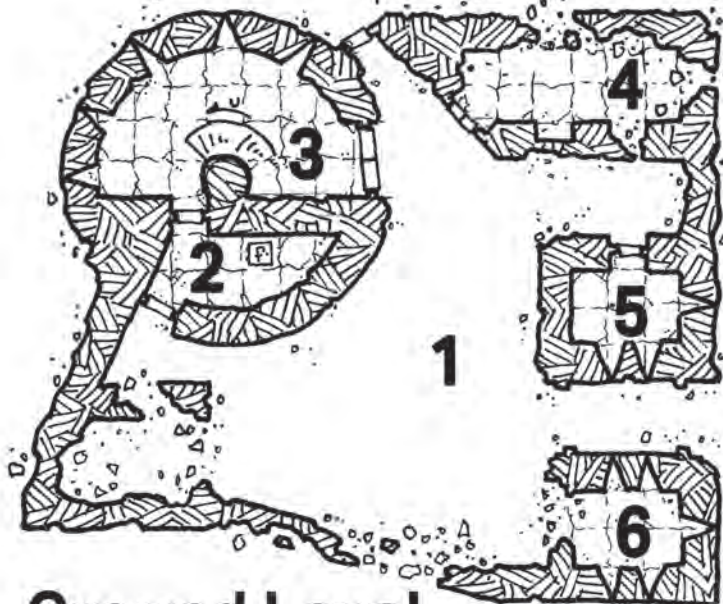
d8	Side Quest Type	Details
1	Fetch Quest	A local lord or lady asks the characters to enter the old keep and find a lost cache of gold rumored to be hidden within the keep. See area 12 for details.
2	Recover Stolen Item	A thief stole a magical mace from the nearby temple a few months ago. Rumor has it they passed through the forest by the old keep. The temple's clergy asks the characters to investigate the keep and return the mace.
3	Receive Information	A circle of druids instructs the characters to meet with the blink dog who watches over the keep (see area 4). The blink dog will offer the characters further instructions.
4	Rescue Mission	Recently, a young explorer and his friend came upon the keep. The ghosts of the keep killed the explorer's friend. Fortunately, he managed to escape. Although his friend is dead, the explorer begs the characters to enter the keep and lay his friend's bones to rest lest he return as an undead minion for the creatures there. The dead friend is the adventurer in area 1 .
5	Missing Person	A young adventurer traveled to the keep a few weeks ago, searching for glory. He hasn't returned since. (See area 1 to learn why).
6	Monster Hunt	Tired of the deaths the keening lady of the keep causes, local villagers offer to pay the characters 100 gp per level of the adventure if they clear her and all of the other undead from the location.
7	Supernatural Investigation	Strange moans can be heard coming from the old, overgrown keep at the center of the forest. The locals want the characters to investigate the disturbance and remove any potential threats.
8	Secure Aid	The characters must earn the trust of a local lord or lady; to do so, they must enter their ancestors' ruined keep, and lay the dead there to rest.

THE BANSHEE TOWER

Level 2



Level 1



Ground Level

Dungeon



1 square = 5 feet



THE BANSHEE TOWER

Long forgotten by most historical texts, the banshee's tower was once the manor home for a powerful lord and lady. Eventually, the lord's own dabbling in the dark arts drove him insane. In a fit of rage, he murdered his entire family, brutally slaying his loving wife and two darling daughters. He then took his own life. This act of extreme violence cursed the manor forever; all four members of the family returned as undead spirits, doomed to interminably haunt the location.

The tower can work as a stopover for adventurers crossing through a dense forest, jungle, or swamp, or it can work as a campaign goal of itself. Although the tower is overgrown in the provided maps, you can easily place the tower in a snowy or arid environment with just a few changes.

GENERAL FEATURES

Unless otherwise stated, the Banshee Tower has the following features.

Architecture. Although the tower was originally built from dressed stone, the long years and encroaching forest have not been kind to its walls. Most of the stone that once made up the tower is crumbling or completely collapsed. If they haven't been completely consumed by creepers and topsoil, most of the tower's floors are shattered and hardly recognizable. Ceilings in the tower proper are 12 feet high, but only 8 feet high in the dungeon.

Illumination. Although natural light pours through the clearing in which the tower stands, the interior of the buildings is cast in dim light at best. The dungeon level is completely dark.

Doors. Any doors still standing in the above-ground buildings are in a horrible state of disrepair thanks to the weather and termites. Even if the doors could lock—all of their iron hardware is rusted beyond repair—they fall over with barely any effort.

It's a different story downstairs. All of the doors in the dungeon are locked. Despite the rust, a successful DC 15 Dexterity check using proficiency in thieves' tools opens a downstairs door. Also, they can be broken down with a successful DC 18 Strength (Athletics) check. These doors have AC 16, 22 hp, and immunity to poison and psychic damage.

Curse of The Banshee Tower. Characters who enter the tower with intent to end the curse must properly lay to rest the bodies of the manor's four former inhabitants. Regardless of the adventure's level, the bodies can be found in **areas 1** (both daughters), **8** (the lord), and **area 16b** (the lady). A character proficient in the Religion skill knows that a proper burial requires that the four bodies be interred into the ground with the proper rites given. Even then, there is a 25% chance per body that it returns unless holy water is sprinkled on the corpse. Once all four bodies are laid to rest, the curse ends.

Keening. The lady's keening (see **area 8**) can be heard within 1 mile of the tower. A creature in the area that can hear her keening must make a Wisdom saving throw. The save DC is 11 during the day and 13 during the night. On a failure, the target becomes charmed by the lady for 24 hours. While charmed, the target has disadvantage on Wisdom and Charisma saving throws. A creature that succeeds on its saving throw is immune to the lady's keening for 24 hours.

Desecrated Ground. Until the tower's curse is removed, the tower, its dungeon, and the area within 1 mile of the grounds are desecrated. Undead within this area have advantage on all saving throws.

Tenacious Spirits. The spirits of the daughters (**area 1**), lady (**area 8**), and lord (**area 16c**) are permanently tied to the keep. If they are destroyed, they return to the area they haunt in 24 hours, regaining all their hit points and becoming active again. Only removing the Banshee Tower's curse (see above) will allow them to rest.

Difficult Terrain. Horribly overgrown, the entire exterior of the tower is considered difficult terrain—this includes the courtyard, **area 1**.

Finding the Tower. A character who hopes to find the tower can do so by spending 1 hour or longer combing the forest near the tower. On a successful DC 15 Wisdom (Survival) check, the character discovers the tower. The character gains a +1 bonus to their check for every hour they spend past the first searching for the tower (maximum bonus of +5). Additionally, a character who spends at least 1 week of downtime researching the tower's history makes this check with advantage. On a failed check, the character must spend another hour searching before they can repeat the check. When the characters find the tower, they immediately hear the lady's keening.



KEYED LOCATIONS

The following locations are keyed to the map of the Banshee Tower on page 28.

1 - Courtyard

When the characters first enter this area, read the following.

Underbrush, weeds, and stray roots grip this open-air area amidst the old keep's crumbling walls. A tall, sleepy willow brushes the ground with its slumped branches at the south end of the courtyard.

The Daughters. The lord and lady's twin daughters' bodies are strewn about the courtyard and covered with loose topsoil and undergrowth. Finding the corpses requires a character to spend at least 1 hour inspecting the courtyard. At the end of the hour, the character can make an Intelligence (Investigation) check. The character adds a +1 bonus for each hour they spend past the first searching for the body and an additional +1 for every character that assists them (maximum bonus of +10). The character has advantage on the check if they learned from one of the creatures in the keep that the girls were killed in this area. Refer to the Searching for the Daughters table below to determine the outcome of the check. To repeat this check, the character performing the search must spend another 4 hours searching before they can repeat their check; this follow-up check does not gain any bonuses. If the second check brings up poor results, the character must complete a long rest before they can search again.

Searching for the Daughters

Check Result	What is found
0-14	Nothing found
15-25	One of the daughters' bodies
26+	Both of the daughters' bodies

Encounters. In all versions of this adventure, three hungry **wolves** den in the southwestern corner of the courtyard. If outnumbered, they merely growl and bark; despite their hunger, they're wise enough to know not to attack a party of well-armed humans. If the party has three or fewer

members, they attack. A successful DC 15 Wisdom (Animal Handling) check calms the wolves down; this check is made with advantage if they're fed first.

In every version of this adventure except for 1st-level, the daughters haunt the courtyard. When the characters first enter this area and then once every 8 hours, roll a d20. During the day, the girls appear on a result of 18-20; at night, the girls appear on a result of 16-20. Their arrival is always preceded by them singing a nursery rhyme together. They both use the **myling** stat block featured in the Appendices. The wolves are terrified of the girls, but the girls won't mess with the wolves.

In the 5th- and 8th-level versions of this adventure, the willow tree is a vile undead creature called a **willowhaunt** (see Appendices). It attacks any living creature that comes within its reach.

Vulture Food. The vultures in **area 8** keep a close eye on the courtyard, especially if they see or hear a combat break out there. Any creature in the courtyard with half its hit points or less draws the attention of the vultures. When this happens, one or more of the vultures swoops down, grabs the target, and brings it back to their lair in **area 8**. If the vultures are dead, ignore this.

Treasure: Dead Adventurer. The first time the characters inspect the grounds, they find the remains of a dead adventurer in the undergrowth, regardless of the check's outcome. The adventurer carries a backpack containing the contents of a burglar's pack (sans food and water) plus a pouch containing 100 gp per level of the adventure.

Death vulture (0, 1, or 2); Lrg monstrosity; **AC** 12; **hp** 76; **Spd** 10 ft, fly 60 ft; **Str** +4, **Dex** +0, **Con** +4, **Int** -2, **Wis** +1, **Cha** -2; **Saves** CON +6; **Immune** nrc, psn; poisoned; **PB** +2; **Senses** darkvision 60, PP 13; **AL** NE; **CR** 4; **XP** 1,100.

► **Awful Stench** Creature starts turn within 5 ft DC 14 Con save or poisoned for 1 round; Keen Sight & Smell Adv on Perception to see & smell;
 ► **Pack Tactics** Adv atk if ally next to enemy and not incapacitated.

► **Multiattack** 2 atks: 1 beak & 1 talons.

► **Melee** Beak (+6, 5 ft, 2d4+4 prc); Talons (+6, 5 ft, 2d6+4 slsh).

► **Decaying Breath (Recharge 6)** 15-ft cone, DC 14 Con save to halve 4d10 ncr, if fail by ≥ 5 age years equal to dmg taken.

Giant vulture (0, 1, or 2); Lrg beast; **AC** 10; **hp** 22; **Spd** 10 ft, fly 60 ft; **Str** +2, **Dex** +0, **Con** +2, **Int** -2, **Wis** +1, **Cha** -2; **PB** +2; **Senses** PP 13; **AL** NE; **CR** 1; **XP** 200.

► **Keen Sight & Smell** Adv Perception see & smell;

► **Pack Tactics** Adv atk if ally next to enemy and not incapacitated.

► **Multiattack** 2 atks: 1 beak & 1 talon.

► **Melee** Beak (+4, 5 ft, 2d4+2 prc); Talons (+4, 5 ft, 2d6+2 slsh).

Myling (0 or 2), Sml undead; **AC** 13; **hp** 45; **Spd** 30 ft, burrow 10 ft; **Str** +2, **Dex** +0, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0; **Resist** bldg, prc, slsh nonmagical, silver; **Immune** ncr, psn; charmed, frightened, poisoned, stunned, unconscious; **PB** +2; **Senses** darkvision 60, PP 11; **AL** CE; **CR** 2; **XP** 450.

► **Multiattack** 1 bite & 1 claw.

► **Melee** Bite (+4, 5 ft, 2d4+2 prc, grappled DC 12, if already grappled, hits automatically); Claw (+4, 5 ft, 2d6+1 slsh).

► **Buried Alive** Sinks into earth with grappled creature, \geq Med up to waist, \leq Sml up to neck, if still grappled next turn, both disappear, stunned while buried, 1 DC 20 Athletics check to break free or helpless, DC 10 Con save to hold breath or suffocate immediately; dig free in 4 mins/diggers).

Willowhaunt (0 or 1); Huge undead; **AC** 14; **hp** 90; **Spd** 20 ft; **Str** +3, **Dex** +0, **Con** +1, **Int** -1, **Wis** +2, **Cha** +4; **Saves** STR +6, CHA +7; **Resist** ltng; bldg, prc, slsh nonmagical; **Immune** ncr, psn; charmed, exhaustion, frightened, poisoned; **PB** +3; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 5; **XP** 1,800.

► **Living Projection** Looks like living willow tree, BA to dismiss illusion; no physical change or DC 20 Investigation to discern real form.

► **Multiattack** 2 slam.

► **Melee** Slam (+6, 10 ft, 1d12+3 bldg and 2d6 ncr).

► **Provoke Murder** 2 creatures \leq 30 ft DC 15 Wis save or murderous intent 1 min: adv melee atk, must kill creatures \leq 30 ft, always nearest creature or drag creature near if necessary; repeat save at end of turn.

► **Whispers of Madness (Recharge 5-6)** Creatures \leq 30 ft DC 15 Wis save to halve 4d8 psy and no short-term madness, if fail by \geq 5 long-term madness, while mad dis on save vs. Provoke Murder.

Wolf (3); Med beast; **AC** 13; **hp** 11; **Spd** 40 ft; **Str** +1, **Dex** +2, **Con** +1, **Int** -4, **Wis** +1, **Cha** -2; **PB** +2; **Senses** PP 13; **AL** U; **CR** 1/4; **XP** 50.

► **Keen Hearing & Smell** Adv on Perception to hear & smell; Pack Tactics Adv atk if ally next to enemy and not incapacitated.

► **Melee** Bite (+4, 5 ft, 2d4+2 prc, target DC 11 Str save or prone).

2 - Kitchen

Thin, brown-colored webs cover parts of this old, crumbling chamber.

The only hints that this was once the house's kitchen are the remains of an old stove and a few rusted cooking utensils lying amid the rubble.

Hazard: Rust Webs. Although the webs don't do much to block a creature's passage to the trapdoor in the western part of the room, they do cause nonmagical ferrous metal objects that come into contact with them to rust. If the object isn't being worn or carried, the webs automatically destroy a 1-foot cube of it. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that touches the webs is destroyed immediately.

A creature who spends at least 1 round examining the webs and succeeds on a DC 11 Intelligence (Nature) check recognizes the webbing for what it is.

Trapdoor. A trapdoor in the floor leads down to area 10.

Treasure: Magical Mace. A mace dressed with gold and gems lies amid the rubble and webs at the eastern side of this room. For 1st and 3rd-level adventures, the mace is a +1 *weapon*. For 5th- and 8th-level adventures, it's a +2 *weapon*. The rust webs have no effect on the mace.

3 - Entry Room

Nothing is here but rotting leaves, errant vines, and rubbish. A staircase of questionable integrity winds its way up to the second floor, transporting climbers into area 7.

Trap: Concealed Pit Trap. At the foot of the stairs, there is a hidden trapdoor in the floor. When a creature weighing more than 100 pounds steps onto the trapdoor, it breaks open at its center and deposits the target 10 feet below into a vat of acid. The first time a target falls into the acid and each time they start their turn in the acid, they take 2 (1d4) acid damage (or 5 (2d4) for 5th- and 8th-level versions of the adventure). A target can climb out of the pit with a successful DC 15 Strength (Athletics) check. Spotting the trap door requires a successful DC 16 Wisdom (Perception) check. A character with proficiency in thieves' tools can rig the trapdoor not to open with a successful DC 10 Dexterity check.



4 - Workshop

There's no way to tell what this room used to be.

Encounter: Blink Dog. A lone **blink dog** camps in this area. Drawn to the sadness here, it hopes to share what it knows about the tower and its inhabitants. So long as the characters are friendly to the blink dog, it will tell them—in its native tongue—how to end the tower's curse. The blink dog will also aid the characters in their fight against the malicious undead that loiter in the tower's grounds.

Blink dog (1); Med fey; **AC** 13; **hp** 22; **Spd** 40 ft; **Str** +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0; **PB** +2; **Senses** PP 10; **AL** LG; **CR** 1/4; **XP** 50.

- ▶ **Keen Hearing and Smell** Adv on Perception to hear & smell.
- ▶ **Melee Bite** (+3, 5 ft, 1d6+1 prc).
- ▶ **Teleport (Recharge 4-6)** Teleport ≤ 40 ft, bite before or after.

5 - Guardhouse

The moldy remains of bunk beds and chests long since looted are all that remains of this old guardhouse.

Encounter: Undead. The nature of the encounter here depends on the adventure's level, as shown on the Area 5 Encounters table below. Vicious and arrogant, the undead attack without provocation, assuming the grounds' desecration will provide safety from those who'd hope to turn them. In encounters with wights, the leader of the wights (your choice) uses *pipes of haunting* to assault the characters.

Area 5 Encounters

Adventure Level	Encounter
1st	3 skeletons
3rd	1 wight
5th	1 wight + 4 zombies
8th	4 wights

Treasure: Pipes of Haunting. The wight's *pipes of haunting* are cursed. Until the curse is removed, the cursed character gains Sunlight Sensitivity. The character has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when they, the target of their attack, or whatever they are trying to perceive is in direct sunlight.

Skeleton (0 or 3); Med undead; **AC** 13; **hp** 13; **Spd** 30 ft; **Str** +0, **Dex** +2, **Con** +2, **Int** -2, **Wis** -1, **Cha** -3; **Vuln** bldg; **Immune** psn; exhaustion, poisoned; **PB** +2; **Senses** darkvision 60, PP 9; **AL** LE; **CR** 1/4; **XP** 50.

- ▶ **Melee** Shortsword (+4, 5 ft, 1d6+2 prc).
- ▶ **Ranged** Shortbow (+4, 80/320 ft, 1d6+2 prc).

Wight (0, 1, or 4); Med undead; **AC** 14; **hp** 45; **Spd** 30 ft; **Str** +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +2; **Resist** ncr; bldg, prc, slsh nonmagic, silver; **Immune** psn; exhaustion, poisoned; **PB** +2; **Senses** darkvision 60, PP 13; **AL** NE; **CR** 3; **XP** 700.

- ▶ **Sunlight Sensitivity** In sunlight, dis atk & Perception for sight.
- ▶ **Multiattack** 2 longsword or 2 longbow; replace 1 longsword with Life Drain.
- ▶ **Melee** Life Drain (+4, 5 ft, 1d6+2 ncr, target DC 13 Con save or max hp reduced; dies at 0 max hp, raised as zombie 24 hrs later); Longsword (+4, 5 ft, 1d8+2 slsh or 1d10+2 versatile).
- ▶ **Ranged** Longbow (+4, 150/600 ft, 1d8+2 prc).

Zombie (0 or 4), Med undead; **AC** 8; **hp** 22; **Spd** 20 ft; **Str** +1, **Dex** -2, **Con** +3, **Int** -4, **Wis** -2, **Cha** -3; **Saves** WIS +0; **Immune** psn; poisoned; **PB** +2; **Senses** darkvision 60, PP 8; **AL** NE; **CR** 1/4; **XP** 50.

- ▶ **Undead Fortitude** Resist 0 hp with DC 5+damage Con save unless rad or crit; drop to 1 hp.
- ▶ **Melee** Slam (+3, 5 ft, 1d6+1 bldg).

6 - Stable

The remains of a dead horse make this area's old use quite obvious—stables.

Trap: Spears. In all versions of this adventure except for 1st-level, any creature who comes within 5 feet of the dead horse triggers a trap. Spears spring from under the horse's desiccated corpse; the triggering target must make a DC 13 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save or half as much damage on a successful one. The spears are attached to small bells that alert the undead in **area 5** to the target's presence. The undead immediately rush to investigate.

7 - Parlor

The stairs that climb up from **area 3** lead to this area, then continue upward to **area 9**. The lady's keening can be heard from behind the door that leads to **area 8**.

8 - Children's Room

Peeling paintings of unicorns and fairies cover the walls of this once lovely room. Whether it be from the moon, stars, or sun, a gaping hole in the roof permits natural light. The floor is a mess of twigs, branches, and garbage cobbled together as a large bird's nest.

Encounter: The Lady and the Vultures. Anyone who opens the door connecting this area to **area 7** immediately comes face to face with the vulture(s) here. The number and types of vultures depend on the level of the adventure, as shown on the Area 8 Vultures table below. Death vultures are featured in the Appendices. Hatched not far from the keep, the vultures are immune to the lady's wails.

Area 8 Vultures

Adventure Level	Encounter
1st	1 giant vulture
3rd	2 giant vultures
5th	1 death vulture
8th	2 death vultures

The lady of the manor (she uses the **phantom** stat block detailed in the Appendices) hides and moans in the northernmost corner of this area. An incorporeal crown of white flowers rests on her head. She clutches the tattered remains of a pair of dolls made in the likeness of her deceased daughters. Driven quite mad by her own undeath, she is less than helpful, but not outwardly harmful. She uses her moan when she can (i.e. whenever it recharges)—totally unaware that it affects the living. Between her sobs, she asks over and over again, "Why? Why did you do this?"

Willow Tree Painting. The wall near the moaning phantom is painted with a depiction of the two girls playing by the willow tree in the courtyard. A character who observes this painting and succeeds on a DC 10 Wisdom saving throw, has advantage on their check to find the bones of the daughters in **area 1**.

Death vulture (0, 1, or 2); Lrg monstrosity; **AC** 12; **hp** 76; **Spd** 10 ft, fly 60 ft; **Str** +4, **Dex** +0, **Con** +4, **Int** -2, **Wis** +1, **Cha** -2; **Saves** CON +6; **Immune** nrc, psn; poisoned; **PB** +2; **Senses** darkvision 60, PP 13; **AL** NE; **CR** 4; **XP** 1,100.

► **Awful Stench** Creature starts turn within 5 ft DC 14 Con save or poisoned for 1 round;

► **Keen Sight & Smell** Adv on Perception to see & smell;

► **Pack Tactics** Adv atk if ally next to enemy and not incapacitated.

► **Multiattack** 2 atks: 1 beak & 1 talons.

► **Melee Beak** (+6, 5 ft, 2d4+4 prc); **Talons** (+6, 5 ft, 2d6+4 slsh).

► **Decaying Breath (Recharge 6)** 15-ft cone, DC 14 Con save to halve 4d10 ncr, if fail by ≥ 5 age years equal to dmg taken.

Giant vulture (0, 1, or 2); Lrg beast; **AC** 10; **hp** 22; **Spd** 10 ft, fly 60 ft; **Str** +2, **Dex** +0, **Con** +2, **Int** -2, **Wis** +1, **Cha** -2; **PB** +2; **Senses** PP 13; **AL** NE; **CR** 1; **XP** 200.

► **Keen Sight & Smell** Adv on Perception to see & smell;

► **Pack Tactics** Adv atk if ally next to enemy and not incapacitated.

► **Multiattack** 2 atks: 1 beak & 1 talon.

► **Melee Beak** (+4, 5 ft, 2d4+2 prc); **Talons** (+4, 5 ft, 2d6+2 slsh).

Phantom (1); Med undead; **AC** 11; **hp** 22; **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +30, **Int** -2, **Wis** +1, **Cha** +1; **Resist** acid, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 1; **XP** 200.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sunlight, dis atks, checks, saves.

► **Melee** Ghostly Grasp (+3, 5 ft, 2d6 ncr).

► **Chilling Moan (Recharge 5-6)** Non-undead non-construct creatures ≤ 30 ft DC 13 Wis save to halve 2d8 cold and not frightened for 1 round, if fail by ≥ 5 also paralyzed.



9 - Lord and Lady's Chambers

The entire roof of the manor collapsed years ago, leaving this large, expansive bedroom in ruins. Beyond a great view of the keep and surrounding forest, there is nothing else of interest here.

10 - Downstairs

The trapdoor from **area 2** leads down into this area. It's filled with cobwebs (normal cobwebs, thankfully) and smells of mold.

11 - Cistern

A pool of murky brown water dominates the southern half of this room. Hogsheads filled with moldy ale stand against the curved northern wall.

The Lord's Body. After the lord killed his family, he realized the horror of what he'd done. At the edge of the cistern, he slashed his own throat, then tumbled into the water. His bones lie at the bottom of the pool. Only by entering the 10-foot-deep pool and feeling around will a character be able to find the lord's corpse.

12 - Storage

The lord didn't just kill his family—he also killed all of his servants by locking them in this old storage room. They have since risen as vengeful spirits.

Encounter: Servants. The nature of this encounter depends on the level of this adventure as shown on the Area 12 Encounters table below. The undead attack anyone who enters **areas 10, 11**, or this area. They especially don't want anyone to find the lord's body in **area 11**; so long as his corpse remains unburied, his curse continues. This pleases them.

Area 12 Encounters

Adventure Level	Encounter
1st	2 shadows
3rd	2 specters
5th	4 specters
8th	6 specters

Treasure: Hidden Cache. Amid the servants' remains and destroyed storage preserves, a character who succeeds on a DC 20 Wisdom (Perception) check notices that a large rock resting against the southern wall hides a cubby which contains a sack holding 1,000 gp per level of adventure.

Shadow (0 or 2); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; **Vuln** rad; **Resist** acid, cold, fire, ltng, thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncr, psn; **exhaustion**, **frightened**, **grappled**, **paralyzed**, **petrified**, **poisoned**, **prone**, **restrained**; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1/2; **XP** 100.

► **Amorphous** Move through 1 inch space;

► **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness;

► **Sunlight Weakness** In sun, dis atk, checks, saves.

► **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncr, target Str reduced 1d4 until rest; dies at 0 Str).

Specter (0, 2, 4, or 6); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncr, psn; **charmed**, **exhaustion**, **grappled**, **paralyzed**, **petrified**, **poisoned**, **prone**, **restrained**, **unconscious**; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sun, dis atk & Perception.

► **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

13 - Meeting Room

The shattered remains of a conference table and broken chairs litter the floors of this chamber.

Hazard: Faulty Floor. Any creature weighing 50 pounds or more who stands in the northwestern corner of the room forces the floor to collapse. The floor and the character tumble down into **area 15** as a result, taking no damage.

14 - Guard Room

Not only is the door that leads to **area 15** here locked, but it's stuck, too, thanks to shifting earth above. Even after the lock is picked (as described in the General Features), it still requires a successful DC 25 Strength (Athletics) check to break the door down.

15 - Torture Chamber

Rusty manacles still hang from the walls of this natural cavern.

Dim Light. Sources of nonmagical light, such as those created by torches or lanterns, shed only half as much bright light and dim light as normal.

Whispers in the Dark. The first time a creature enters this area, they hear strange whispers coming from the manacles at the walls. No matter how hard the creature tries to make out what the whispers say, they can't. But they always sound strangely familiar. The moment a character calls out to them, the whispers stop immediately. If the characters are near the door to **area 16**, that's when the skull appears (see **area 16**).



16 - Dungeon

The first time the characters approach one of the entrances into this area, they witness an illusory effect: a massive skull bathed in purplish flames appears before them. It then croaks in a low, unearthly voice, "Go away!" before it vanishes.

Five rooms branch off from this long hallway. Each door is locked, as described in the General Features section.

16b - The Lady's Rest. A servant (or servants) of the undead lord lurks in this cell. The nature of the encounter depends on the adventure's level, as shown on the Area 16b Encounters table below. The servant(s) guard(s) the bones of the lady, placed here by the lord before he took his own life. Her skull wears a crown of white flowers.

16b Encounters

Adventure Level	Encounter
1st	1 shadow
3rd	1 specter
5th	2 specters
8th	4 specters

Shadow (0 or 1); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; **Vuln** rad; **Resist** acid, cold, fire, ltng, thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncr, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1/2; **XP** 100.

- **Amorphous** Move through 1 inch space;
- **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness;
- **Sunlight Weakness** In sun, dis atk, checks, saves.
- **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncr, target Str reduced 1d4 until rest; dies at 0 Str).

Specter (0, 1, 2, or 4); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

- **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;
- **Sunlight Sensitivity** In sun, dis atk & Perception.
- **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

16c - The Lord's Cell. Despite taking his own life, the lord fancies this cell as his own. The nature of the encounter here depends on the adventure's level, as shown on the Area 16c Encounters table below. Before the battle begins, the lord growls, "Come for justice, have you? No need! I sent myself to my own watery grave." This is a hint at the location of the lord's body (see area 11).

16c Encounters

Adventure Level	Encounter
1st	the lord (specter)
3rd	the lord (wraith)
5th	the lord (wraith) plus 1 specter
8th	the lord (boneshard wraith , detailed in the Appendices)

Boneshard Wraith (0 or 1); Med undead; **AC** 16; **hp** 127; **Spd** 15 ft, fly 60 ft (hover); **Str** +3, **Dex** +1, **Con** +4, **Int** +1, **Wis** +2, **Cha** -1; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic, silver; **Immune** ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious; **PB** +4; **Senses** darkvision 60, PP 16; **AL** NE; **CR** 12; **XP** 8,400.

- **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;
- **Sunlight Sensitivity** In sun, dis atk & Perception.
- **Multiattack** 2 claws, if both hit same target, DC 16 Con save or paralyzed 1 minute, repeat save end of turn.
- **Melee** Spectral Claw (+7, 15 ft, 4d8+3 slsh, target DC 16 Con save or 1 level of exhaustion, max 2 levels total).
- **Boneshard Cyclone (Recharge 5-6)** 1 creature ≤ 60 ft DC 16 Str save for half 3d12 slsh plus 6d8 ncr or engulfed 1 minute: blinded, deafened, 4d8 ncr each turn, repeat save end of turn.

Specter (0 or 1); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

- **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;
- **Sunlight Sensitivity** In sun, dis atk & Perception.
- **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).



Wraith (0 or 1); Med undead; **AC** 13; **hp** 67; **Spd** 0 ft, fly 60 ft (hover); **Str** -2, **Dex** +3, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic, silver; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +3; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 5; **XP** 1,800.

- **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;
- **Sunlight Sensitivity** In sun, dis atk & Perception.
- **Melee** Life Drain (+6, 5 ft, 4d8+3 ncr, target DC 14 Con save or max hp reduced until long rest; dies at 0 max hp).
- **Create Specter** 1 creature that died violently ≤ 10 ft, rises as specter; limit 7.

16d - Ooze Cell. The nature of the encounter in this cell depends on the adventure's level as shown on the Area 16d Encounters table below.

Area 16d Encounters

Adventure Level	Encounter
1st	1 gray ooze
3rd	2 gray oozes
5th	1 black pudding
8th	1 black pudding

Black pudding (0 or 1); Lrg ooze; **AC** 7; **hp** 85; **Spd** 20 ft, climb 20 ft; **Str** +3, **Dex** -3, **Con** +3, **Int** -5, **Wis** -2, **Cha** -5; **Immune** acid, cold, ltng, slsh; blinded, charmed, deafened, exhaustion, frightened, prone; **PB** +2; **Senses** blindsight 60 (blind beyond), **PP** 8; **AL** U; **CR** 4; **XP** 1,100.

► **Amorphous** Move through 1 inch space; Corrosive Form 1d8 acid for touch, 5 ft melee atk, non-magic weapon takes -1 penalty if deals damage, destroy at -5, pudding eats through 2 in metal/wood in 1 round;

► **Spider Climb** Climb walls without check.

► **Melee** Pseudopod (+5, 5 ft, 1d6+3 bldg plus 4d8 acid, nonmagical armor -1 to AC, destroy at AC 10).

► **Reaction** Split (if ≥ Med & ≥ 10 hp, take ltng/slsh, split in 2, each half hp, 1 size smaller).

Gray ooze (number); Med ooze; **AC** 8; **hp** 22; **Spd** 10 ft, climb 10 ft; **Str** +1, **Dex** -2, **Con** +3, **Int** -5, **Wis** -2, **Cha** -4; **Resist** acid, cold, fire **Immune** blinded, charmed, deafened, exhaustion, frightened, prone; **PB** +2; **Senses** blindsight 60 (blind beyond), **PP** 8; **AL** U; **CR** 1/2; **XP** 100.

► **Amorphous** Move through 1 inch space;

► **Corrode Metal** Nonmagic weapon takes -1 penalty if deals damage, destroy at -5, ooze eats through 2 in metal in 1 round;

► **False Appearance** Indistinguishable from oily pool or wet rock if motionless.

► **Melee** Pseudopod (+3, 5 ft, 1d6+1 bldg plus 2d6 acid, nonmagical armor -1 to AC, destroy at AC 10).

16e - Stuck Door. The door to this room is stuck shut. Even after the lock is picked, a character must succeed on a DC 20 Strength (Athletics) check to push the door open.

16f - Guard Room. This room once served as the guardroom for the dungeon. It's now covered in thick, brown webs.

Hazard: Rust Webs. A creature who enters the area for the first time or who starts their turn here must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) check or Dexterity (Acrobatics) check. Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage. To make matters worse, these webs function the same way as the webs in area 2.

The webs cause nonmagical ferrous metal objects that come into contact with them to rust. If the object isn't being worn or carried, the webs automatically destroy a 1-foot cube of it. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that touches the webs is destroyed immediately.

A creature who spends at least 1 round examining the webs and succeeds on a DC 11 Intelligence (Nature) check recognizes the webbing for what it is.

Treasure. There is a small chest tucked into the far northwestern corner of the room. The chest contains 2 ep. Ω



THE HAUNTED CASTLE



A scalable adventure suitable for varying experience levels.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A dungeon crawl environment is the primary location setting of this scenario.



Horror and Mystery are the primary themes of this scenario.

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ADVENTURE SUMMARY

While hunting for a long-lost treasure hoard, the characters enter a wintry keep with a dark history.

LEVEL PROGRESSION

The Haunted Castle is a plug-in adventure for four characters with an average party level (APL) of 1, 3, 5, or 8. This adventure offers details for each level and makes adjustments accordingly. The player characters should gain about one half of an experience level if they complete this adventure.

GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Information may be found in the *PHB*, *DMG* or *MM*. Also see OGL Creature below.

Monsters

Bandit
Cat
Dire wolf
Efreeti
Fire Elemental
Ghost
Ice mephit
Shadow
Specter
Swarm of insects
Wolf
Wraith

Spells

Arcane lock
Continual flame
Detect evil and good
Detect magic
Dispel evil and good
Fog cloud
Forbiddance
Light
Regeneration
Speak with dead
Wish

Magic Items

+1 shield
+1 weapon
Adamantine armor
Bag of tricks (rust)
Boots of striding and springing
Medallion of thoughts
Spell scroll

OPEN GAME LICENSE CREATURES

The following are released under the Open Game License and may be found in the Appendices:

Greater wraith
Marionette golem
Spectral horse

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Banshee Tower Hooks table below offers details for introducing this adventure to your players.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level. If you wish to run this adventure for levels other than 1st, 3rd, 5th, or 8th, the chart below shows you which version of the adventure you should select for each level.

ADVENTURE HOOK: MEET BARON WILSON

While the characters are passing through a town or while traveling on the road, they witness a young man wearing filthy noble livery engage in a fight with four **bandits**. He begs the characters to intervene. If they do, the bandits fight until at least one of them is killed or knocked unconscious, then they flee.

The young man introduces himself as Baron Leo Wilson. A gambler and heavy drinker, Wilson's fallen on hard times as of late. The bandits were rolling him, hoping to collect debts owed. He fears that if his debts aren't paid off, they'll surely kill him next time.

Wilson shares that his family was once one of the wealthiest families in the Kingdoms of Man. Then, ten years ago, his uncle, Lord Brycen Merritt, went insane and poisoned everyone in his estate—including the servants, guards, his three children, and even the horses. The controversy ruined the reputation of all related to him.

Then, just last year, Leo heard a rumor that Lord Brycen and his father, Ferim, both had access to an insane fortune—millions, if not billions, in gold coins. If this fortune did exist, it was never recovered from the castle.

Although Wilson doesn't have two copper coins to rub together, he makes the characters an offer: they explore the old Merritt castle and find the treasure. If they do, he'll pay each one of them 1,000 gp for their trouble. Once they agree, he

Scaling the Adventure

APL	Adventure Level	Difficulty
1	1st-level	Hard
2	1st-level	Medium
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy



gives them directions to the castle. It's approximately five miles west of Mount Camor in the Amber Forest.

Wilson refuses to go with the characters. He's already been to the castle once and claims he saw the ghosts of his nieces and nephew lurking around the old walls.

He tells the characters to meet him at a spot called the Venerable Swordsman in the city of Knotside once they have completed their mission.

ADVENTURE SUMMARY

The adventure should play out as follows:

- ▶ The characters meet Baron Leo Wilson and agree to help him recover his family's lost wealth.
- ▶ Entering the castle, the characters learn immediately that there's something strange about the castle. It doesn't take long for them to meet one of the castle's many ghosts.
- ▶ Eventually, the characters get through to one or more of the Merritt family ghosts. The ghosts explain that their uncle Ferim knows where the vault is located.
- ▶ The characters use *Speak with Dead* to communicate with Ferim's skull. Ferim reveals the location of the portal mirror and how to enter it.
- ▶ Once into the secret vault, the characters must convince Lord Brycen to end the curse. This can be done by handing Brycen the ghostly letter that they find in the dungeon.



BACKGROUND

Twenty years ago, Brycen Merritt, a tailor of some skill, lived within a modest house in the village of Camor. He lived there with his wife, Noell, his three children, Radella, Farant, and Jalyn, and his brother, Ferim.

A would-be adventurer, Ferim had just returned from a trip exploring ruins in Karnione. Within those ruins he discovered a strange iron cube. After studying the cube for some time, Ferim discovered that it contained an efreeti who'd been imprisoned by a lich for ninety years. Bound to the cube by a powerful enchantment, the efreeti could only become free after granting whoever held its cube three wishes.

Brycen and Ferim's first wish was for wealth beyond their wildest dreams, which the efreeti immediately granted in the form of billions of gold coins. Unsure where to put this newfound wealth, Brycen asked the efreeti to create a hidden vault for the wealth. The efreeti granted the wish, creating a pocket dimension that could only be accessed via a mirror portal. Brycen placed the mirror in his bedchambers.

Fearful that the third wish would free the efreeti and invoke its wrath, the brothers decided to hide the cube. Angered, the efreeti swore vengeance upon the brothers, cursing them for their reluctance to free it.

Ignoring the efreeti's threats, the Merritt brothers enjoyed their wealth for the next few years. Brycen built a grand castle atop a hilltop near the village Camor, where he lived with his family and brother. However, the land was cursed. A thousand years before the manor was built, a great battle between the humans and the dark elves of the north occurred on that very hill. During this

battle, one of the elven necromancers dropped a special dagger, one made from material pulled from a realm of true evil. While building the castle, Brycen discovered the dagger and decided to keep it. Although the magic within the dagger was dormant, its evil still seeped into the castle. The evil amplified emotions. It turned frustration into rage, happiness into ecstasy, and sadness into prolonged depression.

The first one affected by the dagger's evil was Ferim. During a fit of rage regarding the hidden treasure, he tried to kill Brycen. Before he could, Brycen's guards killed him. Spiteful of this confrontation, Brycen claimed his brother's skull and stored it inside a fishbowl in the keep's southeastern tower.

Next, Brycen's wife, Noell, felt the effects of the dagger's evil. The dagger turned her boredom into ennui which grew into a period of depression from which she could not arise. After a few months, Brycen found her dead, poisoned. When local priests tried to raise her from the dead, her spirit refused to return.

Brycen descended into madness. Believing that the keep hid assassins, he poisoned the keep's water and wine supply. He then held an event commemorating his wife. Brycen watched with glee as everyone who worked and lived in the keep drank the poison, including his children. Even after their deaths, Brycen was not reassured. He started to question himself—what if *he* was the assassin? Brycen took the last poisoned bottle of wine and hid himself in the vault. He cackled madly, cursing himself as he drank the poison.

From that day forward, Merritt Castle became cursed. Ten years later, locals still steer clear of the location, citing that abandoned manors near Camor are prone to hauntings.

MERRITT CASTLE

Merritt Castle stands atop a hill surrounded by a snow-draped forest. Despite being abandoned for a decade, the grounds are still relatively well-kept—even under the snowfall—and the inside is clean and organized. The castle *wants* people to come inside.

GENERAL FEATURES

Unless stated otherwise, the haunted castle has the following features.

Ceilings, Floors, and Walls

The keep and its curtain walls are made from dressed stone. Sturdy timbers brace the keep's walls and ceilings. The curtain walls are 15 feet high. Ceilings are 15 feet high on the ground floor, 12 feet high on the first level and tower (**area 26**), and 8 feet high in the dungeon.

Doors

Normal doors are constructed of thick oak planks bound by iron and hung on iron hinges. These doors have AC 15, 20 hp, and immunity to poison and psychic damage. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock, or a successful DC 18 Strength check to break open.

Illumination

At night, fires burn throughout the castle in the form of torches, braziers, or fireplaces. The fires are nonmagical, but there doesn't appear to be anyone who's lighting them. If the characters extinguish a flame and exit the chamber in which it was burning, it's relit the next time they enter the chamber.

Portcullises

Portcullises throughout the castle are made from sturdy iron bars. Winches using chains set into the walls allow the portcullises to rise 90 degrees flush with the ceiling. A portcullis has AC 19, 40 hp, resistance to piercing damage, and immunity to poison and psychic damage. A character can lift the portcullis or bend its bars with a successful DC 21 Strength check.

Cold Weather

This adventure takes place during the winter. Although there is not currently a storm happening, creatures in the exterior locations are still subject to the effects of extreme cold. When exposed to these conditions, the creature must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold-weather gear and creatures naturally adapted to cold climates.

Slippery Ice

Many of the outdoor surfaces are covered in slippery ice. The ice is nearly invisible. Spotting the ice requires a successful DC 13 Wisdom (Perception) check. A creature with proficiency in Nature makes this check with advantage. A creature moving across the ice must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

Ghosts

Various spectral undead haunt the old castle. Four of the undead were once members of the Merritt Family. The rest were servants at the castle.

The castle's master is a dangerous wraith, **Lord Brycen Merritt**. Driven insane by the death of his wife at the hands of assassins, he poisoned his three children and all of his servants. Although his taint is felt throughout the entire castle, he is only encountered in **area 36**.

His oldest child was **Radella**. Now a **ghost**, she is obsessed with ridding the castle of intruders.

Brycen's son, **Farant**, doesn't completely understand that he's now a **ghost**. However, he recognizes that something is horribly wrong at the castle. He helps the characters in any way he can.

The youngest, **Jalyn**, was only 10 years old when Brycen killed her. Jalyn knows many of the castle's secrets and even understands that she and her family members are undead. However, she's terribly afraid of the characters, thinking they wish to destroy her and her family. Jalyn is a **ghost**.

Optional Encounters. Throughout the adventure, the characters will have multiple opportunities to interact with the manor's spirits. Most of the spectral servants and guards are deranged and attack on sight. However, Brycen's three children can be coaxed to help the party put their father's angry spirit to rest, thereby lifting the curse on the castle's undead.

When an "optional encounter" is listed in a keyed location, you are free to run the encounter with the ghost at any time you feel is appropriate, or completely avoid it. Use discretion when running these encounters. Too many encounters with the ghosts will water down their effectiveness. These optional encounters are best used when things slow down or the players lack leads or direction.

Rejuvenation. Until the curse is lifted from the keep, the spirits of the four Merritt family members—Lord Brycen, Radella, Farant, and Jalyn—cannot be permanently destroyed. If their hit points are reduced to 0, they disincorporate. An hour later, they reappear in another part of the castle, with all of their hit points intact, with no memory of who or what destroyed them.

What the Ghosts Know

The three Merritt children hold the secrets to solving the mysteries of this adventure. However, to get them to speak openly about these secrets, the characters must bring them something in the castle that helps them reconnect to their past.

Radella. In life, Radella loved her fluffy, orange cat Hobart. If the characters catch Hobart (see **area 21**) and bring him to her ghost, she tells them what she knows.

- ▶ Shortly before her mother died, her father and her uncle got into a mortal brawl. Her father's guards killed Ferim. Her father had Ferim's skull removed and stored in a jar at the top of the southwestern tower.
- ▶ Radella knows that there's a vault hidden somewhere on the grounds, but she's not sure where it's located. She suggests that the characters find a way to communicate with Ferim's spirit.
- ▶ Radella suggests that they speak with Farant for more clues. Farant loved to read. Perhaps if they bring him his favorite book, he will talk to them.



Farant. Farant's ghost refuses to believe that he's a ghost. But if he's brought his favorite old book, *Kings of the Dusk*, from his bedroom (**area 23**), he snaps out of his stupor long enough to help the characters. Here's what he can share:

- ▶ Farant knows all of the things Radella knows (see above).
- ▶ Farant knows that there is a strange black dagger hidden in the dungeon's vault. He believes that this dagger is the cause for the curse on the manor.
- ▶ An ice mephit periodically sneaks around the grounds. Farant believes that this mephit is searching for the dagger. The mephit can usually be found on the northwestern tower (**area 17d**).
- ▶ Farant doesn't believe that his mother was killed by assassins. He thinks that if the characters can find proof and present that proof to his father, it might lift the curse.
- ▶ The youngest Merritt child, Jalyn, probably knows more secrets than he and Radella combined.

Jalyn. Of the three, Jalyn knows the most about the castle and its secrets. However, she's the hardest one to catch. If she's given a lollipop from her father's library (**area 20**), she will cooperate with the characters, sharing the following information.

- ▶ Jalyn knows everything that Radella and Farant know.
- ▶ The old guard room (**area 5**) contains a hidden jar with something awful inside of it. It's hidden below the floor.
- ▶ There is a ghostly messenger imprisoned in the dungeon below the keep. Whatever the messenger was carrying frightened her father enough to imprison the man there. She suspects the messenger knows something about her mother's death.
- ▶ The dungeon is one of the most dangerous places in the house. Not only does it contain the traps her father created, but the evil that permeates the grounds is at its strongest down there.
- ▶ The command word "Compunction" opens the door to the vault in the dungeon.
- ▶ Lord Brycen's ghost is hidden in his vault. The vault is hidden through a portal accessible through their bedroom (**area 22**). Unfortunately, she doesn't know the right word to access the portal.

KEYED LOCATIONS

The following locations are keyed to the map of the haunted castle, as shown on pages 44, 54, and 60.

1 - Eastern Face

Thick snow covers the grounds of the castle's eastern face. A ramshackle path made of broad timbers climbs up to the keep's drawbridge (**area 1b**), which is currently down. However, both portcullises leading past the barbican (**area 1c**) are shut. The levers in **area 2** open these portcullises.

Encounter: Hungry Wolves. Two wolves hide amid the trees to the north. In the 5th- and 8th-level versions of this adventure, the wolves are **dire wolves**. The wolves are hungry, but will run if the characters pose too much of a challenge.

Hazard: Slippery ice. The ice over the drawbridge (**area 1b**) is extremely slippery.

Investigation: Dummy. A character who searches the area around the drawbridge and succeeds on a DC 15 Intelligence (Investigation) check discovers an abandoned target dummy made of linen and stuffed with straw. There are two arrows sticking out of it.

Optional Encounter: Murder Holes. Characters who enter the barbican might come under attack from the **ghost** Radella. Standing in **area 17b**, she pours scalding water through the murder holes above. When this happens, each creature in the area must make a DC 13 Dexterity saving throw, taking 3 (1d6) fire damage on a failed saving throw, or half as much damage on a successful one. As she pours the water, she shouts, "Long live House Merritt!" She then turns ethereal and flees. If Farant helped the characters enter the castle (see **area 2**), he screams, "No, Radella! They are our allies! They will find Mother's assassin!"

Optional Encounter: Ghostly Help. The **ghost** Farant might help the characters open the portcullises here. See **area 2** for details.

Dire wolf (0 or 2); Lrg beast; **AC** 14; **hp** 37; **Spd** 50 ft; **Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** -2; **PB** +2; **Senses** PP 13; **AL** U; **CR** 1; **XP** 200.

- **Keen Hearing & Smell** Adv on Perception to hear & smell;
- **Pack Tactics** Adv atk if ally next to enemy and not incapacitated.
- **Melee** Bite (+5, 5 ft, 2d6+3 prc, target DC 13 Str save or prone).

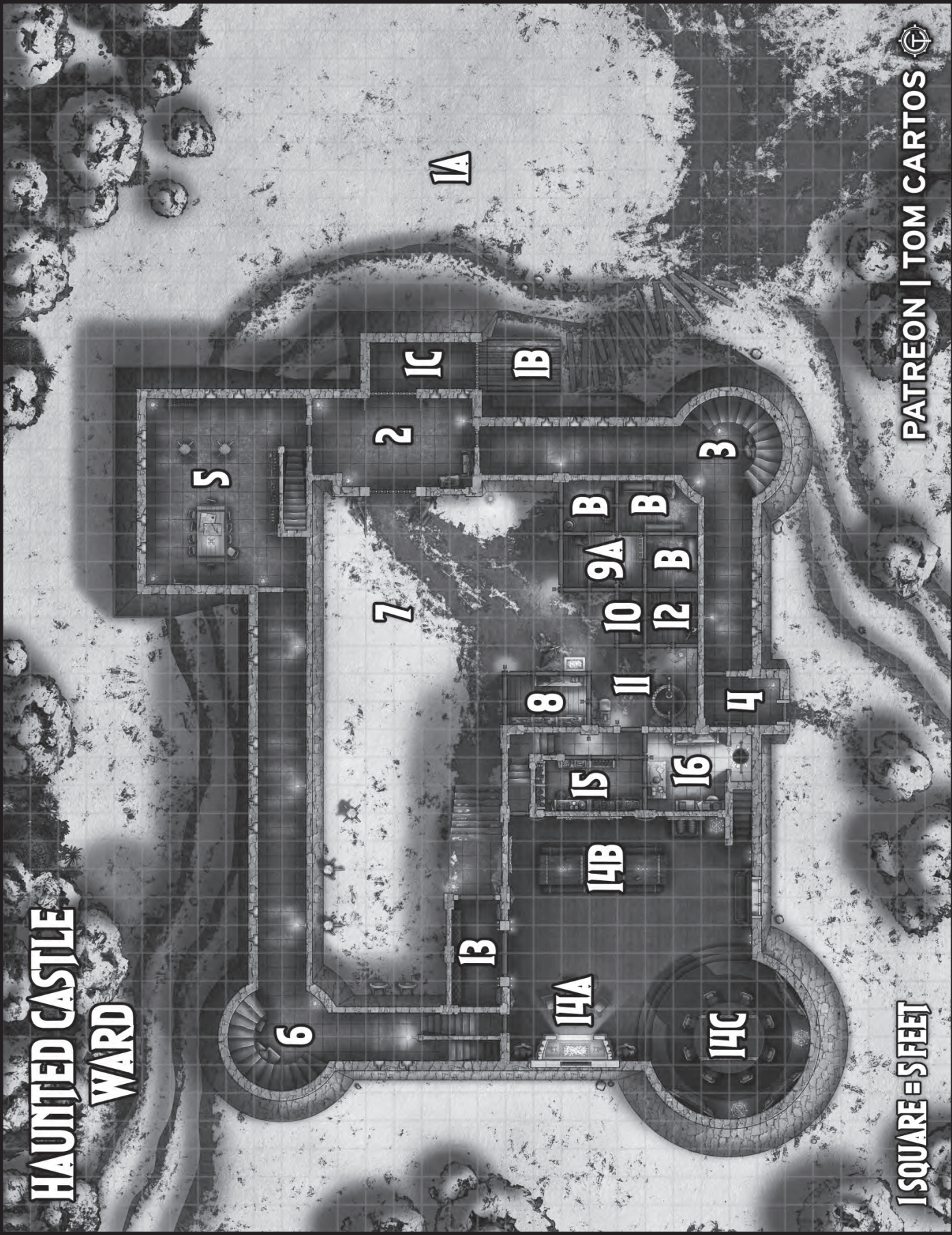


Ghost (0 or 1), Med undead; **AC** 11; **hp** 45; **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.
- **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

Wolf (0 or 2); Med beast; **AC** 13; **hp** 11; **Spd** 40 ft; **Str** +1, **Dex** +2, **Con** +1, **Int** -4, **Wis** +1, **Cha** -2; **PB** +2; **Senses** PP 13; **AL** U; **CR** 1/4; **XP** 50.

- **Keen Hearing & Smell** Adv on Perception to hear & smell; Pack Tactics Adv atk if ally next to enemy and not incapacitated.
- **Melee** Bite (+4, 5 ft, 2d4+2 prc, target DC 11 Str save or prone).



2 - Gate House

This cold room offers a few handaxes, bows, and loose arrows. Two levers on the wall operate the portcullises in **area 1**. The portcullis that connects this area to **area 7** is closed. The levers on the other side of the portcullis in **area 7** opens it.

Optional Encounter: Ghostly Help. The first time the characters approach this area and before they've entered it, a voice from within calls, "Please, allow me to get the gate for you." Whatever portcullis is currently preventing the characters from entering the area then raises. When the characters go to look for whoever helped them, there's no one there. The portcullis was raised by Farant's **ghost**, who then turned ethereal and vanished.

Optional Encounter: Radella's Tricks. While passing through an open gate, the **ghost** Radella, in her ethereal state, triggers the portcullis to close. Any character standing in the portcullis' spot must make a DC 15 Strength or Dexterity saving throw (the character's choice). On a successful saving throw, the character avoids the gate, and steps into the area where they wish to be. Otherwise, the character is hit with the portcullis; they take 3 (1d6) bludgeoning damage and are pushed 10 feet back into the room from which they came. Radella then shouts, "Out, damn you, out!"

Ghost (0 or 1), Med undead; **AC** 11; **hp** 45: **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- ▶ **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- ▶ **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.
- ▶ **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- ▶ **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- ▶ **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- ▶ **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

3 - Southeast Tower

Thick magical mist heavily obscures this area. Treat the entire area as if it was under the effects of *fog cloud*. The mist can be dispelled or dispersed as normal. Until the mist is removed, its own aura of conjuration obscures the magic shield's aura of abjuration (see below).

Investigation. Four shields rest against the stone staircase at the south end of the room. One of the shields looks particularly decrepit. However, it exudes an aura of abjuration magic. Despite its crumbling and frail appearance, it is actually a +1 *shield*. The shield's frail appearance has no effect on its properties.

Locked Door. Although the door that leads to **area 4** is locked and trapped from the other wise, the door can be opened from this side without any issue.

4 - South Entrance

This simple entranceway is lit by a warm brazier. An empty weapon rack stands against the western wall. A single arrow lies on the ground.

Locked Door. The door that connects this area to the outside is locked.

Locked and Trapped Door. The door that connects this area to **area 3** is both locked and trapped. It also appears to lack any sort of door handle. The door has been carved to look like a team of six mounted hunters surrounding a rabbit. Each hunter carries a shortbow. A character who inspects the rabbit sees that it has a tiny slot at its center. If the tip of an arrow is placed into the slot and turned, the door opens and the trap is disarmed.

If the trap isn't disarmed before the door is opened, the hunters fire tiny arrows from their bows at the character trying to open the door. The hunters attack with a +5 to hit. On a hit, the tiny arrows deal 1 piercing damage and the target must make a successful DC 13 Constitution saving throw, or become poisoned for 1 hour. If the target fails its saving throw by 5 or more, the target falls unconscious for as long as they remain poisoned in this way or until another creature uses its action to shake or slap the sleeper awake.

Spotting this trap requires a successful DC 13 Intelligence (Investigation) check. Once spotted, a character also knows how to unlock the door using an arrow. Alternatively, the trap can be disarmed with a successful DC 13 Dexterity check using proficiency in thieves' tools. This check is separate from the one needed to unlock the door.

5 - Guard Room

A broad, wooden table dominates the east end of this room. Maps depicting nearby cities lie unrolled on the table's surface. Two martial arts training dummies stand near the eastern wall. Stuffed weapon racks adorn the south and eastern walls.

A dartboard hangs on the western wall. A dagger sticks out of the board's 1's double ring.

Encounter: Specters. The first time the characters enter this room, specters materialize and attack. The number and types of specters that appear depend on the level of the adventure as shown in the table below. The specters were all guards of the old castle until Brycen poisoned them all. They now serve him in undeath.

Area 5 Encounter

Adventure Level	Encounter
1st	1 specter
3rd	2 specters
5th	6 specters
8th	4 specters led by 1 wraith

Investigation: Training Dummy. A character who observes the northernmost training dummy and succeeds on a DC 15 Intelligence (Investigation) check notices that one of its handles can be pulled downward. However, the effect it causes is not immediately obvious—it actually unlocks and opens the secret door hidden in **area 33**. The door only remains open as long as the handle is being pulled down. Hanging an object weighing 30 pounds or more from the handle—such as the training dummy discovered in **area 1b**—keeps it in the down position.

A character who has observed the secret door in **area 34** and this handle understands their connection with a successful DC 10 Intelligence (Investigation) check.

Investigation: Hidden Jar. A character who searches the area and succeeds on a DC 20 Wisdom (Perception) check spots a loose stone on the floor. This check is made with advantage if the characters learn of its location from the ghost Jalyn. The stone masks the presence of a hidden compartment, within which a small, opaque glass jar is hidden. The jar contains a *spell scroll* of *speak with dead* made from human skin.

Specter (1, 2, 4, or 6); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh non-magic; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sun, dis atk & Perception.

► **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

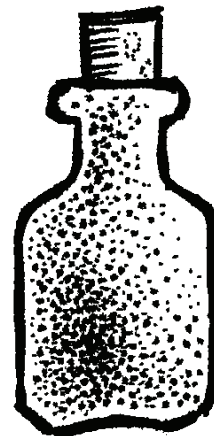
Wraith (0 or 1); Med undead; **AC** 13; **hp** 67; **Spd** 0 ft, fly 60 ft (hover); **Str** -2, **Dex** +3, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic, silver; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +3; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 5; **XP** 1,800.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sun, dis atk & Perception.

► **Melee** Life Drain (+6, 5 ft, 4d8+3 ncr, target DC 14 Con save or max hp reduced until long rest; dies at 0 max hp).

► **Create Specter** 1 creature that died violently ≤ 10 ft, rises as specter; limit 7.





6 - Northwest Tower

This old tower is used for storage.

Investigation. Old crates are stuffed under the stairs leading up to the ramparts. The crates contain religious iconography—stone statues, vestments, hymnals, and other paraphernalia—all dedicated to the goddess Tholona, the regional Goddess of Life and Dawn. Lord Brycen removed all of these objects from the keep after his wife died. If characters look through the items, they find the following letter addressed to him.

My dear Lord Brycen,

Again, we express our deepest condolences for the loss of fair Lady Noell. As I explained in my previous letter, and at the altar the day of your wife's death, there was no issue with the magic or our Goddess Tholona's might. But the invocation we attempted only works if the spirit is free and willing. Therefore, it was the decision of Lady Noell's spirit not to return to life.

I understand that this news is difficult for you to hear. As a consolation, I've included in this letter the 1,500 gold pieces paid to us to revive your wife. And again, we offer our humblest apologies and well wishes for you and your family.

Please, Lord Brycen, think of your children: Radella, Farant, and Jalyn. They need you now more than ever.

High Priestess L. Hodgins

Temple of Tholona, Camor

Hazard: Slippery Steps. The stairs that lead up to the ramparts are covered in slick ice (see General Features).

7 - Courtyard

Most of this courtyard is dedicated to archery and martial arts training, as telegraphed by the targets and dummies at the northwest end of the courtyard. A throng of wooden buildings clutters the south end of the courtyard.

Hazard: Slippery Ice. All of the stonework out here is covered in slick ice (see General Features).

Optional Encounter: Ghostly Help. The ghost Farant might help the characters open the portcullises here. See **area 2** for details.

Optional Encounter: Jalyn. When the characters enter this area, any character with a passive Wisdom (Perception) score of 15 or better spots the ghost Jalyn running over the ramparts. Before they can target her with a spell or ranged weapon, she vanishes into the keep's **area 19**.

Locked Gate. Unless the characters already found a way to open it, the gate that leads to **area 2** is locked. A lever by the wall opens the portcullis. See **area 2** for further details.

Locked Doors. The double doors leading to **area 13** are barred from inside. The doors' locks can't be picked, but can be broken open with a successful DC 21 Strength check. The doors can also be destroyed; they have AC 17, 50 hp, and immunity to poison and psychic damage. Spectral guards might be standing above this door. See **area 18** for details.

Ghost (0 or 1), Med undead; **AC** 11; **hp** 45: **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

► **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.

► **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).

► **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.

► **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.

► **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

8 - Tool Shed

This small shed contains all of the servants' and guards' old tools.

Encounter: The Armorer. The spirit of the keep's old armorer lurks in this area. It is aggressive and attacks the characters on sight. In the 1st- and 3rd-level versions of this adventure, the armorer is a **specter**. And in the 5th- and 8th-level versions of this adventure, the armorer is a **wraith**.

Specter (0 or 1); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sun, dis atk & Perception.

► **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

Wraith (0 or 1); Med undead; **AC** 13; **hp** 67; **Spd** 0 ft, fly 60 ft (hover); **Str** -2, **Dex** +3, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic, silver; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +3; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 5; **XP** 1,800.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sun, dis atk & Perception.

► **Melee** Life Drain (+6, 5 ft, 4d8+3 ncr, target DC 14 Con save or max hp reduced until long rest; dies at 0 max hp).

► **Create Specter** 1 creature that died violently ≤ 10 ft, rises as specter; limit 7.

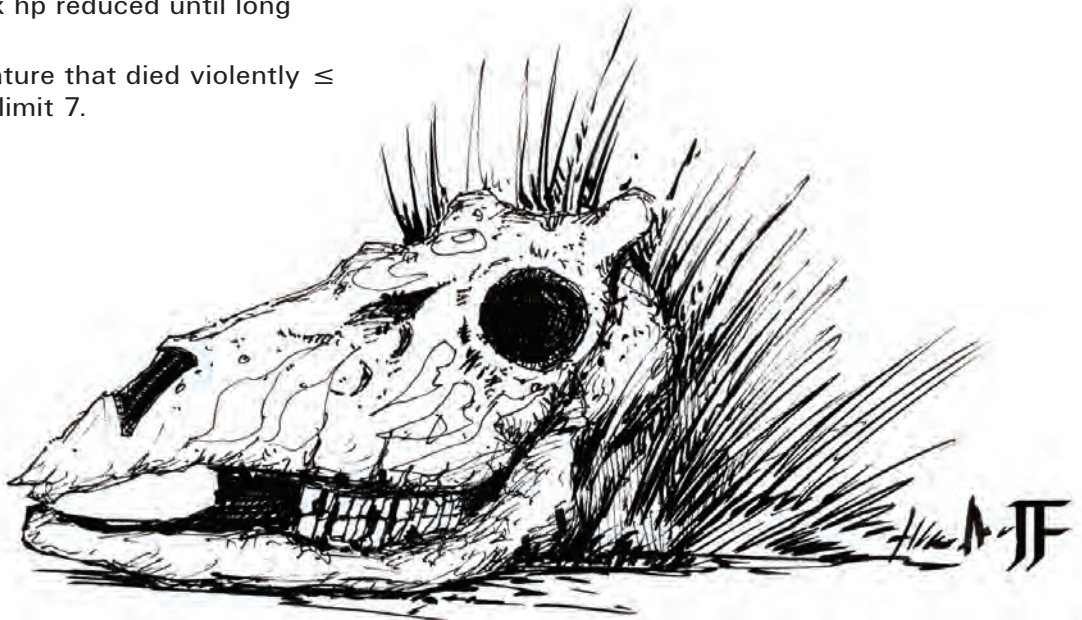
9 - Stables

This old structure was once the keep's stables. The main area (9a) serves as a place to store saddles, bridles, and other riding tools. The building includes three seemingly empty stalls (areas 9b).

Encounter: Farant. If the characters haven't yet encountered him, the **ghost** Farant can be found here brushing one of the spectral horses. Farant is the friendliest of the three ghosts but does not yet realize he's dead. He suspects that there's something strange happening around his old home. If the characters question Farant, he refuses to believe that he or his siblings are dead, regardless of any proof the characters show him. He doesn't remember the events that led to his death, or why the keep seems to be empty. However, he does remember that his mother was supposedly poisoned by assassins and that his father has had trouble coping with her death. If the characters attack Farant, he uses his Horrifying Visage feature, then flees through the floor. The next time the characters encounter him, he has no memory of ever meeting them.

Encounter: Spectral Horses. The servants and guards weren't the only ones Brycen poisoned; he killed the horses, too. Each of the stalls (9b) holds a **spectral horse** (see Appendices). The horses only attack if their stalls are opened. Otherwise, they remain docile.

Investigation. A character who examines the riding equipment in the area discovers a particularly expensive saddle (worth 100 gp). A plaque on the saddle reads "Sky Blossom." The northernmost stall's door also reads "Sky Blossom." This was the name of Lord Brycen's own prized horse.



Ghost (1), Med undead; **AC** 11; **hp** 45: **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- ▶ **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- ▶ **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- ▶ **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- ▶ **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- ▶ **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- ▶ **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

Spectral horse (3), Lrg undead; **AC** 11; **hp** 22: **Spd** 0 ft, fly 60 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** LE; **CR** 1/2; **XP** 100.

- ▶ **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- ▶ **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.
- ▶ **Melee** Spectral Hooves (+3, 5 ft, 2d6+1 ncr).
- ▶ **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.

10 - Privy

This outhouse offers two privy stalls.

Treasure. A character who looks into the leftmost privy stall's chamber pot and succeeds on a DC 15 Intelligence (Investigation) check discovers a small coin purse decorated with a symbol of Tholona, Goddess of the Dawn. The purse contains 150 pp.

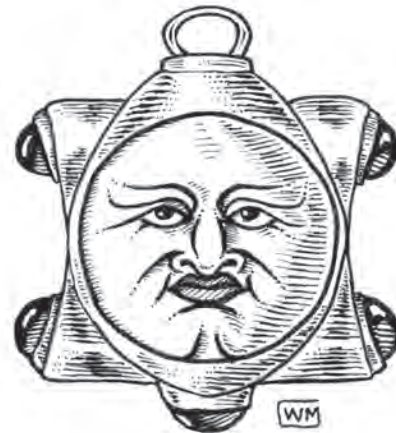
11 - Well

An old well stands at the end of the courtyard.

Trap: Swarm of Maggots. A character who looks into the well sees only darkness. But before they can pull their head away, a **swarm of maggots** (use the **swarm of insects** stat block) rises out of the well and attacks. The number of swarms that attack are equal to the level of the adventure (1 swarm for 1st level, 3 for 3rd, and so forth). After the maggots attack, the well vanishes.

Spells and abilities that detect evil, such as the *detect evil and good* spell or a paladin's Divine Sense, reveal an aura of desecration around the well. A character who inspects the well recognizes that it's an illusion with a successful DC 13 Intelligence (Investigation) check.

An effect that turns undead or the casting of a *dispel evil and good* spell eliminates the spectral well.



12 - Wood Shed

Stacks of chopped logs crowd this small shed. Multiple sharpened axes sit in an iron holder at the south end of the area.

Investigation. A character who searches the area and succeeds on a DC 20 Wisdom (Perception) check finds a trap door hidden under the shed's floorboards. The trapdoor hides a treasure, the nature of which is determined by the level of the adventure.

Area 12 Treasure

Adventure Level	Treasure
1st	1 <i>bag of tricks</i> (rust)
3rd	1 <i>boots of striding and springing</i>
5th	1 <i>medallion of thoughts</i>
8th	1 suit of <i>adamantine scale mail</i> sized for a Small creature

13 - Antechamber

The doors connecting this area to **area 7** are barred from the inside, but can easily be lifted from this side.

This area offers two couches and serves as the antechamber to **area 14**.

Encounter: Radella. Unless she's already been encountered elsewhere, the **ghost** Radella stands guard here. Driven insane by the death of her mother—and herself—she fights any humanoid who enters this area. At the start of combat, she attempts to divide the party by shutting one or both of the doors leading into this area with spectral telekinesis. The doors remain shut until she is destroyed, flees, or a character uses its action to break open the door with a successful DC 13 Strength check. If Radella is destroyed, she rejuvenates 1 hour later in her bedroom (**area 21**), regaining all of her hit points. She has no memory of encountering the characters.

A character with a passive Wisdom (Insight) score of 13 or higher can tell that Radella is deeply troubled. Her spectral face is stricken with tears and she continually references the death of her mother at the hands of assassins. She refers to the characters as assassins, and warns, "You may have killed my mother, assassins, but you won't get the rest of us!"

Ghost (1), Med undead; **AC** 11; **hp** 45: **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- ▶ **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- ▶ **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- ▶ **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- ▶ **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- ▶ **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- ▶ **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

14 - Audience Chamber

The lambent flames of a broad stone fireplace (**14a**) illuminate this colossal audience chamber. Two gargantuan tables dominate the floor; a 22-foot-long, rectangular table along the eastern wall (**14b**), and a 12-foot-diameter, round table atop a stone dais in the chamber's southeastern corner (**14c**).

Trick: Spectral Diplomats. When the characters first enter the room, they hear the voices of three nobles speaking to each other. It seems that they're sitting in the chairs by the fire. When the characters go to examine the chairs, they find only empty seats.

Encounter (5th- or 8th-Level Only). One round after the characters examine the chairs, the spirits attack. The spirits are **specters**, except they are invisible, and they can throw tangible objects at the players. They gain the Throw Object action.

In the 8th-level version of the adventure, the specters are joined by a **flame spirit** that leaps from the fireplace and joins the fight.

Hazard: Smoke. The spirits aren't the only thing the characters have to worry about. At the start of combat, the candelabras and torches around the room begin to emit hazardous smoke. The entire area becomes heavily obscured (the spirits and fire elemental can see through the smoke without issue). Each time a creature starts its turn in the smoke, it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 1 necrotic damage and starts coughing; it is incapacitated until the start of its next turn. Creatures with resistance or immunity to fire or necrotic damage automatically pass their saving throws.

Optional Encounter: Hidden Under the Table. The **ghost** Jalyn is hiding under the large, round table (**14c**). A character can spot her with a successful DC 16 Wisdom (Perception) check. She refuses to come out from under the table, but if the characters talk to her, she might be persuaded to chat. A character who spends at least a minute questioning her and succeeds on a DC 11 Wisdom (Insight) check recognizes her grief and knows it's the best way to get through to her. The character can then convince her to answer questions with a successful DC 11 Charisma (Persuasion) check. If either of these checks fails or if the characters try to attack her, she turns ethereal and floats into the ceiling.

Treasure: Signet Ring. A character who searches the fireplace and succeeds on a DC 15 Wisdom (Perception) check discovers one of the diplomats' old signet rings hidden near the stonework. The ring is worth 50 gp. However, if it's returned to the diplomat's family, they pay a 500 gp reward for its return.

Flame Spirit (0 or 1); Lrg undead; **AC** 13; **hp** 102; **Spd** 50 ft; **Str** +0, **Dex** +3, **Con** +3, **Int** -2, **Wis** +0, **Cha** -2; **Resist** bldg, prc, slsh nonmagic; **Immune** fire, psn; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +3; **Senses** darkvision 60, PP 10; **AL** NE; **CR** 5; **XP** 1,800.

- **Fire Form** 1d10 fire touch, 5 ft melee atk, enter enemy space, 1d10 fire, catch fire, take 1d10 fire at start of each turn until action to put out;
- **Illumination** bright light 30 ft, dim light +30 ft;
- **Water Susceptibility** takes 1 cold for 5 ft or 1 gallon of water.
- **Multiattack** 2 touch.
- **Melee Touch** (+6, 5 ft, 2d6+3 fire, target ignites until doused, 1d10 fire at start of each turn).

Ghost (0 or 1), Med undead; **AC** 11; **hp** 45; **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

Specter (3); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

- **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;
- **Sunlight Sensitivity** In sun, dis atk & Perception.
- **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).
- **Ranged** Throw object (+4, 20/60 ft, 1d4+2 bldg, prc, or slsh).

15 - Pantry

The food in this well-stocked pantry appears to be in perfect condition, despite having not been touched in a decade.

Optional Encounter: Vegetables. Unless he's been encountered elsewhere, the **ghost** Farant can be found here searching for carrots. He hopes to bring them back to the horses (**area 9**). Although Farant isn't aware that he's dead, he does recognize something is unusual about the keep. He tells the characters that he hopes to feed his father's favorite horse carrots. Farant remarks that his father's been in a terrible mood since his mother was poisoned by assassins. Strangely, he doesn't remember the name of his father's horse. If asked about the gaps in his memory, he comments that he's been "a little out of it" since his mother's death.

If the characters attack Farant or continue to ask him questions he is unable to answer, he uses his **Horrifying Visage** action, then flees through one of the walls or floors.

Investigation. Characters who search the pantry and succeed on a DC 15 Wisdom (Perception) check spot a painting tucked behind one of the shelves. The painting depicts the young girl Jalyn holding a green lollipop.

Ghost (0 or 1), Med undead; **AC** 11; **hp** 45; **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

16 - Kitchen

As the characters approach this area, they hear the sounds of servants working and cooking in the kitchen. Once they open the door, however, they discover a room devoid of people. A pot filled with stew burns in a cauldron in the large hearth at the south end of the room. Sharp knives lie strewn about the counters amid piles of freshly diced vegetables.

Encounter: Spectral Staff. If the characters touch any of the cooking utensils or food in this kitchen, the spectral staff appears and attacks. The nature of these apparitions depends on the level of the adventure, as shown on the table below. These spirits won't leave the room, but will fight until destroyed.

Area 16 Encounter

Adventure Level	Encounter
1st	1 specter chef
3rd	1 specter chef and 2 shadow servants
5th	1 wraith chef and 2 specter servants
8th	1 wraith chef and 3 specter servants

Shadow (0 or 2); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; **Vuln** rad; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1/2; **XP** 100.

- ▶ **Amorphous** Move through 1 inch space;
- ▶ **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness;
- ▶ **Sunlight Weakness** In sun, dis atk, checks, saves.
- ▶ **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncr, target Str reduced 1d4 until rest; dies at 0 Str).

Specter (1, 2, or 3); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

- ▶ **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;
- ▶ **Sunlight Sensitivity** In sun, dis atk & Perception.
- ▶ **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

Wraith (0 or 1); Med undead; **AC** 13; **hp** 67; **Spd** 0 ft, fly 60 ft (hover); **Str** -2, **Dex** +3, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic, silver; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +3; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 5; **XP** 1,800.

- ▶ **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if ends turn inside;
- ▶ **Sunlight Sensitivity** In sun, dis atk & Perception.
- ▶ **Melee** Life Drain (+6, 5 ft, 4d8+3 ncr, target DC 14 Con save or max hp reduced until long rest; dies at 0 max hp).
- ▶ **Create Specter** 1 creature that died violently ≤ 10 ft, rises as specter; limit 7.

17 - Ramparts

These icy ramparts offer a clear view of the wintery hill and forest surrounding the keep. Ice-encased ballistae stand at three corners. The weapons are unusable so long as they are covered in ice.

Hazard: Slippery Ice. The ramparts' stonework is covered in slippery ice (see page 41).

Encounter: Radella and Spectral Guards. Unless she's already been encountered elsewhere, the **ghost** Radella stands atop the castle's gatehouse (**area 17b**). Perpetually weeping, she claims that she's keeping the castle safe from assassins. When she sees the characters, she calls for guards to attack. The nature of these guards depends on the level of the adventure, as shown on the table below. They fight until they are destroyed, but will not leave the ramparts. Radella does not enter combat but instead commands the spectral guards from her post. If she's attacked, she turns ethereal and flees.

Area 17 Encounter

Adventure Level	Encounter
1st	3 shadows
3rd	4 specters
5th	8 specters
8th	12 specters

Encounter: Larry the Ice Mephit. A curious creature stands near the brazier in the northwestern corner of the castle (**17d**). The creature is an **ice mephit** and its name is Larry (or at least that's what it claims its name is). Despite his frosty nature, Larry is infatuated with the flames, which causes him to sweat profusely. Of course, due to his vulnerability to heat, he keeps plenty of distance. Larry has lived on the hill for over 1,000 years. Whenever it snows, he reappears and walks the grounds. He remembers everything that's ever happened in the area. This includes the events that led to the castle's haunting.

Larry is willing to share what he knows about the castle, but only if the characters bring him a special item. The weapon is a dagger made from stone taken from a realm called The Nether. The dagger looks like a jagged, black icicle. He's not sure where it's stored, but he knows it's somewhere in the castle. The castle's perpetual warmth prevents him from entering. He shares that a deep chill radiates from the dagger and it burns mortals to the touch. The dagger is on display in **area 30**.

Once Larry has the dagger, he tells the characters what he knows.

- ▶ Larry was at the hill long before the castle was built. It was the site of a great battle between humans and elves who were joined by dangerous creatures from The Nether.
- ▶ A human—Lord Brycen—built the castle atop the hill. While excavating the area, he discovered the dagger and kept it hidden.
- ▶ As the years passed, Lord Brycen started to develop a dark attitude. He mostly kept to himself working in his study in the southwestern tower.
- ▶ Eventually, assassins found their way into the castle and poisoned Lord Brycen's wife, Lady Noell.
- ▶ Driven mad by her death, Lord Brycen poisoned the keep's water supply.
- ▶ At a dinner commemorating his wife, Lord Brycen made sure everyone—including his children—drank the poison. Everyone died. Brycen then vanished.

That's all the mephit knows about the keep.

Once Larry is finished fulfilling his end of the bargain, he takes the dagger and vanishes back to his home realm.

Ghost (0 or 1), Med undead; **AC** 11; **hp** 45; **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- ▶ **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- ▶ **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- ▶ **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- ▶ **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- ▶ **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- ▶ **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

Ice mephit (1); Sml elemental; **AC** 11; **hp** 21; **Spd** 30 ft, fly 30 ft; **Str** -2, **Dex** +1, **Con** +0, **Int** -1, **Wis** +0, **Cha** +1; Vuln bldg, fire; **Immune** cold, psn; poisoned; **PB** +2; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 1/2; **XP** 100.

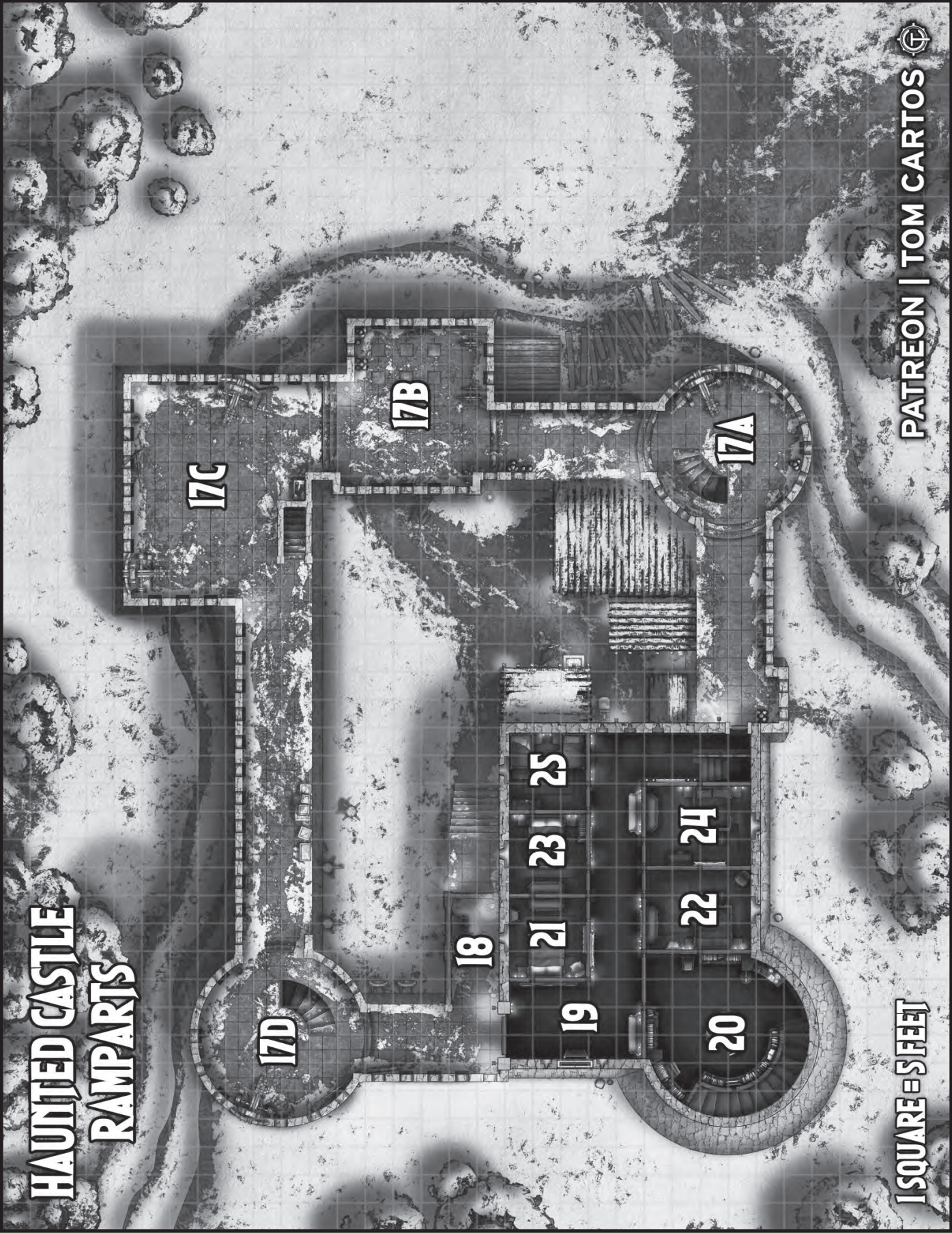
- ▶ **Death Burst** explodes on death, creatures ≤ 5 ft DC 10 Dex save for half 1d8 slsh;
- ▶ **False Appearance** Indistinguishable from ordinary ice shard if motionless;
- ▶ **Innate Spellcasting** Cha (DC 11); 1/day: *fog cloud*.
- ▶ **Melee** Claws (+3, 5 ft, 1d4+1 slsh + 1d4 cold).
- ▶ **Frost Breath (Recharge 6)** 15-foot cone, DC 10 Dex save for half 2d4 cold.

Shadow (0 or 3); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; Vuln rad; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1/2; **XP** 100.

- ▶ **Amorphous** Move through 1 inch space;
- ▶ **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness;
- ▶ **Sunlight Weakness** In sun, dis atk, checks, saves.
- ▶ **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncr, target Str reduced 1d4 until rest; dies at 0 Str).

Specter (0, 4, 8, or 12); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

- ▶ **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;
- ▶ **Sunlight Sensitivity** In sun, dis atk & Perception.
- ▶ **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).



**HAUNTED CASTLE
RAMPARTS**

PATREON | TOM CARTOS

1 SQUARE = 5 FEET

18 - Guard Post

This small guard post overlooks the main entrance to the keep.

Hazard: Slippery Ice. The stonework here is covered in slippery ice (see General Features).

Encounter: Spectral Guards. Spectral guards might be standing in this roost, depending on the level of the adventure as shown on the table below. These guards only appear when a creature approaches the doors leading to **areas 13** or **19**.

Area 18 Encounter

Adventure Level	Encounter
1st	No encounter
3rd	1 shadow
5th	1 specter
8th	2 specters

Shadow (0 or 1); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; **Vuln** rad; **Resist** acid, cold, fire, ltng, thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncr, psn; **exhaustion**, **frightened**, **grappled**, **paralyzed**, **petrified**, **poisoned**, **prone**, **restrained**; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1/2; **XP** 100.

- **Amorphous** Move through 1 inch space;
- **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness;
- **Sunlight Weakness** In sun, dis atk, checks, saves.
- **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncr, target Str reduced 1d4 until rest; dies at 0 Str).

Specter (0, 1, or 2); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncr, psn; **charmed**, **exhaustion**, **grappled**, **paralyzed**, **petrified**, **poisoned**, **prone**, **restrained**, **unconscious**; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

- **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;
- **Sunlight Sensitivity** In sun, dis atk & Perception.
- **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

19 - Upstairs Passage

This well-lit hallway connects all the upstairs rooms.

Investigation. Five paintings hang in the hallway. From the largest painting near the door to **area 18** going clockwise these paintings depict:

- The entire Merritt family gathered together.
- Radella Merritt holding a fluffy orange cat.
- Farant Merritt reading a book titled *Kings of Dusk*.
- Uncle Ferim standing beside an empty fishbowl.
- Lady Noell Merritt sitting at a desk writing a letter.

A plaque bearing the name of each painting's subject is pinned to the wall just below its respective painting. There appears to be a missing painting at the end of the hall, directly in front of the stairs that lead down to **area 14**. The plaque below it reads "Jalyn Merritt."

Jalyn removed the painting and hid it in the pantry behind the shelves.

Locked Door. The door to **areas 20** and **22** are locked.

20 - Library

The door to this room is locked.

Hundreds of books fill tall mahogany shelves in this portion of the tower. The room also features a semicircular desk covered in papers and ledgers.

A stairway leads up to **area 26** (not mapped).

Investigation: Ledgers. A character who spends 30 minutes reading the ledgers can make a DC 15 Intelligence using proficiency in forgery kits. On a success, the character recognizes that the Merritts were laundering money through a series of small businesses around Knotside and Camor.

Investigation: Green Lollipops. A glass jar on one of the shelves close to the desk holds a variety of green lollipops. Giving these lollipops to Jalyn will convince her to speak with the party.

Treasure. Lord Brycen's library contains an impressive collection of books on history, nature, and warfare. A character who spends their downtime researching these subjects in this library gains advantage to related checks. The books remain even after the castle's curse ends.

Optional Adventure Hook. If you wish to continue this adventure, use this hook. The book on Lord Brycen's desk is titled *Famous Haunted Locations in Northern Omeria* by Arrow Diamond. Currently, the book is turned to a page that references a tower haunted by a banshee. Supposedly, there is a substantial treasure cache hidden somewhere within the ruins of the keep. This adventure is described in greater detail in the adventure *The Banshee Tower* earlier in this issue.

21 - Radella's Chambers

The window at the north end of the room allows in the cold. It's also a way for Hobart (see below) to escape.

This lavish bedroom is in perfect condition. The wardrobe against the eastern wall holds an assortment of adult women's clothing.

Encounter: Hobart. A fluffy orange cat hides in the room. He wears a name tag that reads "Hobart." This cat was Radella's. He has lived alone in the castle for ten long years, kept alive by eating food prepared by the spectral staff and hunting mice. Skittish, Hobart runs from the characters as soon as they try to grab him. Hobart won't leave the castle grounds, but knows plenty of good hiding places. To determine which area he flees to, roll a d20. The result is the area in which he hides. Eventually, he returns to Radella's chambers.

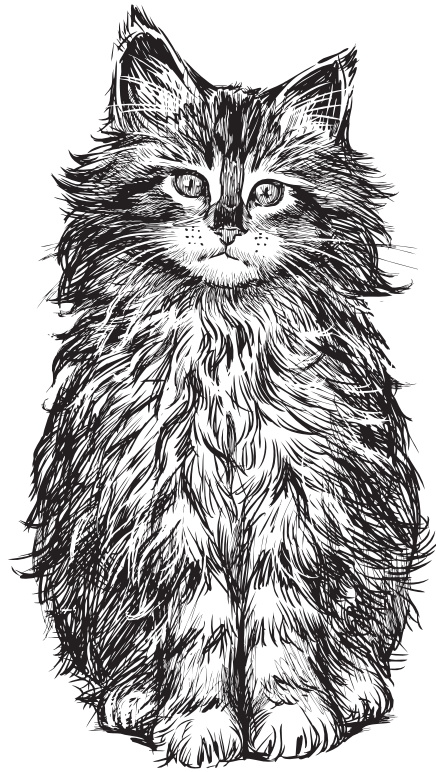
Capturing Hobart and presenting him to Radella's ghost gets her to calm down and speak with the characters.

Optional Encounter: Radella. If the characters encounter Radella somewhere in the castle and she is destroyed or chased away, she rejuvenates here. When the characters enter the room, the ghost Radella is trying to pet Hobart with her incorporeal hand. Hobart continually hisses at her, which causes her to weep. Hobart flees when the characters enter the room. Radella, angered by Hobart's absence, calls the characters assassins and attacks. If destroyed, she returns here an hour later with all her hit points intact and no memory of the encounter.

Investigation: Radella's Flamberge. If the characters look under the bed, they discover a long, narrow, black wooden case. Inside the case are a sword and a note. "To my beloved daughter, Radella. Happy birthday. Please don't tell your mother about this. Love, your father." The sword is a flamberge, a unique weapon with the same properties as a longsword except it deals piercing damage instead of slashing. In all versions of the adventure except for 1st, the sword is a *+1 weapon*.

Cat (1); Tiny beast; **AC 12; hp 2; Spd 40 ft, climb 30 ft; Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -2; PB +2; Senses PP 13; AL U; CR 0; XP 0/10.**

- **Keen Smell** Adv on Perception to smell.
- **Melee** Claws (+0, 5 ft, 1 slsh).



Ghost (0 or 1), Med undead; **AC 11; hp 45; Spd 0 ft, fly 40 ft (hover); Str -2, Dex +1, Con +0, Int +0, Wis +1 Cha +3; Resist acid, fire, ltng, thndr; bldg, prc, slash nonmagic; Immune cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; PB +2; Senses darkvision 60, PP 11; AL A; CR 4; XP 1,100.**

- **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- **Horrible Visage** Non-undead creature \leq 60 ft DC 13 Wis save or frightened for 1 min. If failed by \geq 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- **Possession (Recharge 6)** Humanoid \leq 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

22 - Lord and Lady Brycen's Chambers

The door to this room is locked.

These comfortable chambers were Lord and Lady Brycen's. An ornate mirror stands against the western wall.

Mirror Portal. The mirror is a two-way portal connecting these chambers to the castle's secret vault (area 36). The only way to open the portal is to speak aloud the phrase "Sky Blossom." The portal stays open for 1 minute and then closes again. As part of the wish used to create the mirror, the efreeti's magic protects the mirror from all divination spells that would reveal its true nature.

23 - Farant's Chambers

This lavish bedroom includes a shelf choked with romance novels and books on poetry. The wardrobe against the western wall holds an assortment of adult men's livery.

Investigation: Missing Book. A character who examines the bookshelf along the southern wall notices with a successful DC 12 Wisdom (Perception) check that there is a book missing. Any character who looks under the bed or succeeds on a follow-up DC 18 Wisdom (Perception) check spots the book under Farant's bed. The book's title reads *Kings of Dusk*, a book of gossip regarding the love affairs of Pressonian nobles. If this book is given to Farant, he realizes that he's a ghost and decides to help the characters.

Treasure: Farant's Clothing. The clothing inside Farant's wardrobe are impressive pieces hand sewn by his father. There are sixteen outfits in all, each one worth 50 gp.

24 - Ferim's Chambers

A layer of dust covers everything in this bedroom.

Brycen's brother, Ferim, once lived in this room. After Ferim died, they kept the door shut and never used the chambers again.

Investigation: Ferim's Chest. The chest at the foot of Ferim's bed is locked. Once opened, the chest seems to contain nothing more than blankets and pillows. However, a character who uses their action to thoroughly examine the chest discovers a false bottom with a successful DC 20 Intelligence (Investigation) check. Within the hidden compartment, the characters find an iron cube measuring no more than 3 inches on a side. The cube exudes powerful magic from all schools, particularly conjuration and transmutation.

If the word "Ignoble" is spoken in the presence of the cube, the cube glows red hot. Whoever is holding the cube when this happens takes 1 fire damage and must succeed on a DC 15 Constitution saving throw or drop the cube. The cube then vanishes and an efreeti appears. The efreeti introduces itself as Vure and demands to know

what the characters wish of it. Vure will grant the characters a single *wish* (as the spell). However, this is the third of three wishes Vure has granted (Ferim used the other two). Once the third wish is fulfilled, Vure is free from his captivity. When he senses that Ferim is dead, he turns his wrath on the characters. He will spare them, but only if they agree to serve him for one hundred years each on the Elemental Plane of Fire. Speaking the command phrase "Ignoble" before Vure grants the wish restores the cube in which he's held.

Optional Adventure Hook: Lich Tower. If the characters awaken Vure and use the last wish, Vure offers them one alternative to enslavement. The creature who actually trapped Vure in the iron cube was a powerful lich he fought centuries ago. The lich lives on a mysterious island off the northern coast of Omeria. Vure will give the characters one year to destroy the lich. If they are successful, not only will he waive the enslavement penalty, but he will offer the characters three new *wish* spells with no strings attached. If they fail, he doubles their sentence to two hundred years. If you wish the characters to become involved with this hook, be sure to read the DMDave adventure *Dungeons & Lairs #20: Lich Tower*.

Efreeti (1); Lrg elemental; **AC** 17; **hp** 200; **Spd** 40 ft, fly 60 ft; **Str** +6, **Dex** +1, **Con** +7, **Int** +3, **Wis** +2, **Cha** +3; **PB** +4; **Immune** fire; **Senses** darkvision 120, PP 12; **AL** LE; **CR** 11; **XP** 7,200.

- ▶ **Elemental Demise** If dies, body disintegrates, leaves equipment;
- ▶ **Innate Spellcasting** Cha (DC 15, +7); At will: *detect magic*; 3/day each: *enlarge/reduce, tongues*; 1/day each: *conjure elemental* (fire elemental), *gaseous form, invisibility, major image, plane shift, wall of fire*.
- ▶ **Multiattack** 2 scimitar or 2 Hurl Flame.
- ▶ **Melee** Scimitar (+10, 5 ft, 2d6+6 slsh + 2d6 fire).
- ▶ **Ranged** Hurl Flame (+7, 120 ft, 5d6 fire).





25 - Jalyn's Chambers

This room features two small beds and it is decorated for children.

Optional Encounter: Jalyn. The characters might encounter **ghost** Jalyn in this room. Unless they are particularly quiet approaching the door, Jalyn hides under the northernmost bed. If cornered, she screams and flies through the window into the courtyard beyond.

Encounter: Toy Chest. The chest at the foot of Jalyn's bed is unlocked but contains a dangerous creature inside—a **marionette golem** (see Appendices). The golem uses its Hypnotic Dance to distract the characters. While keeping them distracted, it steals a valuable item from one of the characters and flees.

Ghost (0 or 1), Med undead; **AC** 11; **hp** 45; **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- ▶ **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- ▶ **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- ▶ **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- ▶ **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- ▶ **Horrorific Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- ▶ **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

Marionette golem (1); Tiny construct; **AC** 14; **hp** 36; **Spd** 0 ft or 30 ft with strings cut; **Str** -2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -3; **Immune** psn, psy; bldg, prc, slsh nonmagic, adamantite; charmed, exhaustion, frightened, paralyzed, petrified, poisoned; **PB** +2; **Senses** darkvision 60, PP 11; **AL** U; **CR** 1; **XP** 200.

- ▶ **Immutable Form** Immune to spell or effect to change shape;
- ▶ **Magic Resistance** Adv on saves vs. magic;
- ▶ **Magic Weapons** magic atks;
- ▶ **Strings** While attached, 0 spd, dis on Dex saves; strings AC 13, 2 hp, immune bldg, prc, psn, psy, or DC 10 Str check; if freed 30 ft spd.
- ▶ **Melee** Slam (+0, 5 ft, 1 bldg).
- ▶ **Hypnotic Dance** creatures ≤ 30 ft DC 11 Wis save or charmed, incapacitated, 0 Spd; BA to continue dancing; ends if dmg, golem moves > 30 ft away, can't see golem, or ac to shake out off stupor.
- ▶ **Reaction** No Strings on Me (make strings target of atk while strings exist).

26 - Study/Aviary

This open-air study is extraordinarily cold. A large desk stands near the stair railing. A bookshelf cluttered with random knick-knacks adorns the south end of the room. Birdcages—all empty—stand against the northeastern wall.

A staircase leads down to **area 20**.

Encounter: Shadows. Dangerous shadows lurk in this section of the castle. They hide in the dark corners of the room and attack any living creature that enters the area. The number of shadows here depends on the level of the adventure, as shown on the table below. The shadows fight until they are destroyed but will not leave the area.

Area 26 Encounter

Adventure Level	Encounter
1st	1 shadow
3rd	2 shadows
5th	5 shadows
8th	8 shadows

Investigation. While most of the items in this part of the castle are fairly weather-worn, there is something curious on the bookshelf. Crammed between a number of heavy volumes detailing the gnoll skirmishes at Malembia in Aspaeth rests a goldfish bowl that holds a human skull. The skull belonged to Lord Brycen’s brother, Ferim. Ferim and Brycen discovered the genie box in **area 26**. The genie offered three wishes. The brothers used their first wish to create the incredible fortune hidden in **area 36**. They then used the second wish to create the pocket dimension and connecting portal mirror into which it was stored.

If the characters use a *Speak with Dead* spell to speak with Ferim, he will answer what he knows about the castle.

► **The Lost Treasure.** Ferim reveals that the vault is hidden behind the mirror in Lord Brycen’s room (area 22). He isn’t entirely certain what’s the most recent password used to protect the mirror portal, but assumes that Brycen named it after something he loved dearly—if not his wife and children, then possibly one of the horses in the stables. Ferim doesn’t remember the horses’ names.

► **The Genie.** Ferim warns that there’s a genie box in his room that contains a vicious efreeti named Vure. The efreeti still has one wish remaining, but Ferim and his brother were afraid to use the last wish, thinking (correctly) the genie would be freed and attack the pair. He openly shares that the password used to open the box is the word “Ignoble.”

► **Ghosts.** Ferim died before Noell was poisoned; therefore, he doesn’t know anything about the ghosts in the castle or why they are cursed. However, as a student of the occult, he suggests the characters learn what they can from the other ghosts in the castle. The best way to get a ghost to help is to give it something that reminds it of its former life, whatever that may be.

► **Afterlife.** Ferim currently enjoys his time as a petitioner in The Prism and has no interest in returning to life. None of his family members are with him there.

Optional Adventure Hook. If you wish to have the players learn more about Ferim and his unusual life, when asked about who he is, Ferim shares that he was once the assistant to a dangerous archmage named Idamonar the Lude. Idamonar lives in a pocket dimension. The only portal to this dimension is hidden in the ruined city of Qola in the Tadju Confederacy. If any of the characters truly wish to learn about magic and its power, he suggests they seek out Idamonar. If you wish to use this adventure hook, check out the DM-Dave Adventure *Dungeons & Lairs #3: Archmage Stronghold*.

Shadow (1, 2, 5, or 8); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; Vuln rad; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1/2; **XP** 100.

► **Amorphous** Move through 1 inch space;

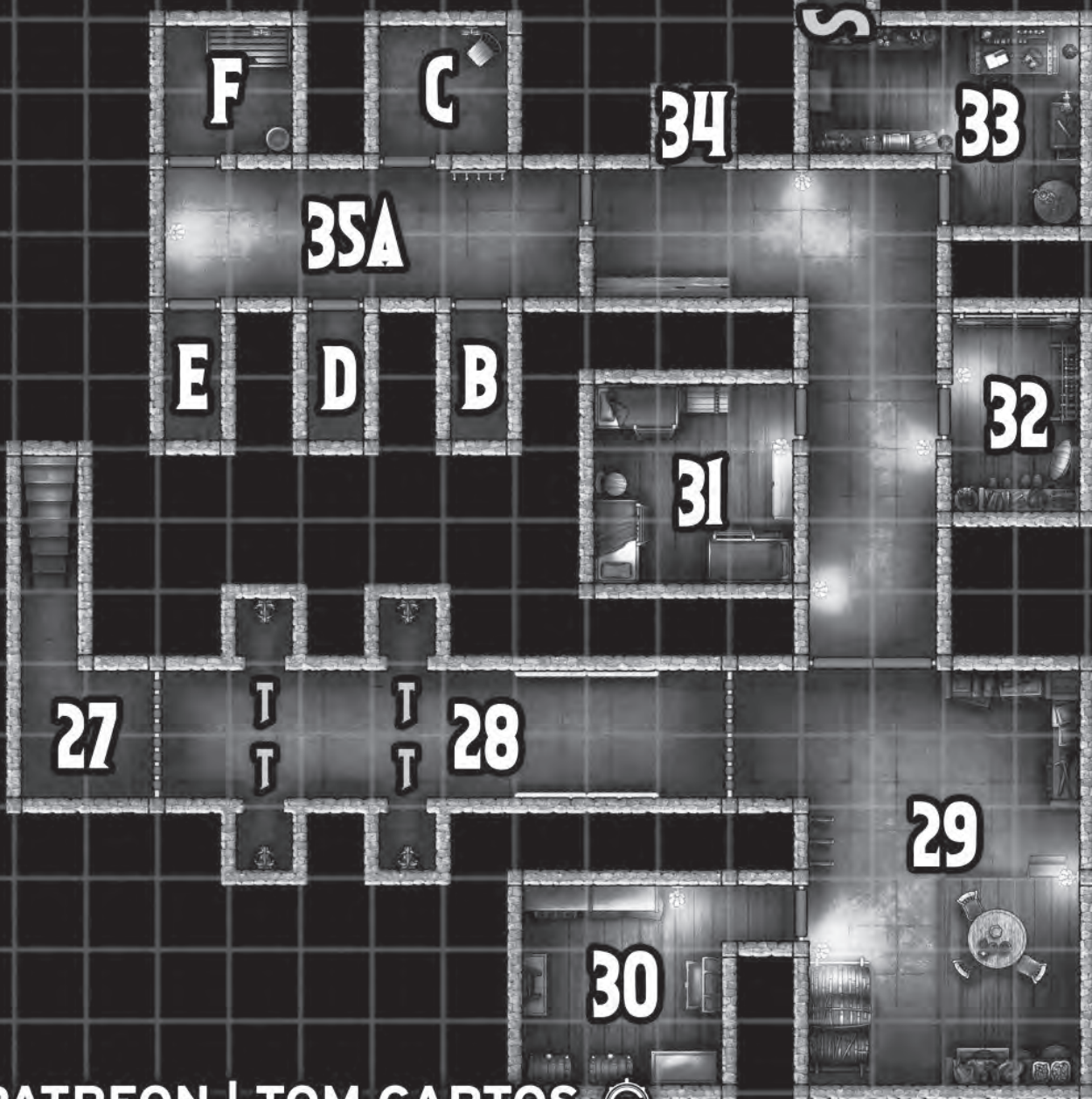
► **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness;

► **Sunlight Weakness** In sun, dis atk, checks, saves.

► **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncr, target Str reduced 1d4 until rest; dies at 0 Str).

HAUNTED CASTLE DUNGEON

1 SQUARE = 5 FEET



PATREON | TOM CARTOS 

27 - Dungeon Entry

The stairs south of **area 6** lead down to the castle's dungeon. It's extremely cold in this area, supernaturally so. Even characters wearing protection against warm clothing will be subject to the extreme cold effects described on page 41.

Locked Portcullis. The portcullis that connects this area to **area 28** is locked.

Warning. When the characters first approach the portcullis, a huge, glowing skull appears over the door and screams at them. Then, as it fades away, it warns, "Turn back. Lest ye find death." The skull is only an illusion and cannot harm the characters.

28 - Trapped Corridor

Both ends of this long hallway are blocked by locked portcullises.

Trap: Hallway of Death. Various traps line this hallway, as detailed below. Speaking the phrase "Sky Blossom" aloud in the hallway stops all of the traps from working for 10 minutes or until the phrase is spoken again.

- ▶ **Firebreathing Gargoyles.** There are two alcoves in the north side of the hallway and two alcoves to the south. All four alcoves' far walls contain brass gargoyle heads. There are four pressure plates on the floor that trigger the gargoyles (as shown on the map). When 50 pounds or more of pressure is placed on a plate, the plate's respective gargoyle head is triggered and it breathes fire in a 10-foot line that's 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw, or half as much damage on a successful one. The fire stops as soon as the weight is removed from the plate. Finding the pressure plates requires a successful DC 13 Wisdom (Perception) check. A single pressure plate can be disarmed with a successful DC 13 Dexterity check using proficiency in thieves' tools. Each gargoyle head can also be destroyed (AC 18, 10 hp, immunity to fire, poison, and psychic damage).
- ▶ **Concealed Pit Trap.** A 5-foot-long, 10-foot-wide, 20-foot-deep pit hides on the floor between the pressure plates for the gargoyles and the pressure plate for the stone wall trap. A trapdoor disguised to look like the floor conceals the pit. The trapdoor breaks open whenever 50 pounds of weight or more is set atop it. It then snaps back into place. Any creature standing on the trapdoor when it opens falls 20 feet into the pit and takes 7 (2d6) bludgeoning damage from the fall. The pit's trapdoor can be found with a successful DC 15 Wisdom (Perception) check.

- ▶ **Crushing Walls (5th- or 8th-Level Adventures Only).** The final trap in this hallway of death is a crushing wall trap at the east end of the corridor. The trap is motion activated by an invisible glyph. A successful DC 15 Intelligence (Arcana) check spots the glyph, as does a *detect magic* spell. If a living creature steps between the walls, the walls immediately slam together; any creature in the 10-foot-square area must make a DC 15 Dexterity saving throw. On a successful Dexterity saving throw, the creature moves to the nearest unoccupied space. If it can't or won't move to a space, it suffers the consequences of a failed saving throw. On a failed saving throw, regardless of the ability used, the target takes 55 (10d10) bludgeoning damage from the crushing walls. The wall can be disarmed by dispelling the glyph. Alternatively, a character can use their action to hammer a piton or similar wedge into the floor by the wall followed by a successful DC 16 Strength check.

Optional Encounter: Jalyn's Run. As the characters approach this hallway, the **ghost** of Jalyn appears in the middle of the hallway. As an incorporeal spirit, she cannot set off any of the traps. As soon as she sees the characters, she flees across the hall and through the portcullis at the eastern end.

Ghost (0 or 1), Med undead; **AC** 11; **hp** 45; **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- ▶ **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- ▶ **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- ▶ **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- ▶ **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- ▶ **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- ▶ **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

29 - Storage

A wooden deck dominates the southeastern corner of this large storage room. Huge casks of wine stand against the eastern wall.

Three levers jut from the wall just by the portcullis that leads back to **area 28** (the southern lever controls the gargoyles and pit trap, the center lever controls the crushing wall, and the northernmost lever opens or closes both of the portcullises in **area 28**. Up means activated or closed, and down means deactivated or opened. All three levers are currently in the down position. Once moved up or down, a given lever remains in that position until it is shifted again.

This secret storage area was used as a place for Brycen and his brother to meet, drink wine, and chat.

Hazard: Poisoned Wine. The wine in the casks is poisoned with midnight tears. A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one. The poison is tasteless, but it darkens the wine to the point where it looks almost black.

Locked Door. The door to **area 30** is made from solid iron and locked with an impressive lock and *arcane lock* spell. A character with proficiency in thieves' tools can pick the lock with a successful DC 28 Dexterity check using thieves' tools. Alternatively, the door can be broken down with a successful DC 31 Strength check. Otherwise, the door is impenetrable. The room beyond is protected by a permanent *private sanctum* and a *forbiddance* spell with all options included for both spells. The command word "Compunction" releases the *arcane lock* on the door. The only person in the entire castle that knows this secret command word is Jalyn.



30 - Vault

This small room is a vault, but not *the* vault. Still, it contains an impressive collection of valuables, the nature of which depends on the level of the adventure, as shown on the table below.

Area 30 Treasure

Adventure Level	Treasure
1st	10,000 sp and 500 gp
3rd	20,000 sp, 1,000 gp, and 50 pp
5th	35,000 sp, 3,000 gp, and 100 pp
8th	55,000 sp, 5,000 gp, and 150 pp

Ginorola's Nether Ice Dagger. Regardless of the adventure's level, a shelf standing against the eastern wall displays a strange weapon that looks like a dagger carved from black ice. The dagger exudes an aura of necromantic magic, but doesn't appear to have any benefits aside from being magical. This is the dagger Larry the ice mephit seeks (see **area 17d**). The true purpose of this weapon is detailed in a future adventure.

31 - Barracks

This cold room hosts three bunk beds. A wardrobe against the eastern wall contains tunics emblazoned with the Merritt family crest (two ravens facing opposite directions). A chest on the north wall holds blankets and books written on the subject of battle tactics.

Trap: Ethereal Arm. Any character with a passive Perception score of 13 or higher catches a whiff of freshly dug dirt emanating from the room's western wall. When a humanoid that can smell the earth comes near, an ethereal arm reaches out of the wall and tries to grab the creature. The target must succeed on a DC 13 Strength or Dexterity saving throw (target's choice). On a failed saving throw, the target takes 2 (1d4) necrotic damage and the hand grapples the target (escape DC 13). Until the grapple ends, the target takes 2 (1d4) necrotic damage at the start of each of its turns and the ethereal arm can't attack another target. The arm can be attacked (AC 13, 3 hit points, immunity to all damage except radiant damage and damage from magical weapons). It can also be turned with an effect that turns undead, with a +3 to its Wisdom saving throw. If the arm's hit points are reduced to 0, or the creature escapes the grapple, it retreats back into the wall.

This haunted trap can be detected with a *detect evil and good* spell or a paladin's Divine Sense, and disarmed by an effect that turns undead or the *dispel evil and good* spell.

32 - Armory

The door to this room is locked.

Weapon-filled racks and suits of armor crowd this small armory. A character who succeeds on a DC 15 Wisdom (Perception) check notices that the leather straps binding the armor have been eaten away by something.

Encounter: Leather Eaters. A swarm of leather eaters lurks in the armory, hiding among the armor and weapons. When a creature wearing leather armor or carrying leather goods enters the area, the insects emerge from hiding and attack.

Treasure: Arms and Armor. This room contains a wide variety of arms and armor, although all of the leather armor and any weapons or armor that incorporate leather have been heavily damaged or completely destroyed by the swarm.

Swarm of leather eaters (1); Med swarm of Tiny beasts; **AC** 12; **hp** 22; **Spd** 20 ft, climb 20 ft; **Str** -4, **Dex** +1, **Con** +0, **Int** -5, **Wis** -2, **Cha** -5; **Resist** bldg, prc, slsh; **Immune** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned; **PB** +2; **Senses** blindsight 10, PP 8; **AL** U; **CR** 1/2; **XP** 100.

► **Swarm** Can enter creature space and vice versa and through Tiny space; cannot heal or receive temp hp.

► **Melee** Bites (+3, 0 ft to creature in space, 4d4 prc or 2d4 prc if ≤ max hp, nonmagical armor -1 to AC, destroy at AC 10).

33 - Workshop

A sign over the door reads: "Dangerous! Flammable Contents Inside."

Tools, beakers, baubles, spell components, and arcane books filled with schematics jam-pack the shelves and tables of this small space.

Hazard: Flammable Contents. The contents of this room are highly flammable. The first round an open flame enters the room, it flickers wildly and expands. The second round, it glows green and expands again, filling the room with light. In the fourth round, it explodes. Every creature in the room must make a DC 13 Dexterity saving throw. A target takes 17 (5d6) fire damage on a failed saving throw or half as much damage on a successful one. The explosion destroys most of the room's contents.

If a spell that deals fire damage is cast in the room, the room immediately explodes.

Magic Lights. A character who inspects the two hanging lamps and succeeds on a DC 12 Intelligence (Arcana) check recognizes that the lights from the lantern are not created by flames, but by permanent instances of the *light* cantrip. If a character capable of casting the *continual flame* spell spends 30 minutes observing these lights,

then succeeds on a DC 12 Intelligence (Arcana) check, they can alter the *continual flame* spell to use non-burning light instead of flames.

Secret Passage. A character who succeeds on a DC 20 Wisdom (Perception) check spots a secret door in the north wall. This passage is a way to escape via a hidden entrance in the side of the hill (not pictured on the map). The door is locked, but it opens if the secret lever in **area 5** is held down. A character who saw the lever in **area 5** understands how the secret door opens with a successful DC 10 Intelligence (Investigation) check.

The door can be forced open with a successful DC 20 Dexterity check using proficiency in thieves' tools, or a successful DC 22 Strength check.

Treasure: Kits and Components. This room contains enough contents to cast every wizard spell of 3rd level or lower exactly once. It also contains at least one complete set of each of the following tools: alchemist's supplies, carpenter's tools, jeweler's tools, leather worker's tools, and tinker's tools.

34 - Privy

This toilet is haunted.

Trap: The Worm Bride. When a character opens the door to this privy, an eyeless ethereal worm wearing a bridal veil leaps out from the toilet and attacks with a +6 to hit. On a hit, the target takes 3 (1d6) necrotic damage and is grappled (escape DC 16). Until this grapple ends, the target is restrained and blinded as the ghost worm's toothless maw wraps around the target's head, and the worm can't target another creature. At the start of each of the target's turns, the worm tries to pull the target into the chamber pot from which it emerged. The target must succeed on a DC 16 Strength saving throw, or take 3 (1d6) bludgeoning damage. A creature whose hit points are reduced to 0 by this attack is gruesomely shredded to pieces as its body is dragged into the chamber pot. Any character witnessing this must succeed on a DC 16 Wisdom saving throw, or gain a form of short term insanity.

The worm can be destroyed by an effect that turns undead (it adds a +6 to its saving throw), or through the casting of a *dispel evil and good* spell. The worm itself is immune to all damage, but if the chamber pot from which it emerged is destroyed (AC 13, 6 hit points, immunity to poison and psychic damage), the worm vanishes. If the creature escapes the worm's grapple, the worm hisses and retreats back into the chamber pot, whining, "But I loved you..."

This haunted trap can be detected with a *detect evil and good* spell or a paladin's Divine Sense, and disarmed by an effect that turns undead or the *dispel evil and good* spell.



35 - Prison

The door to this prison, as well as all of the doors inside, are locked. All of the doors here are made from iron, with AC 18, 25 hit points (damage threshold 5), and immunity to poison and psychic damage (same checks to pick locks or break open). A small, barred window near the top of each door allows a character to see what's inside a given room.

Trap #1: The Banshee (Area 35a). The first time the characters enter **35a**, a spectral woman appears at the center of the passage. Her face contorts into one of horror and she emits an ear-splitting howl. Each creature within 60 feet of her that can hear her must make a DC 14 Wisdom saving throw. On a failed saving throw, a creature's hit points are reduced to 0. On a successful saving throw, a creature takes 3 (1d6) psychic damage. The banshee then disappears.

This haunted trap can be detected with a *detect evil and good* spell or a paladin's Divine Sense, and disarmed by an effect that turns undead or the *dispel evil and good* spell.

Encounter #1: Jalyn (Area 35b). Despite having a room upstairs, the ghost Jalyn likes to hide in this small dungeon cell. She's a little more willing to parley with the characters here, recognizing that they might be powerful, especially if they've made it this far. Still, unless the characters give her one of the green lollipops from her father's library (**area 20**), she flies through the ceiling and escapes. Having greater awareness than her siblings and the other creatures that haunt the castle, she knows most of its secrets. See the section "What the Ghosts Know" on page 42 to learn more about Jalyn.

Ghost (0 or 1), Med undead; **AC** 11; **hp** 45: **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- ▶ **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- ▶ **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- ▶ **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- ▶ **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- ▶ **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- ▶ **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

Encounter #2: The Messenger (Area 35c).

Shortly before Brycen killed everyone in the castle, he imprisoned a messenger in this jail cell. The messenger eventually wasted away from lack of food and water. His bones still litter the floor of the cell.

When the characters enter the area, the messenger appears as a **ghost**. Although angry at its fate, it shares its frustration instead of attacking. Holding up a translucent letter, it tells the characters that all it wanted to do was deliver the message it's holding. Brycen refused to read it and instead imprisoned the messenger. The messenger asks that the characters deliver the message to Brycen. The characters can take the letter, but they can't open it. Giving this letter to Lord Brycen ends the curse on Merritt Keep.

Ghost (1), Med undead; **AC** 11; **hp** 45; **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1 **Cha** +3; **Resist** acid, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 4; **XP** 1,100.

- ▶ **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;
- ▶ **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if end turn inside.
- ▶ **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).
- ▶ **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.
- ▶ **Horrifying Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.
- ▶ **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

Trap #2: Weeping Man (Area 35d). As the characters approach the door to **area 35d**, they hear a man weeping from within. If any character glances inside the area or opens the door, they discover nothing within. However, they must immediately make a DC 13 Wisdom saving throw. On a successful saving throw, a creature openly weeps for 1 minute. On a failed saving throw, not only does the creature weep, but its eyes begin to bleed profusely, too. Until the creature receives magical healing, it takes 1 necrotic damage at the start of each of its turns. If this reduces the creature's hit points to 0, the creature is stable, but permanently blinded. Only a *regeneration* spell returns the creature's eyes and its sight.

This haunted trap can be detected with a *detect evil and good* spell or a paladin's Divine Sense, and disarmed by an effect that turns undead or the *dispel evil and good* spell.

Encounter #3: Vengeful Spirit (Area 35d). A lone **shadow** haunts this cell. It attacks any creature that enters the area.

Shadow (1); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; **Vuln** rad; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1/2; **XP** 100.

- ▶ **Amorphous** Move through 1 inch space;
- ▶ **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness;
- ▶ **Sunlight Weakness** In sun, dis atk, checks, saves.
- ▶ **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncr, target Str reduced 1d4 until rest; dies at 0 Str).

Trap #3: Room Askew (Area 35e). At a glance, this cell appears to be unaffected by the evil that pervades the house. However, when a creature enters the area, the door immediately shuts behind them. The only way to open the door is to dispel the haunted trap as detailed below, or to force it open with a successful DC 16 Strength check. The room's gravity changes, making it seem like the entire cell is rolling on its side. Creatures viewing the room from outside of it don't see the room move; however, they see that characters inside are being affected. A creature inside the cell must make a DC 16 Dexterity saving throw at the start of each of its turns. On a failed saving throw, the target is flung against whatever the cell's current "floor" is and takes 3 (1d6) bludgeoning damage. On a successful saving throw, the target stops itself before it is flung away, but must succeed on a DC 16 Constitution saving throw or become dizzy until the start of its next turn. A dizzy target has disadvantage on Dexterity ability checks and saving throws as well as Dexterity-based attacks. A creature without a flying or climbing speed that tries to move in the room must first succeed on a DC 16 Dexterity (Acrobatics) check in order to do so. Otherwise, the target falls prone against whatever surface it is currently up against.

This haunted trap can be detected with a *detect evil and good* spell or a paladin's Divine Sense, and disarmed by an effect that turns undead or the *dispel evil and good* spell.

36 - Secret Vault

This hidden room can only be accessed by speaking the phrase “Sky Blossom” before the two-way portal mirror in **area 22**.

This 45-foot-diameter room is filled to the brim with gold coins, gems, and other treasures. Treat the ground in this area as difficult terrain. But that’s not all—there are also undead creatures lurking here.

Encounter: Lord Brycen Merritt. Lord Brycen is found here in this area, where he continues to mourn the loss of his beloved wife, Noell. Having killed himself along with the rest of his family, servants, and pets, Brycen is now an undead creature himself, the nature of which is determined by the table below (the **greater wraith** is detailed in Appendices). Lord Brycen viciously attacks any creature that enters the chamber.

Like his children, destruction is not the end for Lord Brycen; he rejuvenates 1 hour after he’s destroyed, reappearing in the vault with all his hit points returned.

Lord Brycen’s Statblock

Adventure Level	Statblock
1st	specter (40 hp)
3rd	wraith (99 hp)
5th	greater wraith (no legendary actions)
8th	greater wraith

Lord Brycen’s Lair Actions. On initiative count 20 (losing initiative ties), Lord Brycen takes a lair action to cause one of the following effects. Lord Brycen can’t use the same effect two rounds in a row.

- ▶ A number of skeletons equal to up to twice the adventure’s level rise from the pile of treasure. The skeletons take their turns on Lord Brycen’s initiative count, follow his commands (no action required), and remain until they or Lord Brycen is destroyed. Lord Brycen can have a maximum number of skeletons equal to twice the adventure’s level.
- ▶ Lord Brycen creates a telekinetic whirlwind of gold coins in the vault which lasts until the next initiative count 20 (losing initiative ties). Until the whirlwind stops, the area is lightly obscured and ranged weapon attacks are made with disadvantage. If a creature moves through the area, it must succeed on a DC 15 Constitution saving throw or take 3 (1d6) bludgeoning damage from the coins. Lord Brycen and his skeletal servants are unaffected by the whirlwind.

- ▶ Lord Brycen targets one creature or unattended object that he can see in the vault with a telekinetic thrust. The creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds. If the target is a creature, the target must make DC 15 Strength saving throw or be pushed up to 30 feet in any direction, including upward (the ceilings here are 15 feet high). If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved. If the target is an object that isn’t being worn or carried, Lord Brycen hurls it up to 30 feet in any direction. Lord Brycen can use the object as a ranged weapon, attacking one creature along the object’s path using his normal attack bonus for his Life Drain feature. The object deals 2 (1d4) bludgeoning damage per level of the adventure.

Stopping Lord Brycen’s Attack. Lord Brycen is designed to be very difficult to fight in combat. The characters’ best bet is to convince him to stop his tirade or to flee before he kills them.

If he’s presented with the messenger’s letter from **area 35c**, he stops his attack and reverts to a less frightening state. When this happens, read the following:

The apparition blinks, staring in disbelief at the ethereal letter in his hands. “This handwriting,” he says. “It’s Noell’s.” The apparition floats gently over the coins at his feet, quietly reading the note to himself. When he’s finished, he looks back up at you with tears in his hollow eyes.

“By the Goddess—I made a terrible mistake. She did it to he—” he can’t bring himself to say the words.

“I’m so sorry for what I’ve done. Will you please forgive me?”

With that, the ghost slowly starts to fade away. Suddenly, the chill surrounding this room lifts. It feels as if some of the color and warmth have returned to the world.

Brycen never shares the contents of the letter. Whatever it was, it was enough to allow Brycen to depart to the afterlife, thereby lifting the curse from the Keep. When the characters return to the manor, they discover that all of the lights have gone out. Dust and cobwebs cover everything in the manor. There are no ghosts, specters, or any other undead anywhere to be seen. The sun finally breaks through the clouds and shines its rays on Merritt Castle for what feels like the first time in a decade.

Treasure: The Merritt Fortune. The vault holds an impossible amount of treasure. If the characters avoid telling Baron Wilson that they’ve discovered the vault and keep it for themselves, the characters suddenly find themselves rich beyond reason. But just as a certain notorious bard once sang, “Mo’ money. Mo’ problems.”

Greater Wraith (0 or 1); Med undead; **AC** 19; **hp** 153; **Spd** 0 ft, fly 60 ft (hover); **Str** -2, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5; **Saves** INT +7, WIS +8, CHA +10; **Resist** acid, cold, fire, ltng, thdr; **Immune** ncr, psn; bldg, prc, slsh nonmagic, silver; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +5; **Senses** darkvision 60, PP 13; **AL** NE; **CR** 13; **XP** 10,000.

► **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if ends turn inside;

► **Innate Spellcasting** Cha (DC 17, +9); At will: *chill touch* (as 11th-level caster), *hold person*; 3/day each: *dominate person*, *telekinesis*; 1/day each: *banishment*, *feeblemind*, *finger of death*;

► **Magic Resistance** Adv on saves vs. magic;

► **Psychic Defense** Cha included in AC.

► **Melee** Life Drain (+9, 5 ft, 10d8+4 ncr, target DC 16 Con save or max hp reduced until long rest; dies at 0 max hp).

► **Ranged** Chill Touch, Cantrip (+10, 120 ft, 3d8 ncr, target can't regain hp for 1 round).

► **Create Specter** 1 creature that died violently ≤ 10 ft, rises as specter; limit 7.

► **Legendary Actions (3)** Necrotic Blast (cast chill touch); Drain Life, 2 actions (life drain attack).

Specter (0 or 1); Med undead; **AC** 12; **hp** 40; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

► **Incorporeal Movement** Move through objects, creatures as diff. terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sun, dis atk & Perception.

► **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

Wraith (0 or 1); Med undead; **AC** 13; **hp** 99; **Spd** 0 ft, fly 60 ft (hover); **Str** -2, **Dex** +3, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic, silver; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +3; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 5; **XP** 1,800.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sun, dis atk & Perception.

► **Melee** Life Drain (+6, 5 ft, 4d8+3 ncr, target DC 14 Con save or max hp reduced until long rest; dies at 0 max hp).

► **Create Specter** 1 creature that died violently ≤ 10 ft, rises as specter; limit 7.

JUST HOW MANY COINS ARE THERE?

If you need an actual value for the coins other than just a handwave solution, let's assume that the gold pile averages 6 inches off the floor throughout the entire room. The room is 50 feet in diameter. This creates 1,696,460 cubic feet of gold coins. Assuming a cubic foot holds 25,000 gold coins (an estimate based on the number of silver dollars it takes to fill a similar volume), that's a total of 42,411,500,000 gold coins. Give or take a few, of course. This means the treasure in this area would weigh approximately 42,411.5 tons.

CONCLUDING THE ADVENTURE

This adventure offers a few hooks for future adventures. In case you missed them, here they are along with the links to the adventures themselves.

► **Banshee Tower** is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. In this adventure, the party enters the ruins of an old, overgrown keep in the forest, from within which a spirit's mournful wails can be heard for miles around. To stop the spirit's incessant keening, the adventurers must discover her remains and give them a proper burial. Until then, her presence will continue to endanger life in the forest. A book in **area 20** details the banshee tower and shares a rumor regarding treasure that's supposed to be hidden there. The adventure is detailed earlier in this issue.

► **Archmage Stronghold** is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 11, 14, 17, or 20**. The characters must enter the stronghold of a powerful mage, where their might and survival skills are put to the test. The characters might learn about this adventure after speaking with Ferim's skull in **area 26**. This adventure may be found as both a PDF and as a digital asset pack on DMDave.com.

► **Lich Tower** is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 14, 17, 20, or Epic**. The characters must enter the black tower of one of the most dangerous beings in the world, a lich. The characters learn about this hook after they anger the efreeti, Vure, in **area 24**. This adventure may be found as both a PDF and as a digital asset pack on DMDave.com. [↻](#)

THE HAUNTED MINE



A scalable adventure suitable for varying experience levels.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A dungeon crawl environment is the primary location setting of this scenario.



Horror is the primary theme of this scenario.

Written by **Dave Hamrick**

Cartography by **Dave Hamrick**

Art by **Matias Lazaro, Rick Hershey, Dean Spencer, Maciej Zagorski, Fat Goblin Games, William McAusland, and Daniel F. Walthall**

ADVENTURE SUMMARY

The adventure starts when a clockwork automaton maker requests that the characters descend into a recently abandoned mine to find its prized clockwork servant. It soon becomes apparent that the characters' employer has an ulterior motive regarding the haunted nature of the mine.

LEVEL PROGRESSION

The Haunted Mine is a plug-in adventure for four characters with an average party level (APL) of 5, 8, 11, or 14. This adventure offers details for each level and makes adjustments accordingly. The player characters should gain about one half of an experience level if they complete this adventure.

GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Information may be found in the *PHB*, *DMG* or *MM*. Also see OGL Creature below.

Monsters

Bandit
Bandit captain
Black pudding
Darkmantle
Deathweaver
Ghast
Ghost
Ghoul
Giant centipede
Giant spider
Grick
Imp
Remorhaz
Roper
Specter
Vampire spawn
Web Zombie
Will-o'-wisp
Wraith

Items

Ring of free action
Ring of mind shielding
Ring of telekinesis
Ring of three wishes
Ring of water walking
Staff of swarming insects
Talisman of ultimate evil
Wand of fear

Spells

Darkness
Detect evil and good
Fireball
Lesser Restoration
Magnificent Mansion

OPEN GAME LICENSE CREATURES

The following are released under the Open Game License and may be found in the Appendices:

Backwards man
Poisonous gas elemental

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. The table below offers additional hook ideas to use the location in your game.

Gold Rewards for Side Quests. Assume that wealthy NPCs and Patrons are willing to pay 50 gp per character per their APL for each side quest. Impoverished NPCs will pay a flat 50 gp per party member regardless of their level (if anything at all).

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level. If you wish to run this adventure for levels other than 1st, 3rd, 5th, or 8th, the chart

below shows you which version of the adventure you should select for each level.

Scaling the Adventure

APL	Adventure Level	Difficulty
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium
13	14th-level	Deadly
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy

The Haunted Mine Hooks

d8	Side Quest	Details
1	Fetch Quest	The spouse of a miner who died in the mine's halls wants the characters to recover the dead miner's locket and return it. The locket bears the initials "EGL." This locket is located on the elevator floor in area 6 .
2	Recover Stolen Item	The Bats recently stole a valuable piece of jewelry from a caravan passing through the area. The jewelry's owner hires the characters to reclaim the jewelry. Marland (see "The Bats" below) has the jewelry on him.
3	Receive Information	It's believed that an ancient city is hidden below the mine. A local anthropologist hires the characters to bring back proof of its existence. Entering areas 18, 21, 25, and 26 will suffice.
4	Rescue Mission	Three miners were trapped in a collapse on the second level of the mine. The miners who escaped the mine pay the characters to recover the miners' bodies. All three miners died in area 11 , victims of the spirit lamp there.
5	Missing Person	Years ago, a young woman ran away from home and disappeared into the mine. She never returned. Her brother wants closure on the case and asks the characters to find evidence she died there. The young woman is the drowned maiden in area 17a .
6	Monster Hunt	A horrific creature called "the backwards man" keeps tormenting and killing locals. Locals know that the backwards man lives in the mine, and they've placed a sizable bounty on its head.
7	Supernatural Investigation	Recently, green ooze has appeared in nearby rivers and streams. Ecologists want the characters to help find the ooze's source. The characters can see the green ooze on the lowest level of the mine, areas 17 and 18 .
8	Trade Information	The Apex Mining Company is in possession of some key information the characters need to further their goals. Apex managers will trade the information if the characters help discover the source of the undead in the old mine.



ADVENTURE HOOK: FIND GOI

While visiting a snow-covered mining town, the characters encounter an artificer named Doctor Karina Arneth. An employee of the Apex Mining Company, Karina developed machines capable of exploring caverns, dungeons, and other sites of interest. Already, her inventions have disrupted the adventuring industry, causing hundreds of would-be adventurers to hang up their swords.

One of Karina's automatons recently entered Apex's newest mine to clear it of ghosts, specters, and other haunts. This automaton, whom she named Goi after her son, disappeared into the mine a week ago but hasn't been seen since. Worried that Goi's failure might ruin her and her business, she hopes to hire the characters to discreetly recover the automaton and return it. She's willing to pay the characters 1,000 gp per party level to bring back Goi's remains, whatever state they may be. She explains that a large part of the reward is buying their discretion.

If the characters agree, she gives them a simple map detailing the location of the mine, plus a crudely drawn map detailing the upper mine (see the Player's Mine Map Copy in the Appendices).

Before the characters embark on their journey, she once more drives home the fact they must be discreet. Her future as a wealthy artificer depends on their silence.

APEX MINE

A narrow trail winds through a series of conifer-ridden foothills, cold, relentless streams, and snow-dusted crags, inevitably terminating at Apex Mine's gaping maw. Just before the mine, empty cabins previously inhabited by Apex's miners still stand. The only things that live in this ghost town now are rats and a bandit gang called The Bats.

APPROACHING THE MINE

Named for their penchant for hiding in abandoned mines and caverns in the area, The Bats are a band of rogues well known for their habit of robbing coaches and trains hauling valuable minerals. The leader of The Bats is a handsome rogue named Marland (CN human **bandit captain**). While Marland toes the line between good and evil, the other four **bandits** in his squad are cruel, selfish, and unnecessarily violent—they're chaotic evil.

When the party first arrives at the mine, The Bats watch them from around the empty cabins. Assuming that the characters are law enforcement officers hoping to bring them in for their crimes, they inevitably retreat to the mouth of the mine (**area 1a**). The Bats won't go further into the mine unless pressed—they've seen firsthand the dangers that lie within and don't wish to push their luck. See page 76 for information on The Bats.

Bandit (4); Med humanoid; AC 12; hp 11; Spd 30 ft; Str +0, Dex +1, Con +1, Int +0, Wis +0, Cha +0; PB +2; Senses PP 10; AL A NL; CR 1/8; XP 25.

► **Melee** Scimitar (+3, 5 ft, 1d6+1 slsh).

► **Ranged** Lt Crossbow (+3, 80/320 ft, 1d8+1 prc).

Marland, Bandit Captain (1); Med humanoid; AC 15; hp 65; Spd 30 ft; Str +2, Dex +3, Con +2, Int +2, Wis +0, Cha +2; Saves STR +4, DEX +5, WIS +2; PB +2; Senses PP 10; AL A NL; CR 2; XP 450.

► **Multiattack** 3 melee: 2 scimitar & 1 dagger, or 2 ranged: dagger.

► **Melee** Scimitar (+5, 5 ft, 1d6+3 slsh). Dagger (+7, 5 ft, 1d4+3 bldg, prc).

► **Ranged** Dagger (+7, 20/60 ft, 1d4+3 bldg, prc).

► **Reaction** Parry (+2 to AC vs visible melee atk if holding weapon).

GENERAL FEATURES

Unless stated otherwise, the mine has the following features.

Natural and Hewn Caverns. The mine was dug using the chamber and pillar method, a form of engineering that involves creating a honeycomb-like pattern of tunnels and passages. Massive natural columns are left between the routes to ensure support of the mountain above. The natural cavern below the mine was created by burrowing creatures, seismic activity, and other natural phenomena.

Ceilings. Ceilings throughout the mined corridors are always 10 feet high. The ceilings are as high as the chamber is wide in the natural caverns on the second and third levels.

Mine Cart Tracks. The two uppermost levels of the mine utilize minecart tracks to push goods from one location to another. Any Small or larger creature can make an empty minecart along the track, requiring no check to do so. A fully loaded mine cart weighs over 1,000 pounds. A creature can spend 10 feet of its movement to push a fully loaded mine cart 5 feet along its track, so long as the creature has a Strength score of 11 or higher. A creature whose Strength score is ten or lower can push the cart, but doing so requires them to succeed on a DC 10 Strength check first.

A creature that hides inside a mine cart gains cover from the cart: Medium creatures gain half cover, Small creatures gain three-quarters cover, and Tiny creatures gain full cover. Using the mine cart's side as cover without hiding in it imparts similar benefits except only against attacks made from the other side of the cart.

Unstable. While most of the mine is relatively stable, it's still sensitive to blasting. Any time an explosion occurs—such as one generated by the *fireball* spell or an ignited gunpowder keg—there is a chance that part of the mine collapses. Roll a d6. On a result of 6, a 20-foot-square section of the mine collapses. Each creature in the area must make a DC 15 Strength or Dexterity saving throw (the target's choice). A target takes 22 (4d10) bludgeoning damage on a failed saving throw and becomes pinned under rubble. While pinned, the target is restrained. A creature, including the target, can pull the target out of the rubble with a successful DC 15 Strength check. The target takes 2 (1d4) bludgeoning damage on a failed check. A target that succeeds on its saving throw takes half as much damage and isn't pinned.

Cliffs. Small drops in elevation—particularly on the second and third levels—are usually 10 feet. Climbing up the elevations is relatively easy, requiring no check, but it does take 20 feet of movement for creatures who lack a climbing speed. A creature who tumbles over one of these ledges takes 3 (1d6) bludgeoning damage from the fall.

Ectoplasm. A river of ectoplasm cascades through the lowest level of the dungeon (**area 17**), terminating in a massive underground lake of glowing, green slime (**area 18**). The ectoplasmic slime constantly emits an aura of magic from the school of necromancy. Any undead creature that starts its turn in the ectoplasm regains 10 hit points so long as it has 1 hit point remaining. Otherwise, a creature that enters the ectoplasm for the first time on its turn or starts its turn in the ectoplasm takes 5 (1d10) necrotic damage, and its hit point maximum is reduced by an amount equal to the damage taken. If the target's hit point maximum is reduced to 0, the target dies. Otherwise, this reduction lasts until the target completes a short or long rest.

A humanoid that dies from this damage returns as a **phantom** (see the Appendices) in 1 hour.

All undead within 15 feet of the ectoplasm have advantage on saving throws against effects that turn undead.

Random Encounters. Thanks to the massive amount of ectoplasm located on the lowest level of the mine, the mine is highly haunted. Every 30 minutes the characters spend exploring the mine, roll a d20. On a result of 18 or higher, a random encounter occurs. Roll a d6 and refer to the table on page 72 to determine the nature of the encounter based on the current level of the adventure. Creatures marked with an asterisk are detailed in the Appendices.

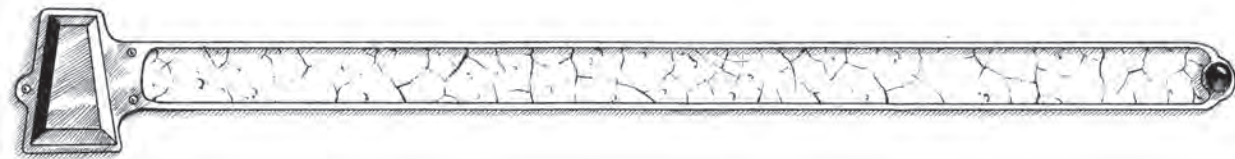
No Sleep for the Living. It is almost impossible to sleep comfortably in the mine. Unless the characters possess a spell or effect that allows them to rest in a pocket dimension, such as the *magnificent mansion* spell, there is a chance that their sleep is wracked with nightmares. When a character falls asleep within the mines, they must make a DC 15 Wisdom saving throw. On a failed saving throw, the character does not receive the benefits of completing a long rest.

Moreover, the character cannot finish a long rest for at least 24 hours unless they completely exit the mine. As an option, a character unable to finish a long rest in a 24-hour period must succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion. After the first 24 hours, the DC increases by 5 for each consecutive 24-hour period without a long rest. The DC resets to 10 when the character finishes a long rest.

APEX MINE RANDOM ENCOUNTERS

Haunted Mine Random Encounters

5th	8th	11th	14th	Encounter
—	1	—	—	1 bone collective*
—	2	1	—	1 bone swarm*
—	3	2	—	1 corpse mound*
—	—	3	—	1 deathweaver* + 2 web zombies*
—	—	—	1	1d4 + 1 flayed wraiths*
—	4	—	—	2d4 ghosts
1	—	—	—	2d6 ghouls
2	—	—	—	1d6 gray thirsters*
3	5	4	2	Marland, Bandit Captain (see page 70)
4	—	—	—	2d6 phantoms*
5	—	—	—	2d4 specters
—	—	5	3	1 steam golem*
—	—	6	4	1d4+1 swordbreaker gladiator skeleton*
—	6	—	—	1d4 vampire spawn
—	—	—	5	1d4 walled horrors*
6	—	—	—	1 wraith
—	—	—	6	1 zombie adult red dragon*



Bone collective (1); Sml undead; **AC** 17; **hp** 120; **Spd** 30 ft; **Str** +0, **Dex** +5, **Con** +4, **Int** +2, **Wis** +0, **Cha** +3; **Saves** DEX +8; **Resist** bldg, prc, slsh nonmagic, silver; **Immune** ncr, psn; exhaustion, poisoned; **PB** +3; **Senses** darkvision 120, PP 13; **AL** CE; **CR** 8; **XP** 3,900.

- **Hive Mind** all elements communicate ≤ 50 miles, ≤ 30 hp: Int 0 and lose Spellcasting;
- **Innate Spellcasting** Cha (DC 14, +6); At will: *chill touch*; 3/day: *animate dead* (≤ 5 skeletons/zombies);
- **Swarm** Ac change between swarm (occupy enemy's space, move through 1 ft square) and single creature (cast spells).
- **Multiattack** 2 claws or 1 claw & 1 bite.
- **Melee** Bite (+8, 5 ft, 4d12+5 prc, target DC 16 Con save or Wyrmblood Venom); Claw (+8, 5 ft, 3d12+5 slsh); Swarm (+8, 0 ft to creature in space, 8d12+5 prc or 4d12+5 if ≤ half hp, target DC 16 Con save or Wyrmblood Venom).

Bone swarm (1); Lrg swarm of Tiny undead; **AC** 17; **hp** 198; **Spd** 20 ft, fly 60 ft; **Str** +6 **Dex** +4, **Con** +0, **Int** -1, **Wis** +2, **Cha** +5; **Saves** DEX +8, **Wis** +6, **Cha** +9; **Vuln** bldg; **Resist** prc, slsh nonmagic; **Immune** psn; charmed, exhaustion, frightened, paralyzed, poisoned, prone, restrained, stunned; **PB** +4; **Senses** darkvision 60, PP 16; **AL** CE; **CR** 10; **XP** 5,900.

- **Swarm** Can enter creature space and vice versa and through skull-sized space; cannot heal or receive temp hp.
- **Multiattack** Swirling Bones to every creature in space.
- **Melee** Swirling Bones (+10, 0 ft to creature in space, 5d8+9 bldg/prc/slsh); Death's Embrace, Recharge 5-6 (+10, 0 ft to creature in space, grappled DC 16, moves with swarm, atks 50% chance to hit grappled instead).

Corpse mound (1); Huge undead; **AC** 16; **hp** 207; **Spd** 30 ft; **Str** +7, **Dex** +0, **Con** +5, **Int** -1, **Wis** +0, **Cha** -1; **Saves** CON +9, INT +3, WIS +4; **Resist** ncr; **Immune** psn; charmed, exhaustion, frightened, poisoned; **PB** +4; **Senses** darkvision 60, PP 10; **AL** NE; **CR** 11; **XP** 7,200.

- **Absorb the Dead** If \geq Sml non-undead \leq 20 ft dies, absorbs & regains 10 hp;
- **Noxious Aura** Creature end turn \leq 20 ft DC 17 Con save or poisoned 1 round, success immune 24 hrs;
- **Zombie Drop** start of turn drops 1 zombie, takes turn after mound, \leq 10 zombies total.
- **Multiattack** 2 weapon atks.
- **Melee Slam** (+11, 5 ft, 2d10+7 bldg plus 3d6 ncr, target grappled DC 17 & restrained).
- **Ranged Bone Shard** (+11, 30/120 ft, 2d6+7 prc plus 3d6 ncr, target DC 17 Str save or prone & restrained, DC 17 Athletics to end).
- **Envelop Slam** restrained creature, envelop on hit; blinded & restrained, total cover, 6d6 ncr start of mound's turn; DC 17 Str save as ac to escape; \geq 30 dmg in 1 turn from enveloped creature DC 17 Con save or expel; on death exit prone with 10 ft; \leq 4 enveloped.

Deathweaver (1); Huge monstrosity; **AC** 16; **hp** 95; **Spd** 40 ft, climb 40 ft; **Str** +3, **Dex** +2, **Con** +3, **Int** -2, **Wis** +1, **Cha** +2; **Resist** ncr; **PB** +3; **Senses** blindsight 20, darkvision 60, PP 14; **AL** NE; **CR** 5; **XP** 1,800.

- **Innate Spellcasting** Cha (DC 13, +5); At will: *chill touch*; 3/day: *darkness*, *ray of enfeeblement*; 1/day: *vampiric touch*;
- **Spider Climb** Climb walls & ceilings without check;
- **Web Sense** Knows exact location of creature in same web;
- **Web Walker** No move restriction by webbing.
- **Multiattack** 2 bite.
- **Melee Bite** (+6, 5 ft, 2d6+3 prc, target DC 14 Con save to halve 2d8 ncr, if reduced to 0, stable, but poisoned & paralyzed 1 hour).
- **Ranged Web**, Recharge 5-6 (+5, 40/80 ft, target restrained, 1d6 ncr each round, ac DC 14 Str check to escape, destroy web AC 10, hp 5, vuln fire, immune bldg, ncr, psn, psy; if dies, rises as web zombie after 24 hrs).

Flayed Wraith (1d4+1); Med undead; **AC** 12; **hp** 67; **Spd** 0 ft, fly 60 ft (hover); **Str** -1, **Dex** +2, **Con** +3, **Int** +1, **Wis** -1, **Cha** -1; **Saves** WIS +2; **Resist** cold; bldg, prc, slsh nonmagic, silver; **Immune** ncr, psn; charmed, exhaustion, paralyzed, poisoned, prone; **PB** +3; **Senses** darkvision 60, PP 9; **AL** NE; **CR** 5; **XP** 1,800.

- **Sunlight Sensitivity** In sunlight, dis atk & Perception for sight;
- **Torturer** When reduces to 0, creature unconscious & stable.
- **Multiattack** Howl of Agony & 2 claw.
- **Melee Claw** (+5, 5 ft, 1d8+2 slsh + 2d4 ncr).
- **Howl of Agony** 1 creature \leq 30 ft DC 14 Wis save to halve 3d6 psy or incapacitated.

Ghast (2d4), Med undead; **AC** 13; **hp** 36; **Spd** 30 ft; **Str** +3, **Dex** +3, **Con** +0, **Int** +0, **Wis** +0, **Cha** -1; **Resist** ncr; **Immune** psn; charmed, exhaustion, poisoned; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 2; **XP** 450.

- **Stench** Creature starts turn within 5 ft DC 10 Con save or poisoned for 1 round, immune for 24 hrs on success;
- **Turn Resistance** Adv on saves against effects that turn undead, ghouls \leq 30 ft too.
- **Melee Bite** (+3, 5 ft, 2d8+3 prc); Claws (+5, 5 ft, 2d6+3 slsh, non-undead target DC 10 Con save or paralyzed for 1 minute, repeat save at end of turn).

Ghoul (2d6), Med undead; **AC** 12; **hp** 22; **Spd** 30 ft; **Str** +1, **Dex** +2, **Con** +0, **Int** -2, **Wis** +0, **Cha** -2; **Immune** psn; charmed, exhaustion, poisoned; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

- **Melee Bite** (+2, 5 ft, 2d6+2 prc); Claws (+4, 5 ft, 2d4+2 slsh, non-undead & non-elf target DC 10 Con save or paralyzed for 1 minute, repeat save at end of turn).

Gray thirster (1d6), Med undead; **AC** 13; **hp** 39; **Spd** 30 ft; **Str** +1, **Dex** +3, **Con** +2, **Int** -2, **Wis** +1 **Cha** +2; **Resist** bldg, ncr; **Immune** fire, psn; charmed, exhaustion, frightened, poisoned; **PB** +2; **Senses** darkvision 60, PP 11; **AL** NE; **CR** 2; **XP** 450.

- **Thirst** Creature starts turn \leq 30 ft away or enters aura DC 12 Con save or gain 1 level exhaustion, immune 24 hrs on success.
- **Multiattack** 2 claw & 1 Withering Turban.
- **Melee Claw** (+5, 5 ft, 1d6+3 slsh); Withering Turban (+5, 10 ft, 2d4+3 ncr, if target has failed Thirst save before hp max reduced by damage until no more exhaustion).
- **Drought (1/Day)** 20-ft radius around thirster water to dust, non-undead non-construct DC 13 Con save to halve 2d8 ncr; dis on save if plant, ooze, Amphibious, Water Breathing, Water Form).



Marland, Bandit Captain (1); Med humanoid; **AC 15; hp 65; Spd 30 ft; Str +2, Dex +3, Con +2, Int +2, Wis +0, Cha +2; Saves STR +4, DEX +5, WIS +2; PB +2; Senses PP 10; AL A NL; CR 2; XP 450.**

- ▶ **Multiattack** 3 melee: 2 scimitar & 1 dagger, or 2 ranged: dagger.
- ▶ **Melee** Scimitar (+5, 5 ft, 1d6+3 slsh). Dagger (+7, 5 ft, 1d4+3 bldg, prc).
- ▶ **Ranged** Dagger (+7, 20/60 ft, 1d4+3 bldg, prc).
- ▶ **Reaction** Parry (+2 to AC vs visible melee atk if holding weapon).

Phantom (2d6); Med undead; **AC 11; hp 22; Spd 0 ft, fly 40 ft (hover); Str -2, Dex +1, Con +30, Int -2, Wis +1, Cha +1; Resist acid, fire, ltng, thdr; bldg, prc, slsh nonmagic; Immune cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; PB +2; Senses darkvision 60, PP 11; AL A; CR 1; XP 200.**

- ▶ **Incorporeal Movement** Move through objects, creatures as diff terrain, 1d10 frc if ends turn inside;
- ▶ **Sunlight Sensitivity** In sun, dis atks, checks, saves.
- ▶ **Melee** Ghostly Grasp (+3, 5 ft, 2d6 ncr).
- ▶ **Chilling Moan (Recharge 5-6)** Non-undead non-construct creatures ≤ 30 ft DC 13 Wis save to halve 2d8 cold and not frightened for 1 round, if fail by ≥ 5 also paralyzed.

Specter (2d4); Med undead; **AC 12; hp 22; Spd 0 ft, fly 50 ft (hover); Str -5, Dex +2, Con +0, Int +0, Wis +0, Cha +0; Resist acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; Immune ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; PB +2; Senses darkvision 60, PP 10; AL CE; CR 1; XP 200.**

- ▶ **Incorporeal Movement** Move through objects, creatures as diff terrain, 1d10 frc if ends turn inside;
- ▶ **Sunlight Sensitivity** In sun, dis atks, checks, saves.
- ▶ **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

Steam golem (1); Lrg construct; **AC 18; hp 171; Spd 40 ft; Str +8, Dex +1, Con +4, Int -4, Wis +0, Cha -5; Immune fire, psn, psy; bldg, prc, slsh non-magic, adamantine; charmed, exhaustion, frightened, paralyzed, petrified, poisoned; PB +5; Senses darkvision 120, PP 10; AL U; CR 13; XP 10,000.**

- ▶ **Boiler Weakness** If immersed in ≥ 20 gallons water DC 20 Con save or slowed for 1d3 rounds, then paralyzed until fire relit + 15 mins;
- ▶ **Extend Long Ax** BA to extend or retract an arm;
- ▶ **Immutable Form** Immune to any change shape;
- ▶ **Magic Resistance** Adv on saves vs. magic; Magic Weapons Magic atk.
- ▶ **Multiattack** 2 ax arm.
- ▶ **Melee** Ax arm (+13, 5 ft, 4d6+8 slsh); Long Axe (+13, 10 ft, 5d12+8 slsh).
- ▶ **Steam Blast (Recharge 5-6)** 5-ft radius or 20-foot cube DC 17 Con save to halve 7d10 fire.
- ▶ **Reaction** Whistle (Opponent ≤ 30 ft cast spell, emit whistle, caster DC 17 Con save or lose action but not spell slot).

Swordbreaker gladiator skeleton (1d4+1); Med undead; **AC 15; hp 112; Spd 30 ft; Str +4, Dex +2, Con +3, Int -2, Wis -1, Cha -3; Saves STR +7, DEX +5, CON +6; Vuln thdr; Resist prc, slsh; Immune psn; exhaustion, poisoned, petrified; PB +3; Senses darkvision 60, PP 9; AL LE; CR 5; XP 1,800.**

- ▶ **Brave** Adv vs frightened;
- ▶ **Fossilized Bones** Nonmagic weapon takes -1 penalty if deals damage, destroy at -5.
- ▶ **Multiattack** 3 melee or 2 ranged.
- ▶ **Melee** Spear (+7, 5 ft, 2d6+4 prc or 2d8+4 prc versatile); Shield Bash (+7, 5 ft, 2d4+4 bldg, target \leq Med DC 15 Str save or knocked prone).
- ▶ **Ranged** Spear (+7, 20/60 ft, 2d6+4 prc).
- ▶ **Reaction** Parry (+3 to AC vs visible melee atk if holding weapon).

Vampire spawn (1d4); Med undead; **AC 15; hp 82; Spd 30 ft; Str +3, Dex +3, Con +3, Int +0, Wis +0, Cha +1; Saves DEX +6, WIS +3; Resist ncr; bldg, prc, slsh nonmagic; PB +3; Senses darkvision 60, PP 13; AL NE; CR 5; XP 1,800.**

- ▶ **Regeneration** Regain 10 hp on turn if ≥ 1 hp unless takes rad, sunlight, or running water;
- ▶ **Spider Climb** Climb walls & ceiling w/o check.
- ▶ **Weaknesses** Forbiddance, Harmed by running water (20 acid), Stake to the heart, Sunlight hypersensitivity (20 rad).
- ▶ **Multiattack** 2 atks, only 1 of them bite.
- ▶ **Melee** Bite (+6, 5 ft, willing, grappled, restrained, or incapacitated creature, 1d6+3 prc plus 2d6 ncr, target max hp reduced by ncr until long rest, dies at 0 max hp; vampire heals ncr); Claws (+6, 5 ft, 2d4+3 slsh or grapple DC 13).

Walled horror (1d4); Lrg undead; **AC** 17; **hp** 114; **Spd** 0 ft (immobile); **Str** +4, **Dex** -5, **Con** +5, **Int** -3, **Wis** -1, **Cha** +4; **Resist** cold, fire, ltng; bldg, prc, slsh nonmagic; **Immune** ncr, psn, psy; blinded, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned; **PB** +3; **Senses** truesight 60 (blind beyond), PP 9; **AL** CE; **CR** 7; **XP** 2,900.

► **Spirit-Infused Structure** Immobile except Wall Hop, uses Cha for init;

► **Wall Hop** BA to reappear in wall ≤ 30 ft;

► **Wall-Bound Spirits** Can't move ≥ 120 ft from bound wall; takes half if bound wall damaged; long rest in bound wall repairs it.

► **Multiattack** 2 spectral claw.

► **Melee** Spectral Claw (+7, 10 ft, 2d6+4 slsh plus 1d8 psy, target grappled DC 15).

► **Ranged** Spectral Scream (+7, 60 ft, 4d8 psy, target DC 15 Cha save or frightened until end of next turn & Spd 0).

► **Entomb** Spectral claw to grappled ≤ Med creature, entomb on hit; blinded & restrained, 2d8 psy start of wall's turn; DC 15 Str save as ac to escape; if slain while entombed only true resurrection or wish revive; max 1 entombed.

Web zombie (2), Med undead; **AC** 8; **hp** 22; **Spd** 20 ft, climb 30 ft; **Str** +1, **Dex** -2, **Con** +3, **Int** -4, **Wis** -2, **Cha** -3; **Saves** WIS +0; **Immune** psn, poisoned; **PB** +2; **Senses** darkvision 60, PP 8; **AL** NE; **CR** 1; **XP** 200.

► **Undead Fortitude** Resist 0 hp with DC 5+damage Con save unless rad or crit; drop to 1 hp;

► **Web Walker** No move restriction by webbing.

► **Multiattack** 2 slam, if both hit ≤ Med creature, restrained; DC 11 Str check as ac to escape, or webbing AC 10, hp 5, vuln fire, immune bldg, ncr, psn, psy.

► **Melee** Slam (+3, 5 ft, 1d6+1 bldg plus 1d6 ncr).

Wraith (1); Med undead; **AC** 13; **hp** 67; **Spd** 0 ft, fly 60 ft (hover); **Str** -2, **Dex** +3, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic, silver; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +3; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 5; **XP** 1,800.

► **Incorporeal Movement** Move through objects, creatures as diff terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sun, dis atks, checks, saves.

► **Melee** Life Drain (+6, 5 ft, 4d8+3 ncr, target DC 14 Con save or max hp reduced until long rest; dies at 0 max hp).

► **Create Specter** 1 creature that died violently ≤ 10 ft, rises as specter; limit 7.

Zombie adult red dragon (1); Huge undead; **AC** 19; **hp** 256; **Spd** 30 ft, climb 30 ft, fly 70 ft; **Str** +8, **Dex** -2, **Con** +7, **Int** -4, **Wis** -1, **Cha** -3; **Saves** DEX +6, CON +13, WIS +7, CHA +11; **Immune** fire, psn; poisoned; **PB** +6; **Senses** blindsight 60, darkvision 120, PP 9; **AL** NE; **CR** 17; **XP** 18,000.

► **Legendary Resistance (3/Day)** Choose to succeed on failed save;

► **Undead Fortitude** Resist 0 hp with DC 5+damage Con save unless rad or crit; drop to 1 hp.

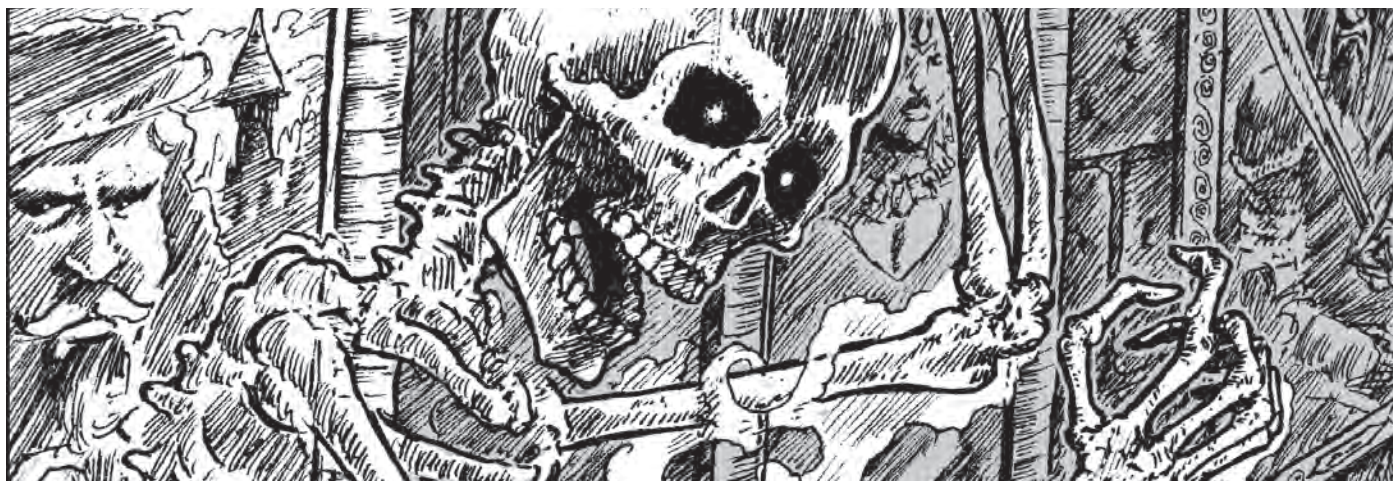
► **Multiattack** Frightful Presence, 1 bite, 2 claw.

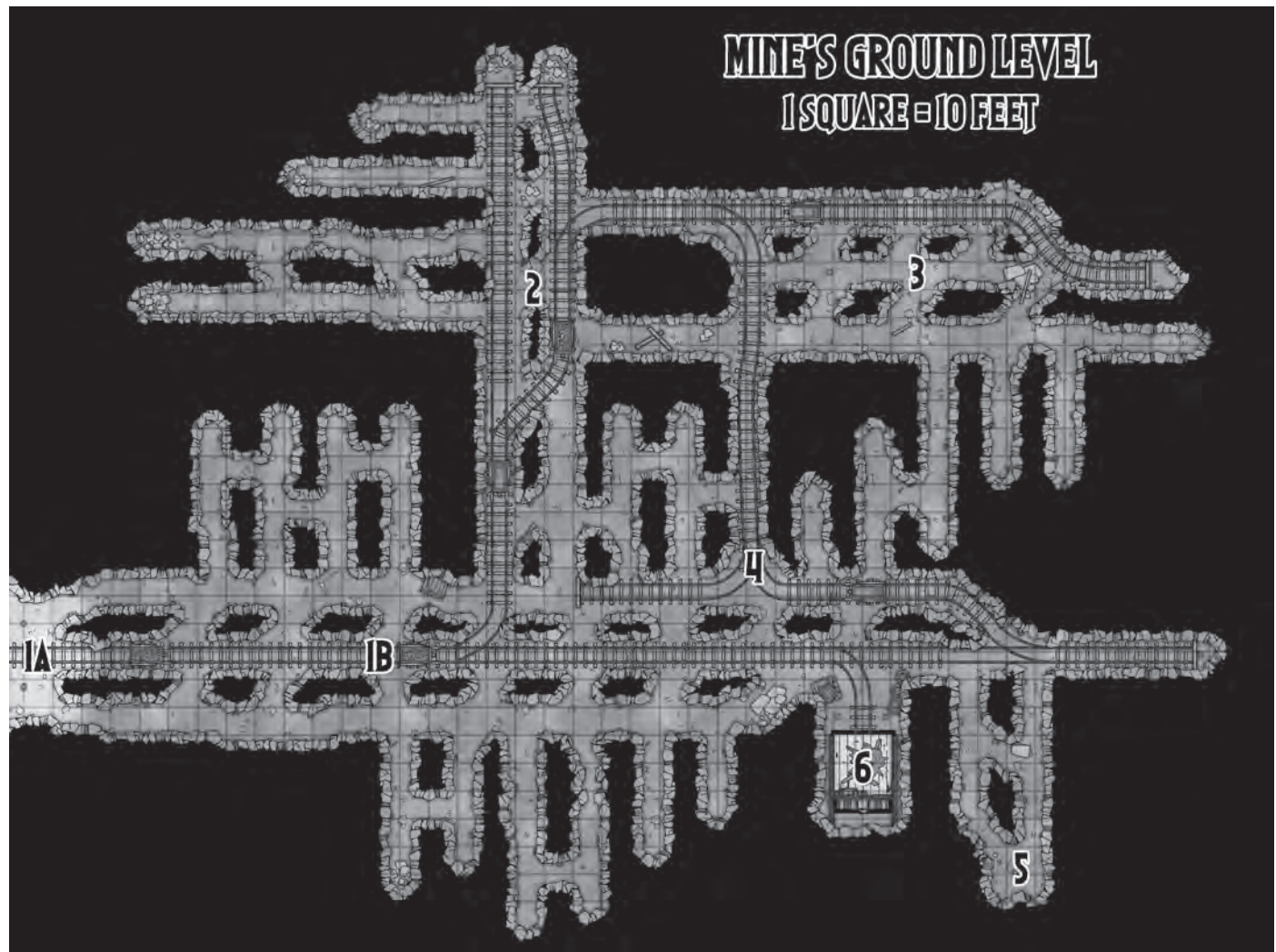
► **Melee** Bite (+14, 10 ft, 2d10+8 prc plus 2d6 ncr); Claw (+14, 5 ft, 2d6+8 slsh); Tail (+14, 15 ft, 2d8+8 bldg).

► **Frightful Presence** 120 ft, any creatures, DC 19 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.

► **Rotting Breath (Recharge 5-6)** 60 ft cone, DC 21 Dex save to halve 18d6 ncr; if reduced to 0 dies and rises as zombie.

► **Legendary Actions (3)** Detect (Perception -1 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (10 ft of dragon, DC 22 Dex save or 2d6+8 bldg and knocked prone; dragon can then fly up to half Spd).





MINE GROUND LEVEL KEYED LOCATIONS

The following locations are keyed to the mine's ground-level map, as shown on this page.

1 - Reaver and Cattle

The mine's main shaft runs just over 380 feet from the entrance to the easternmost point of the mine. A minecart track runs down its center.

Encounter: The Bats. Unless the characters defeat them in the small town surrounding the mine, The Bats (one **bandit captain** and four **bandits**) hold their ground near the front of the entrance, using a loaded minecart as cover. If the characters overpower The Bats, most of them surrender. Only Marland makes a run for it, fleeing deeper into the shaft. The others are too afraid of the ghosts and other creatures to follow him. If Marland escapes, he may appear throughout the rest of the adventure as a random encounter.

Development. If questioned, the bandits reveal that they know very little about the purpose of the mine. All they know is that they've seen ghosts lingering in the dark. They warn the characters

about the ghost they call "the lost man" who wanders around this level (this is the ghost in **area 4**). They also claim that they've seen "some sort of ghoulish woman" further into the mine (they're referring to the vampire spawn in **area 5**). Recognizing that fighting undead is "outside of their pay grade," they always remain close to the entrance. Because the mine is abandoned, they've enjoyed the relative peace they've found in this temporary headquarters.

If asked about *Goi*, The Bats recall seeing the automaton enter the mine a few weeks ago, just as they started to set up camp in the area. They steered clear of the machine, reasoning it was too powerful for them to handle.

Hazard: Ectoplasmic Rocks. One of the mine carts stuck on the main shaft's tracks (marked 1b on the map) is filled with ectoplasmic-tainted rocks. The first time a creature moves within 5 feet of the cart and each time it starts its turn near the rocks, it must make a DC 12 Constitution saving throw. On a failed saving throw, the creature takes 5 (1d10) necrotic damage and its hit point maximum is reduced by an amount equal to

the damage taken. If the creature's hit point maximum is reduced to 0, the creature dies. Otherwise, this reduction lasts until the creature completes a short or long rest.

A humanoid that dies from this damage returns as a **phantom** (see the Appendices) in 1 hour.

Bandit (4); Med humanoid; **AC 12; hp 11; Spd 30 ft; Str +0, Dex +1, Con +1, Int +0, Wis +0, Cha +0; PB +2; Senses PP 10; AL A NL; CR 1/8; XP 25.**

► **Melee** Scimitar (+3, 5 ft, 1d6+1 slsh).

► **Ranged** Lt Crossbow (+3, 80/320 ft, 1d8+1 prc).

Marland, Bandit Captain (1); Med humanoid; **AC 15; hp 65; Spd 30 ft; Str +2, Dex +3, Con +2, Int +2, Wis +0, Cha +2; Saves STR +4, DEX +5, WIS +2; PB +2; Senses PP 10; AL A NL; CR 2; XP 450.**

► **Multiaattack** 3 melee: 2 scimitar & 1 dagger, or 2 ranged: dagger.

► **Melee** Scimitar (+5, 5 ft, 1d6+3 slsh). Dagger (+7, 5 ft, 1d4+3 bldg, prc).

► **Ranged** Dagger (+7, 20/60 ft, 1d4+3 bldg, prc).

► **Reaction** Parry (+2 to AC vs visible melee atk if holding weapon).

2 - Mistranslated

This wide shaft runs perpendicular to the main shaft and terminates at the supply elevator at the far south end of this level.

Hazard: Whispers in the Dark. The first time a creature enters this area, it hears soft whispering somewhere in the dark. If the creature listens to the whispers, it must make a DC 15 Wisdom saving throw. A creature whose passive Wisdom (Perception) score is 11 or lower who chooses not to listen to the whispers automatically passes its saving throw. On a failed saving throw, the target becomes awestruck by the whispered words and becomes incapacitated for 1 minute. While incapacitated, the target is unable to speak. A *lesser restoration* spell or similar effect ends the incapacitated condition.

3 - Termites

This series of caverns is almost completely overrun with small, biting ants. The ants are harmless to the party—other than being a nuisance—content to chew on the wood of the timbers used to support the mine's ceilings.

4 - Lost

When the characters first enter this part of the mine but before they can see the ghost here (see below), read the following:

A man's voice cries out in the darkness ahead. "Hey! Johann! Helga! Where did you all go?"

The voice continues to call out for its lost companions, even claiming that it "dropped its lantern and can't see."

When the characters finally come within view of the voice's owner, read the following:

You finally catch a glimpse of the man who's been calling out for his friends: he swivels around and faces you—both of his eyes are gone, blood dripping from empty sockets. The man's body is translucent, betraying his ghostly nature.

"Hey!" he says again, black ooze sliding out of his ethereal mouth as he speaks. "Johann! Helga! Where did you all go?"

Encounter: The Lost Man. Other than being somewhat off-putting, this **ghost** is mostly harmless and won't attack unless provoked. It continues to feel its way around in the dark, interminably repeating the last events before its death.

Treasure: The Lost Man's Ring. Characters who investigate the area around the ghost and succeed on a DC 15 Wisdom (Perception) check spot a golden ring amid the loose gravel on the ground. The ring is worth 50 gp per level of the adventure.

Ghost (1), Med undead; **AC 11; hp 45; Spd 0 ft, fly 40 ft (hover); Str -2, Dex +1, Con +0, Int +0, Wis +1, Cha +3; Resist acid, fire, ltng, thndr; bldg, prc, slash nonmagic; Immune cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; PB +2; Senses darkvision 60, PP 11; AL A; CR 4; XP 1,100.**

► **Ethereal Sight** See 60 ft into Ethereal if on Material and vice versa;

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.

► **Melee** Withering Touch (+5, 5 ft, 4d6+3 ncr).

► **Etherealness** Enter Ethereal or Material Plane from either, visible in other but unaffected.

► **Horrorific Visage** Non-undead creature ≤ 60 ft DC 13 Wis save or frightened for 1 min. If failed by ≥ 5, ages 1d4x10 yrs; repeat end of turn; immune 24 hrs if success.

► **Possession (Recharge 6)** Humanoid ≤ 5 ft DC 13 Cha save or possessed; ghost controls body, immune to all but turn undead; until 0 hp, turn, or *dispel evil and good*; immune 24 hrs if success.

5 - Exsanguinated

This rugged section of caverns is home to a particularly vile and pitiful creature.

Encounter: Vampire Spawn. A vampire spawn named Katja lives here. Recently turned then subsequently abandoned by a stronger vampire, Katja loathes her own existence. However, she can't control her hunger. As soon as the characters appear, she steps forward, hoping they take pity on her. But as soon as she smells their blood, she attacks. If she takes radiant damage or is turned, she hisses and backs away, begging not to be harmed. She then drops to her knees and prays to the god she worshipped in life, tears of blood falling from her red eyes.

Treasure: Golden Idol. Katja prays to a golden amulet crafted to resemble a shining sun. She stole this relic from the mining village's chapel. The idol is worth 20 gp per level of the adventure.

Vampire spawn (1d4); Med undead; **AC** 15; **hp** 82; **Spd** 30 ft; **Str** +3, **Dex** +3, **Con** +3, **Int** +0, **Wis** +0, **Cha** +1; **Saves** DEX +6, WIS +3; **Resist** ncr; bldg, prc, slsh nonmagic; **PB** +3; **Senses** darkvision 60, PP 13; **AL** NE; **CR** 5; **XP** 1,800.

- ▶ **Regeneration** Regain 10 hp on turn if ≥ 1 hp unless takes rad, sunlight, or running water;
- ▶ **Spider Climb** Climb walls & ceiling w/o check.
- ▶ **Weaknesses** Forbiddance, Harmed by running water (20 acid), Stake to the heart, Sunlight hypersensitivity (20 rad).
- ▶ **Multiattack** 2 atks, only 1 of them bite.
- ▶ **Melee** Bite (+6, 5 ft, willing, grappled, restrained, or incapacitated creature, 1d6+3 prc plus 2d6 ncr, target max hp reduced by ncr on until long rest, dies at 0 max hp; vampire heals ncr); Claws (+6, 5 ft, 2d4+3 slsh or grapple DC 13).



6 - Foul and Carbonized

The mine's service elevator stands at the far end of this cavern. A pile of filth that reeks of soiled pig guts pools at the center of its rickety wooden platform. From within this gruesome pile, a bit of gold shines through.

The pile of guts was a miner that was turned to mush by a horrific aberration that—thankfully—evacuated the mine. Unfortunately for anyone who gets onto the elevator, the miner's spirit still lingers.

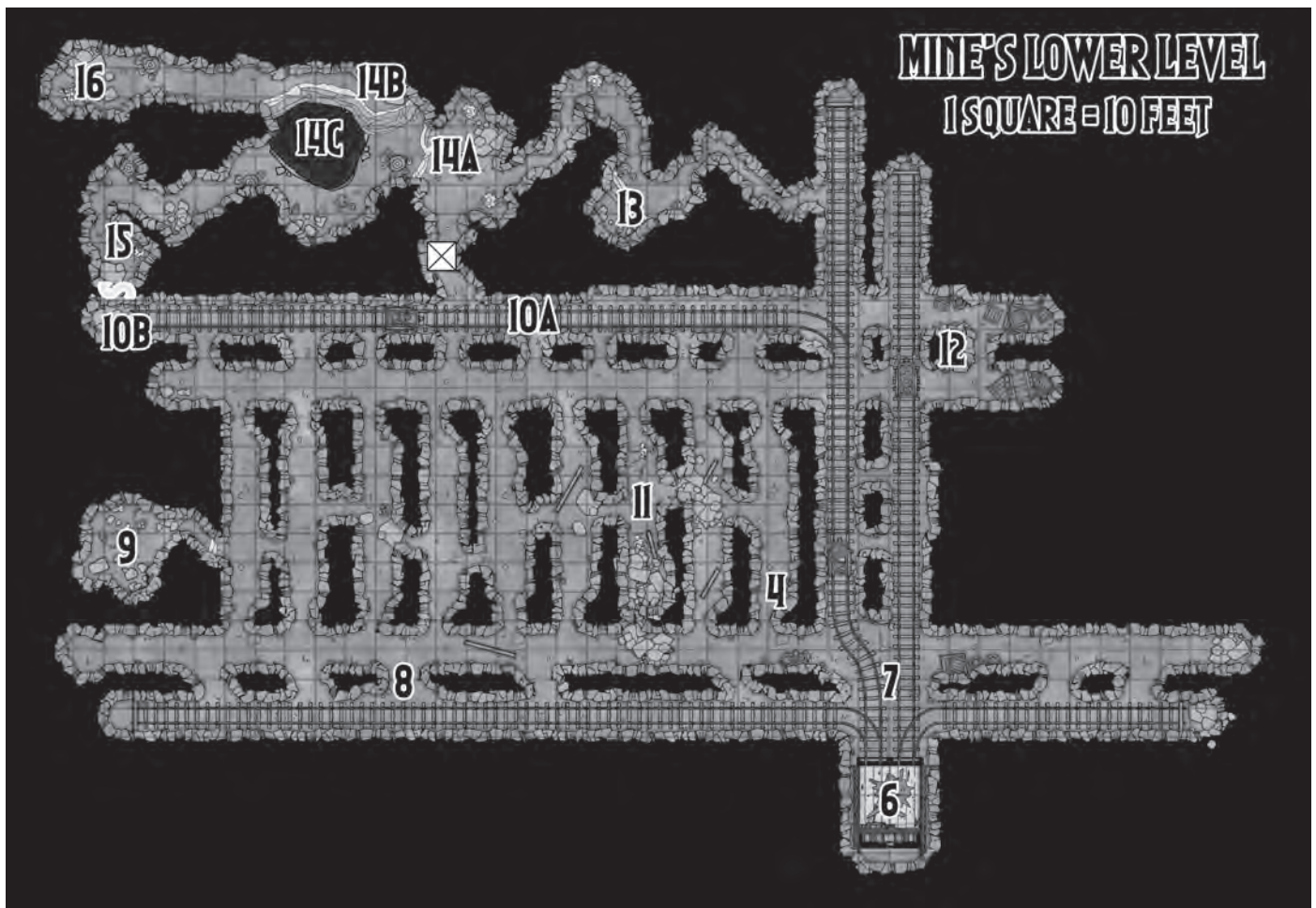
Hazard: Possessed Elevator. The elevator is possessed. When one or more creatures step onto the platform, the possessing spirit immediately drops the full 100 feet down into the lower level of the mine. Any creature on the platform when this happens must make a DC 15 Dexterity saving throw. A creature takes 35 (10d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful one.

A *detect evil and good spell* or similar effect (such as a paladin's Divine Sense) recognizes that the elevator is possessed. Sprinkling the contents of a flask of holy water over the elevator or using Channel Divinity to turn undead on it rids the elevator of the dead miner's spirit. Additionally, the elevator itself can be destroyed; it has AC 16, 100 hit points, and immunity to poison and slashing damage. Once destroyed, the miner evacuates the destroyed elevator's remains and takes the form of an invisible **specter** that immediately attacks the party.

Treasure: Golden Locket. The golden item amid the mushy remains of the miner is actually a golden locket. The letters "EGL" have been inscribed onto the locket. Inside, there is a clipping of perfumed black hair. The locket is worth 10 gp.

Riding the Elevator. So long as the characters rid the elevator of the possessing spirit, the vehicle still functions. It's relatively slow, taking a full 1 minute to descend to the lower level and vice versa.

If the elevator is destroyed, the characters will need to climb the elevator shaft to reach the lower level. If they lack a rope, they can use the timbers and elevator cables to do so with a successful DC 10 Strength (Athletics) check per 15 feet they descend.



MINE LOWER LEVEL KEYED LOCATIONS

The following locations are keyed to the map of the mine's lower level as shown on this page.

7 - Breathtaking

When the characters first enter this part of the mine, they're greeted by the sounds of a keening spirit

Encounter: Keening Lady. Before the characters even see her, they can hear her ghostly moans. The keening lady is a **phantom** (see the Appendices), and while she isn't immediately aggressive, she is hostile and seems to blame the characters for her death, frequently referring to them as "Apex men."

Phantom (1); Med undead; **AC 11; hp 22; Spd 0** ft, fly 40 ft (hover); **Str -2, Dex +1, Con +30, Int -2, Wis +1, Cha +1; Resist** acid, fire, ltng, thdr; **bldg, prc, slsh nonmagic; Immune** cold, ncr, psn; **charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; PB +2; Senses** darkvision 60, PP 11; **AL A; CR 1; XP 200.**

- ▶ **Incorporeal Movement** Move through objects, creatures as diff terrain, 1d10 frc if ends turn inside;
- ▶ **Sunlight Sensitivity** In sun, dis atks, checks, saves.
- ▶ **Melee** Ghostly Grasp (+3, 5 ft, 2d6 ncr).
- ▶ **Chilling Moan (Recharge 5-6)** Non-undead non-construct creatures ≤ 30 ft DC 13 Wis save to halve 2d8 cold and not frightened for 1 round, if fail by ≥ 5 also paralyzed.

8 - Bright

This long shaft running east-to-west is eerily quiet and cold.

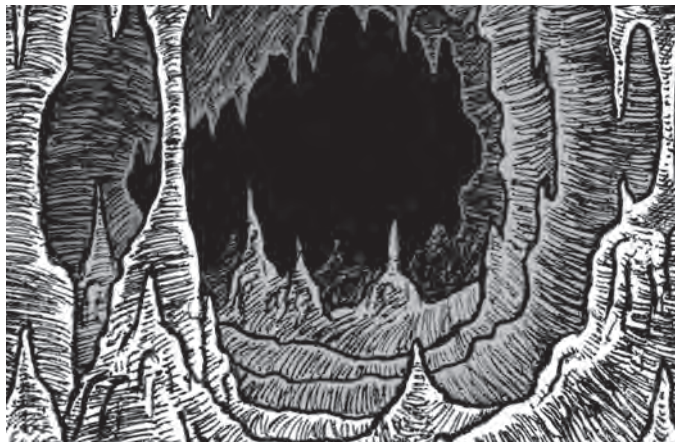
Encounter: Will-o'-Wisps. The characters might notice these orbs of light long before they actually realize what they're looking at. As soon as the will-o'-wisps notice the characters, they turn invisible and wait for the characters to come near before they attack. The number of will-o'-wisps encountered depends on the level of the adventure as shown on the table below.

Area 8 Encounters

Adventure Level	Encounter
5th	3 will-o'-wisps
8th	6 will-o'-wisps
11th	8 will-o'-wisps
14th	12 will-o'-wisps

Will-o'-wisp (3, 6, 8, or 12); Tiny undead; **AC** 19; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +9, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0; **Resist** acid, cold, fire, ncr, thdr; bldg, prc, slsh nonmagic; **Immune** ltng, psn; exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 120, PP 12; **AL** CE; **CR** 2; **XP** 450.

- **Consume Life** BA 1 creature 0 hp, target DC 10 Con save or die; wisp regains 3d6 hp;
- **Ephemeral** Cannot wear or carry anything;
- **Incorporeal Movement** Move through objects, creatures as diff terrain, 1d10 frc if ends turn inside;
- **Variable Illumination** Shed bright light 5-20 ft and dim light additional equal amount, adjust as BA.
- **Melee Shock** (+4, 5 ft, 2d8 ltng).
- **Invisibility** Wisp and light become invisible (concentration).



9 - Wereskeleton

This small natural cavern is home to a skeleton.

Encounter: Shadow Skeleton. This shadow skeleton (see the Appendices) remains perfectly motionless until a character comes near it. It then animates and attacks. Unless the characters use a spell like *detect evil and good* or a similar feature, such as a paladin's Divine Sense, to determine the true nature of the skeleton, they are caught by surprise.

Treasure: Clockwork Arm. A mechanical arm plated with brass lies on the floor of this natural chamber. It belongs to the clockwork hunter Goi. The shadow skeleton tore the arm off during a fight. Goi escaped, but the skeleton kept the arm.

Shadow skeleton (1); Med undead; **AC** 13; **hp** 52; **Spd** 30 ft, swim 40 ft; **Str** +0, **Dex** +3, **Con** +2, **Int** -1, **Wis** +0, **Cha** -1; **Resist** fire, prc, slsh; **Immune** psn; exhaustion, poisoned; **PB** +2; **Senses** darkvision 60, PP 10; **AL** NE; **CR** 2; **XP** 450.

► **Multiattack** 2 scimitar.

► **Melee Scimitar** (+5, 5 ft, 1d8+3 slsh).

► **Ranged Finger Darts** (+5, 30 ft, 1d4+3 prc plus 1d6 ncr, target DC 12 Con save or surrounded by shadows 1 min for extra 2d6 ncr from scimitar, end with DC 12 Arcana check or magical healing).

10 - Reversed and Gas

The northernmost section of the mine holds multiple threats, both of which vie for the characters' attention.

Encounter: Poisonous Gas Elemental. An acrid smell heralds the appearance of this creature, a poisonous gas elemental (see the Appendices). Tainted by the ectoplasm that runs through the lower levels of the mine, this former air elemental desires nothing more than to change clean air to poisonous air. As soon as it hears the characters, it attacks, determined to destroy them with its poison. In the 11th- and 14th-level versions of this adventure, there are two poisonous gas elementals instead of one.

Encounter: Backwards Man. This strange aberration appears to be a person crawling on all fours in a crab position, except its head is twisted completely around. Two purple tentacles crawl out of its mouth, each one oozing viscous saliva. Before the characters even encounter the backwards man (see the Appendices), it taunts them with its *minor illusion* spell. Once it puts itself into a strong tactical position, it attacks, targeting the weakest members of the party first. It may even wait for the party to engage the poisonous gas elemental before it attacks.

Backwards man (1); Med aberration; **AC** 14; **hp** 26; **Spd** 30 ft, climb 30 ft; **Str** +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +2; **PB** +2; **Senses** darkvision 60, PP 12; **AL** CE; **CR** 1; **XP** 200.

- ▶ **Innate Spellcasting** Wis (DC 12); At will: *minor illusion*; 1/day: *fog cloud*;
- ▶ **Regeneration** Regain 2 hp on turn if ≥ 1 hp;
- ▶ **Spider Climb** Climb walls & ceilings w/o check;
- ▶ **Tentacles** ≤ 2 tentacles, each AC 14, 5 hp, immune psy, or DC 12 Str check; replace next turn.
- ▶ **Multiattack** 2 tentacle, Reel.
- ▶ **Melee** Tentacle (+4, 25 ft, 2d6+2 bldg, grappled DC 14 & restrained).
- ▶ **Reel** Pull all grappled ≤ 10 ft closer.

Poisonous gas elemental (1 or 2); Lrg elemental; **AC** 15; **hp** 90; **Spd** 0 ft, fly 90 ft; **Str** +2, **Dex** +5, **Con** +2, **Int** -2, **Wis** +0, **Cha** -2; **Resist** ltng, thdr; bldg, prc, slsh nonmagic; **Immune** psn; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +3; **Senses** darkvision 60, PP 10; **AL** N; **CR** 8; **XP** 3,900.

- ▶ **Poisonous Gas Form** enter enemy space, move through 1 inch, creature starts turn in elemental DC 13 Con save to halve 4d10 psn and not poisoned 1 min; no save if not breathing.
- ▶ **Multiattack** 2 slam.
- ▶ **Melee** Slam (+8, 5 ft, 2d8+5 bldg plus 1d10).
- ▶ **Expand (1/Day)** 20-ft gas cloud around elemental, 1 min (concentration), heavily obscured, start turn DC 13 Con save to halve 4d10 psn and not poisoned 1 min; no save if not breathing.

11 - Lantern

Judging by the huge piles of rubble blocking many of the entrances into this section of caverns, it's clear there was a collapse at some point. When the characters approach, they spot greenish light shining out of the cavern. Whatever possesses the lantern whispers quietly in the dark as if it's speaking to unseen companions (it's speaking with the souls trapped in its lamp).

Encounter: Spirit Lamp. As soon as the characters see the face of the creature holding the lamp, it grins at them with its skinless visage and says, with glee, "So glad you could join us!" The **spirit lamp** (see the Appendices) fights until destroyed. In the 11th- and 14th-level versions of this adventure, the spirit lamp is joined by five **specters** that obey its commands.

Treasure: Spirit Lamp. When the spirit lamp is destroyed, it leaves its haunted lantern behind. See the spirit lamp's stat block in the Appendices for details on the lamp's curse.

Specter (0 or 5); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

- ▶ **Incorporeal Movement** Move through objects, creatures as diff terrain, 1d10 frc if ends turn inside;
- ▶ **Sunlight Sensitivity** In sun, dis atks, checks, saves.
- ▶ **Melee** Life Drain (+4, 5 ft, 3d6 ncr, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

Spirit lamp (1), Med undead; **AC** 17; **hp** 82; **Spd** 40 ft; **Str** +1, **Dex** +4, **Con** +3, **Int** +1, **Wis** +2, **Cha** +4; **Saves** DEX +7, CON +6; **Resist** bldg, prc, slsh nonmagic; **Immune** ncr, psn, psy; charmed, frightened, poisoned, unconscious; **PB** +3; **Senses** PP 15; **AL** CE; **CR** 7; **XP** 2,900.

- ▶ **Jumpy** BA to Disengage, can't be surprised;
- ▶ **Lantern Spirits** While open, creatures start turn ≤ 30 ft half Spd & DC 15 Wis save to halve 3d6 ncr, continue after lamp's death until closed;
- ▶ **Lantern's Light** BA to open or close, if open bright light 30 ft, dim light additional 30, lamp can only see in lantern light which can't be darkened by magic;
- ▶ **Spirit Lantern** Lantern immune to dmg & spells while lamp alive, opens on death; AC 17, 50 hp, immune prc, psn, psy; creature touches DC 15 Cha save or cursed & frightened of dark, bound to lantern, repeat at dawn.
- ▶ **Multiattack** 3 atks.
- ▶ **Melee** Spirit Claw (+7, 5 ft, 1d6+4 ncr).
- ▶ **Ranged** Lantern Beam (+7, 60 ft, 2d10 fire).

12 - Collapse

Crates and barrels crowd this section of the mine. Haphazardly placed timbers hold up the buckling ceiling overhead.

Hazard: Unstable Ceiling. The ceilings here are particularly sensitive to activity. The first time a character enters this area, sand and gravel tumble from the ceiling—then, part of the ceiling slips. If the character leaves, nothing else happens. But if they mess with the contents of the crates or try to move through the area, the entire thing collapses. See the section "Unstable" under General Feature on page 71.

Investigation. The crates and barrels are full of building supplies and tools. Altogether, these trade goods weigh 500 pounds and are worth a total of 50 gp.

13 - Snacks

This narrow pit is 15 feet deep.

Encounter: Hungry Worms. Worm-like creatures live at the bottom of this pit. When the characters pass through the area, the creatures slither out of hiding and attack. The types and number of the creatures the characters encounter depend on the level of the adventure, as shown on the table below.

Area 13 Encounters

Adventure Level	Encounter
5th	2 gricks
8th	4 gricks
11th	1 remorhaz
14th	1 remorhaz

Grick (0, 2, or 4); Med monstrosity; **AC** 14; **hp** 27; **Spd** 30 ft, climb 30 ft; **Str** +2, **Dex** +2, **Con** +0, **Int** -4, **Wis** +2, **Cha** -3; **Resist** bldg, prc, slsh nonmagic; **PB** +2; **Senses** darkvision 60, PP 12; **AL** N; **CR** 2; **XP** 450.

► **Stone Camouflage** Adv on Stealth to hide in rocks.

► **Multiattack** 1 tentacle, if hit, beak against same target.

► **Melee** Tentacles (+4, 5 ft, 2d6+2 slsh); Beak (+4, 5 ft, 1d6+2 prc).

Remorhaz (0 or 1); Huge monstrosity; **AC** 17; **hp** 195; **Spd** 30 ft, burrow 20 ft; **Str** +7, **Dex** +1, **Con** +5, **Int** -3, **Wis** +0, **Cha** -3; **PB** +4; **Immune** cold, fire; **Senses** darkvision 60, tremorsense 60, PP 10; **AL** U; **CR** 11; **XP** 7,200.

► **Heated Body** 3d6 fire for touch, 5 ft melee atk.

► **Melee** Bite (+11, 10 ft, 6d10+7 prc plus 3d6 fire, grappled DC 17 & restrained).

► **Swallow** Bites grappled creature, swallow on hit; blinded & restrained, total cover, 6d6 acid start of remorhaz' turn; ≥ 30 dmg in 1 turn DC 15 Con save or regurgitate swallowed; on death exit prone with 15 ft).



14 - Purgatory, Urn, and Opposite

There is a gaping hole in the center of this large cavern's floor. Damp stalagmites jut up from the floor like daggers, while stalactites 20 feet above drip constant water into the area and the hole.

Trap: Smaller Concealed Pit. The huge pit at the center of this area isn't the only falling danger here. The backwards man from **area 10a** dug a pit in the narrow passage connecting **areas 10** and **14**, masking its 10-foot-square hole with a gray canvas tarp. Any creature that steps onto the tarp falls 10 feet into the pit and lands on a bed of rusty rail spikes, taking 3 (1d6) bludgeoning damage plus 3 (1d6) piercing damage. If the backwards man is still alive, it creeps to the area to inspect what its trap caught. Spotting the trap beforehand requires a successful DC 15 Wisdom (Perception) check. The sides of the pit are flush with the passageway; therefore, there's no way to edge around the pit. The characters will have to create a bridge or jump over the pit to cross to the opposite side.

Hazard: Big Hole. The massive hole (**area 14c**) descends 120 feet down to the caverns below the mines (**area 14d**). A pool of magical *darkness* (as the spell) forms at the bottom of the pit, making it appear deeper than it truly is (see below). A creature who falls into the cavern takes 3 (1d6) bludgeoning damage for every 10 feet they fall, to a maximum of 42 (12d6), plus 2 (1d4) damage from the stalagmites at the bottom of the pit.

Hazard: Tricky Ledge. An angled ledge rises 10 feet above the northside of the massive hole. Any creature that walks across the ledge must succeed on a DC 10 Dexterity (Acrobatics) check or slip off the edge and fall into a hole. A creature can opt to move at only half its movement speed to avoid making this check. Additionally, any creature that takes bludgeoning or thunder damage or falls prone while standing on the ledge must make a DC 10 Dexterity saving throw or fall into the pit.

Encounter: Floating, Glowing Undead. A mess of **skull lanterns** (see the Appendices) and/or **will-o'-wisps** drift over the hole here. The number and variety depend on the level of the adventure, as shown on the table below.

Area 14 Encounters

Adventure Level	Encounter
5th	8 skull lantern
8th	6 skull lanterns and 2 will-o'-wisps
11th	3 skull lanterns and 5 will-o'-wisps
14th	8 will-o'-wisps

Trap: Darkness. A 15-foot-radius sphere of magical *darkness* (as per the spell) blankets the bottom of the hole. The darkness conceals the presence of jagged stalagmites that litter the ground. Any creature that can't see through magical darkness that moves through the area takes 2 (1d4) piercing damage for every 5 feet they move. Additionally, there is a 10-foot-high sheer drop at the east end of this cavern which has also been concealed by the darkness. Unless the creature stops itself and checks for the ledge, it will tumble over the edge, taking 3 (1d6) damage from the fall.

Low Passage. The tunnel that leads from area 14b to area 16 is relatively low (see below for details).

Treasure: Brass Helmet. Characters who search the northern ledge and succeed on a DC 13 Wisdom (Perception) check discover a helmet made of brass. During its fight with the imps in area 16, Goi dropped its helmet. The helmet is worth 250 gp.

Skull lantern (0, 3, 6, or 8), Tiny undead; **AC** 13; **hp** 14; **Spd** 0 ft, fly 30 ft (hover); **Str** -5, **Dex** +3, **Con** +1, **Int** -4, **Wis** -2 **Cha** -3; **Saves** DEX +5; **Immune** psn; charmed, exhaustion, frightened, paralyzed, poisoned, prone, unconscious; **PB** +2; **Senses** PP 8; **AL** U; **CR** 1/4; **XP** 50.

► **Flare** In magic darkness, 30-ft-radius sphere bright light 1d4 rounds, after inert 1 week, 50% chance of reactivating then or never;

► **Illumination** bright light 20 ft, dim light +20 ft;

► **Undead Fortitude** Resist 0 hp with DC 5+damage Con save unless rad or crit; drop to 1 hp.

► **Melee** Bite (+5, 5 ft, 1d4+3 prc).

► **Fire Beam (Recharge 6)** 15-ft line DC 13 Dex save to halve 2d6 fire.

Will-o'-wisp (0, 2, 5, or 8); Tiny undead; **AC** 19; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +9, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0; **Resist** acid, cold, fire, ncr, thdr; bldg, prc, slsh nonmagic; **Immune** ltng, psn; exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 120, PP 12; **AL** CE; **CR** 2; **XP** 450.

► **Consume Life** BA 1 creature 0 hp, target DC 10 Con save or die; wisp regains 3d6 hp;

► **Ephemeral** Cannot wear or carry anything;

► **Incorporeal Movement** Move through objects, creatures as diff terrain, 1d10 frc if ends turn inside;

► **Variable Illumination** Shed bright light 5-20 ft and dim light additional equal amount, adjust as BA.

► **Melee** Shock (+4, 5 ft, 2d8 ltng).

► **Invisibility** Wisp and light become invisible (concentration).



15 - Shadowy

This cavern appears to be empty except for a handful of dead rats sprawled on the floor.

Hazard: Natural Gas. Natural gas fills this small cavern. The gas is odorless and colorless. Any creature that enters the area or starts their turn here must succeed on a DC 10 Constitution saving throw, or become poisoned until the start of their next turn.

If a flame is brought into this area, such as one caused by a lantern, torch, or a spell like *burning hands* or *fire bolt*, an explosion occurs. The explosion acts exactly like the *fireball* spell centered on the flame's source, except it is nonmagical. Additionally, the explosion may result in a ceiling collapse, as detailed in the section "Unstable" in General Features on page 71.

Investigation. Collapsed Passageway. A collapsed passageway connects this area to area 10b, noticeable with a successful DC 15 Intelligence (Investigation) check. A Small or larger creature can spend 30 minutes removing enough rocks to move through the passageway. Cut the time in half if one or more Small or larger creatures assist. Removing the rocks also reveals the presence of a dead miner caught under the collapse. The miner has a pair of silver earrings, each one worth 10 gp.

16 - Sulfur

The passage that leads into this cavern is relatively low—2.5 feet tall at its lowest point and only 4 feet tall at its highest point. Medium creatures will need to crawl to get through the tunnel, and Large creatures can't pass through.

A small, 2-foot-tall "palace" built of human skulls stands at the center of this natural cavern. If the characters were careful while approaching this area, they can hear two tiny creatures bickering at each other in infernal.

Encounter: Two Imps. Two imps named Laurent and Helora the Bloody live together in the skull palace. The imps once served members of the devil-worshipping cult that lived in a temple far below the mine but were freed of service when their masters died. Thanks to a loophole in their contract, the imps were not required to return to the domain from whence they came. They now live unhappily ever after together in this palace of skulls.

The pair know better than to attack a well-armed party. Instead, they prefer to ingratiate themselves with the characters, offering a few free bits of information about the dangers that lie ahead. With the exception of random encounters, the imps know almost every encounter, danger, and trap in the three levels of this mine (and perhaps beyond, if you so please). However, they only give up so much for free. Once they've answered two or three questions, the pair ask for gifts in exchange for the rest of their knowledge. Their requests are usually fairly simple, as they're most interested in magical components, particularly those with a gp cost, but will settle for any components used in the casting of 4th-level and higher sorcerer, warlock, or wizard spells.

If either imp is attacked, they both turn invisible and flee the area.

Treasure: Components Hoard. The imps hoard the magical components they've gathered over their long years in a small hole in the middle of their skull palace. This collection includes the following items:

- ▶ 500 gp worth of diamond powder stored in a small gold box (the box is worth 10 gp itself)
- ▶ 300 gp worth of ruby dust kept in a cracked ceramic mug
- ▶ 100 gp worth of gold dust kept in a rat's skull
- ▶ 75 gp worth of jade dust kept in a leather glove
- ▶ 25 gp worth of charcoal in a small bag
- ▶ 6 crystals (used as arcane foci), each one worth 10 gp
- ▶ 4 component pouches worth of arcane components
- ▶ 2 orbs (used as arcane foci), each worth 20 gp
- ▶ 1 wand (used as an arcane focus) worth 10 gp
- ▶ 1 flask of holy water wrapped in leather with the warning "Danger!" written over it in Infernal
- ▶ 1 pearl worth 100 gp set into the face of a ragged doll
- ▶ 1 glass eye worth 100 gp (the eye is painted like a snake's eye)

Imp (2); Tiny fiend; **AC** 13; **hp** 10; **Spd** 20 ft, fly 40 ft; **Str** -2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2; **Resist** cold; bldg, prc, slsh nonmagic, silver; **Immune** fire, psn; poisoned; **PB** +2; **Senses** darkvision 120, PP 11; **AL** LE; **CR** 1; **XP** 200.

- ▶ **Shapechange** Ac change to rat, raven, spider;
- ▶ **Devil's Sight** Immune magic darkness;
- ▶ **Magic Resistance** Adv on saves vs. magic.
- ▶ **Melee** Sting (+5, 5 ft, 1d4+3 prc, target DC 11 Con save for half 3d6 psn).
- ▶ **Invisibility** Turn invisible (concentration) until atk.





CAVERNS KEYED LOCATIONS

The following locations are keyed to the map of the caverns on this page.

17 - Plasma, Meniscus, and Evaporate

A river of green-glowing ectoplasmic ooze divides this passage in half. The ooze is 10 feet below this passage. See General Features for a description of the ectoplasm that permeates this level of the mine.

Encounter: Drowned Maiden. A drowned maiden (see the Appendices), empowered by the ectoplasm that slides through this area, hides at the bottom of the cliff (area 17a). She tries to surprise the party by grabbing one or more of the characters with her hair. From there, she attempts to drag them into the ectoplasmic river.

Hazard: Ectoplasm River. In addition to the dangers normally associated with the ectoplasm (see page 41), the current here is strong. Any creature that enters this area on a turn or starts its turn here must make a DC 13 Strength saving throw. On a failed saving throw, the creature is knocked prone, restrained until the start of its next turn, and pushed 30 feet down the river towards area 18.

Drowned maiden (1); Med undead; AC 15; hp 90; Spd 30 ft, swim 40 ft; Str +2, Dex +3, Con +0, Int +0, Wis +1, Cha +4; Saves DEX +6, CHA +7; Resist bldg, prc, slsh nonmagic, silver; Immune ncr, psn; charmed, exhaustion, frightened, paralyzed, poisoned; PB +3; Senses darkvision 60, PP 11; AL NE; CR 5; XP 1,800.

- ▶ **Grasping Hair** 3 strands, each AC 19, 15 hp, immune ncr, psn, psy, resist bldg, prc, slsh non-magic, silver; or DC 15 Str check;
- ▶ **Innate Spellcasting** Cha (DC 15); At will: *disguise self*, *silence*.
- ▶ **Multiattack** 2 claw & 1 hair, or replace each with kiss.
- ▶ **Melee** Claw (+6, 5 ft, 1d8+3 slsh); Hair (+6, 20 ft, 2d10+3 slsh, grapple DC 16, can grapple ≤ 3).
- ▶ **Kiss** 1 grappled target 5 ft DC 15 Cha save or 1d6 Str dmg.
- ▶ **Reel** Pull 1 ≤ Lrg grappled ≤ 15 ft closer.

18 - Heffalumps, Ectoplasm, and Elves

The ectoplasmic river ends here, pooling in a massive, green-glowing sea of necrotically-charged slime. An old cobbled road lined with statues depicting some ancient forgotten god cuts through the area before it dips into the ooze and disappears.

Hazard: Ectoplasmic Sea. This massive ocean of slime extends far beyond the scope of the map of these caverns. The lake is deep, too, approximately 10 feet deep just 10 feet from the shore. Refer to the section "Ectoplasm" under General Features on page 71 for details on this hazard.

Encounter: Phantoms. The first time the characters enter this part of the mine, four **phantoms** stand along the ectoplasm's "shore", bemoaning their curse. Unaware of their dangerous nature, they continue to keel, but won't attack unless the characters attack them first. If the characters attack, more phantoms appear in the ectoplasmic sea. The number of phantoms that appear each round depends on the level of the adventure, as shown on the table below. The phantoms continue to appear until the characters exit the chamber. Phantoms created here will not chase the characters to other parts of the caverns.

Regenerating Phantoms

Adventure Level	Phantoms Appearing
5th	1d4 phantoms
8th	1d4 + 2 phantoms
11th	2d6 + 2 phantoms
14th	2d6 + 4 phantoms

Phantom (1-16); Med undead; **AC** 11; **hp** 22; **Spd** 0 ft, fly 40 ft (hover); **Str** -2, **Dex** +1, **Con** +30, **Int** -2, **Wis** +1, **Cha** +1; **Resist** acid, fire, ltng, thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** cold, ncr, psn; **charmed**, **exhaustion**, **frightened**, **grappled**, **paralyzed**, **petrified**, **poisoned**, **prone**, **restrained**; **PB** +2; **Senses** darkvision 60, PP 11; **AL** A; **CR** 1; **XP** 200.

► **Incorporeal Movement** Move through objects, creatures as diff terrain, 1d10 frc if ends turn inside;

► **Sunlight Sensitivity** In sun, dis atks, checks, saves.

► **Melee** Ghostly Grasp (+3, 5 ft, 2d6 ncr).

► **Chilling Moan (Recharge 5-6)** Non-undead non-construct creatures ≤ 30 ft DC 13 Wis save to halve 2d8 cold and not frightened for 1 round, if fail by ≥ 5 also paralyzed.



19 - Gossamer, Drums, and Nemesis

A 40-foot-deep chasm splits this area in half. Purple spider webs spread between both sides of the chasm offer a gruesome makeshift bridge.

Hazard: Deathweaver Webs. The webs were woven by a deathweaver, a huge spider imbued with necromantic energy. When a creature enters the webs, it must succeed on a DC 14 Dexterity saving throw or become restrained by webbing. While restrained, the target takes 3 (1d6) necrotic damage at the start of each of its turns. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage). A humanoid slain by the webs rises 24 hours later as a web zombie under the deathweaver's control (max 12), unless the humanoid is restored to life or its body is destroyed.

Encounter: Deathweavers and Web Zombies. One or more deathweavers hide at the bottom of the chasm. As soon as its webs are touched, it casts *darkness* and ascends with its undead minions. The nature of the encounter depends on the level of the adventure, as shown on the table below.

Area 19 Encounter

Adventure Level	Encounters
5th	1 deathweaver with 2 web zombies
8th	2 deathweavers with 4 web zombies
11th	3 deathweavers with 6 web zombies
14th	2 deathweavers and 1 corpse mound



Development. Although vicious and eager to kill trespassers, the deathweavers value their own existence. Unlike their minions, they are living creatures. If pressed, the creatures surrender and barter their lives for one or more of the following things:

- ▶ The remains of the automaton, Goi, lies amid a cluster of stalagmites on the south side of the chasm. Goi no longer functions, but the characters are free to take its body.
- ▶ The spiders will allow the characters to ride their back across the chasm, surpassing the dangerous touch of their webs.
- ▶ All three spiders are descendants of an ancient deathweaver who escaped from the nearby necropolis (see **area 25**). They've never traveled beyond these caverns, but they know the necropolis is the source of the ectoplasmic river that flows through the region.

Corpse mound (0 or 1); Huge undead; **AC** 16; **hp** 207; **Spd** 30 ft; **Str** +7, **Dex** +0, **Con** +5, **Int** -1, **Wis** +0, **Cha** -1; **Saves** CON +9, INT +3, WIS +4; **Resist** ncr; **Immune** psn; charmed, exhaustion, frightened, poisoned; **PB** +4; **Senses** darkvision 60, PP 10; **AL** NE; **CR** 11; **XP** 7,200.

- ▶ **Absorb the Dead** If \geq Sml non-undead \leq 20 ft dies, absorbs & regains 10 hp;
- ▶ **Noxious Aura** Creature end turn \leq 20 ft DC 17 Con save or poisoned 1 round, success immune 24 hrs;
- ▶ **Zombie Drop** start of turn drops 1 zombie, takes turn after mound, \leq 10 zombies total.
- ▶ **Multiattack** 2 weapon atks.
- ▶ **Melee Slam** (+11, 5 ft, 2d10+7 bldg plus 3d6 ncr, target grappled DC 17 & restrained).
- ▶ **Ranged Bone Shard** (+11, 30/120 ft, 2d6+7 prc plus 3d6 ncr, target DC 17 Str save or prone & restrained, DC 17 Athletics to end).
- ▶ **Envelop Slam** restrained creature, envelop on hit; blinded & restrained, total cover, 6d6 ncr start of mound's turn; DC 17 Str save as ac to escape; \geq 30 dmg in 1 turn from enveloped creature DC 17 Con save or expel; on death exit prone with 10 ft; \leq 4 enveloped.

Deathweaver (1, 2, or 3); Huge monstrosity; **AC** 16; **hp** 95; **Spd** 40 ft, climb 40 ft; **Str** +3, **Dex** +2, **Con** +3, **Int** -2, **Wis** +1, **Cha** +2; **Resist** ncr; **PB** +3; **Senses** blindsight 20, darkvision 60, PP 14; **AL** NE; **CR** 5; **XP** 1,800.

- ▶ **Innate Spellcasting** Cha (DC 13, +5); At will: *chill touch*; 3/day: *darkness*, *ray of enfeeblement*; 1/day: *vampiric touch*;
- ▶ **Spider Climb** Climb walls & ceilings w/o check;
- ▶ **Web Sense** Knows exact location of creature in same web;
- ▶ **Web Walker** No move restriction by webbing.
- ▶ **Multiattack** 2 bite.
- ▶ **Melee Bite** (+6, 5 ft, 2d6+3 prc, target DC 14 Con save to halve 2d8 ncr, if reduced to 0, stable, but poisoned & paralyzed 1 hour).
- ▶ **Ranged Web**, Recharge 5-6 (+5, 40/80 ft, target restrained, 1d6 ncr each round, ac DC 14 Str check to escape, destroy web AC 10, hp 5, vuln fire, immune bldg, ncr, psn, psy; if dies, rises as web zombie after 24 hrs).

Web zombie (0, 2, 4, or 6), Med undead; **AC** 8; **hp** 22; **Spd** 20 ft, climb 30 ft; **Str** +1, **Dex** -2, **Con** +3, **Int** -4, **Wis** -2, **Cha** -3; **Saves** WIS +0; **Immune** psn, poisoned; **PB** +2; **Senses** darkvision 60, PP 8; **AL** NE; **CR** 1; **XP** 200.

- ▶ **Undead Fortitude** Resist 0 hp with DC 5+damage Con save unless rad or crit; drop to 1 hp;
- ▶ **Web Walker** No move restriction by webbing.
- ▶ **Multiattack** 2 slam, if both hit \leq Med creature, restrained; DC 11 Str as ac to escape, or webbing AC 10, hp 5, vuln fire, immune bldg, ncr, psn, psy.
- ▶ **Melee Slam** (+3, 5 ft, 1d6+1 bldg plus 1d6 ncr).

20 - Seismic

This natural cavern hosts hundreds of spiky natural rock formations. Beyond that, it's empty.

21 - Binding

A 35-foot-wide, 50-foot-deep chasm divides this passageway.

Encounter: Will-o-wisps. Three will-o'-wisps drift casually over the chasm. If the creatures hear the characters coming, they turn invisible and wait for them to come near before they attack.

Treasure: Skeleton. A humanoid skeleton lies at the bottom of this chasm, adorned with jewelry worth 500 gp plus 100 gp per level of this adventure. Additionally, the skeleton still clutches an item, determined by the level of this adventure as shown on the table below.

Area 21 Treasure

Adventure Level	Treasure
5th	<i>ring of mind shielding</i>
8th	<i>staff of swarming insects</i>
11th	<i>wand of fear</i>
14th	<i>talisman of ultimate evil</i>

Will-o'-wisp (3); Tiny undead; **AC** 19; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +9, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0; **Resist** acid, cold, fire, ncr, thdr; bldg, prc, slsh nonmagic; **Immune** ltng, psn; exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 120, PP 12; **AL** CE; **CR** 2; **XP** 450.

- **Consume Life** BA 1 creature 0 hp, target DC 10 Con save or die; wisp regains 3d6 hp;
- **Ephemeral** Cannot wear or carry anything;
- **Incorporeal Movement** Move through objects, creatures as diff terrain, 1d10 frc if ends turn inside;
- **Variable Illumination** Shed bright light 5-20 ft and dim light additional equal amount, adjust as BA.
- **Melee** Shock (+4, 5 ft, 2d8 ltng).
- **Invisibility** Wisp and light become invisible (concentration).

22 - Ghastly

This room was once the base of an old gate tower that has since collapsed. Ashes cover the floor, leaving few clues to its purpose beyond a charred wooden door that once stood against the southern wall.

Investigation: Hidden Jewelry. If a character spends 10 minutes searching through the rubble and succeeds on a DC 15 Intelligence (Investigation) check, they discover a piece of ancient gold jewelry set with aquamarine sapphires. This piece of jewelry is worth 1,000 gp.

23 - Skeletons

Hundreds of humanoid skeletons litter the floor of this low-lying cavern. The bones are relatively old; whatever once collected them no longer lives here.

Investigation: Collapsed Passageway. This area was once connected to **area 24**, but an earthquake sealed the passage connecting the two. Fortunately, most of the stones can be moved out of the way, a fact that's noticeable with a successful DC 15 Intelligence (Investigation) check. A Small or larger creature can spend 30 minutes removing enough rocks to move through the passageway. Cut the time in half if one or more Small or larger creatures assist.



24 - Powder

This small room contains part of the cobblestone highway that once ran through this entire area.

Hazard: Highly Unstable. This area is much more unstable compared to the rest of the caverns and mine. The first time a character enters this area, sand and gravel tumble from the ceiling. If the character leaves, nothing else happens. But if they try to move further, they must do so carefully—the characters must succeed on a DC 13 Dexterity (Acrobatics) check to move through the area. They can make this check with advantage if they move no more than 5 feet on their turn. If the check fails, the ceiling collapses as described in the "Unstable" section under General Features on page 71.

Investigation: Discarded Ring. A jeweled ring that once belonged to the same skeleton at the bottom of the chasm in **area 21** rests atop a rock at the center of the room. The nature of the ring depends on the level of the adventure, as shown on the table below.

Area 24 Treasure

Adventure Level	Treasure
5th	<i>ring of water walking</i>
8th	<i>ring of free action</i>
11th	<i>ring of telekinesis</i>
14th	<i>ring of three wishes</i> (only one wish remains)



25 - Anthropologist

This tower base is mostly identical to the one in **area 22**, except it still offers a narrow—albeit rubble-strewn—passage to the old highway that connects this area to the ancient city east of the caverns (see **area 26**).

26 - Bitterstern

For some unknown reason, this area smells of fungus, ooze, and sweet herbs. When the characters first enter this read the following:

A 20-foot-wide length of cobblestone road stands before you. The passageway seemingly starts at a pile of collapsed boulders at the west end of the area then stretches beyond your field of vision to the east. Statues depicting fiendish, serpentine creatures with jade horns stand at 10-foot intervals along the entire path. Each one is hunched over with its stony claws splayed at its side, almost as if it was ready to jump off its pedestal and attack.

The ceilings here are 30 feet high and arched.

It appears you've stumbled onto an ancient subterranean highway.

The nature of this unground road and where it leads is not covered in this adventure but may be detailed in a future adventure in *BroadSword*. In the meantime, you are free to add whatever you like at the far eastern end of the highway. Alternatively, the highway could end in another pile of rubble some 400 feet ahead.

Treasure: Jade Horns. There are a total of thirty statues still guarding the highway. Despite their menacing appearance, they are not sentient creatures or trapped. Each statue is fitted with a pair of horns carved from jade; a single pair of horns is worth 250 gp (for a grand total of 7,500 gp for all thirty pairs).

CONCLUDING THE ADVENTURE

Once the characters recover Goi's body in **area 19**, they can return the body to Doctor Karina Arneth and collect their prize without any fuss. The nature of the ectoplasmic river that runs through the mine is of particular interest to Arneth. If you choose to build on this adventure and tack on a follow-up adventure involving the lost city hinted at in **area 26**, Karina will direct the characters to return with samples of the ooze—if they didn't already. Once she has a sample in place, she wants to find its source.

If The Bats survive their encounter with the characters and the characters let them go free, they change locations. Despite the abandoned nature of the town surrounding the Apex Mine, the ghosts are too much for them to handle. They'd rather try their luck with the law.

Many of the spirits and apparitions that haunt the mine have their own stories which you can embellish upon, especially if you use some of the hooks offered on The Haunted Mine Hooks table on page 69. Once the locals hear that the characters have no trouble entering the mine to deal with its issues, the characters might find regular work recovering artifacts and uncovering the mystery surrounding some of the undeads' deaths. Ω

APPENDICES

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RANDOM APPARITION GENERATOR

The tables below offer a quick and easy way to generate incorporeal dead for your adventure.

SPIRIT BASICS

The following set of tables helps you identify the type of spirit at the center of the adventure.

First, roll or choose an attitude on the Spirit Attitude table, then roll on the appropriate table to determine the type of spirit. After you know the type of spirit that will encounter the characters, determine its appearance, origin, anchors, and triggers.

For ghosts and keening spirits, roll on the Horrifying Visage table to determine how the spirit appears when it uses its Horrifying Visage trait.

<i>Spirit's Attitude</i>		<i>Indifferent Spirit</i>	
d6	Attitude	d100	Spirit
1	Friendly	01-50	Ghost
2-4	Indifferent	51-75	Poltergeist
5-6	Hostile	76-00	Will-o'-Wisp

<i>Friendly Spirit</i>		<i>Ghost Appearance</i>	
d100	Spirit	1d20	Appearance
01-80	Ghost	1	Beauteous
81-90	Poltergeist	2	Bestial
91-00	Will-o'-Wisp	3-4	Corrupted

<i>Hostile Spirit</i>		<i>Ghost Appearance</i>	
d100	Spirit	1d20	Appearance
01-20	Ghost	5	Distorted
21-25	Keening Spirit	6-13	Humanoid
26-45	Poltergeist	14	Monstrous
46-70	Specter	15	Object
70-90	Will-o'-Wisp	16-18	Preserved
91-95	Wraith	19	Spectral
		20	Vaporous

<i>Keening Spirit Appearance</i>		<i>Specter and Wraith Appearance</i>	
1d20	Appearance	1d20	Appearance
1-7	Beauteous	1	Beauteous
8-9	Bestial	2	Bestial
10-11	Corrupted	3-8	Corrupted
12-13	Distorted	9-12	Distorted
14-15	Humanoid	13	Humanoid
16	Monstrous	14-15	Monstrous
17	Object	16	Object
18	Preserved	17	Preserved
19	Spectral	18	Spectral
20	Vaporous	19-20	Vaporous

<i>Poltergeist Appearance</i>		<i>Will-o'-Wisp Appearance</i>	
1d20	Appearance*	1d20	Appearance*
1	Beauteous	1	Beauteous
2	Bestial	2	Bestial
3	Corrupted	3	Corrupted
4	Distorted	4	Distorted
5	Humanoid	5	Humanoid
6	Monstrous	6	Monstrous
7-15	Object	7	Object
16	Preserved	8	Preserved
17-18	Spectral	9-19	Spectral
19-20	Vaporous	20	Vaporous

*The poltergeist's appearance refers to the way it looks to creatures that can see invisible creatures and objects.

*Most will-o'-wisps appear as spectral balls of light within which one can identify certain features. That identifiable feature is determined by this table.

<i>Ghost Origin</i>		<i>Keening Spirit and Will-o'-Wisp Origin</i>		<i>Horrifying Visage</i>		<i>Anchor</i>	
1d20	Origin	1d20	Origin	d6	Appearance	1d12	Anchor
1-3	Cursed, external	1-5	Cursed, external	1-2	Corrupted	1-3	Location
4	Cursed, internal	6-10	Cursed, internal	3-4	Distorted	4-6	Object
5	Dark pact	11-12	Dark pact	5-6	Monstrous	7-8	Person
6-9	Dedication	13-15	Dedication	<i>Poltergeist, Specter, and Wraith Origin</i>			
10-12	Justice	16-17	Stewardship	1d20	Origin	<i>Trigger</i>	
13	Reincarnation	18	Sudden death	1-3	Cursed, external	1d12	Anchor
14-15	Stewardship	19-20	Vengeance	4-6	Cursed, internal	1-2	Action
16-18	Sudden death			7-10	Dark pact	3-6	Cycle
19-20	Vengeance			11-13	Dedication	7-8	Time
				14-15	Stewardship	9-12	No special trigger
				16-17	Sudden death		
				18-20	Vengeance		



SPIRIT'S HISTORY

After you know the sort of spirit around which you will base the adventure, determine the history of the spirit. Using the tables below, choose events that make sense for your spirit based on its nature, or roll for one of the results below.

First, roll on the Nature of Death table to determine if the spirit's death was an accident, murder, suicide, or by natural causes. Next, determine the cause of death. If the death was from a natural cause, roll on the Natural Cause of Death table. Otherwise, roll on the Violent Cause of Death table.

<i>Nature of Death</i>		<i>Spirit's Background</i>	
d10	Nature	d100	Background
1-3	Accidental	1	Aristocrat
4-7	Murder	2	Artisan
8-9	Natural causes	3	Commoner
10-12	Suicide	4	Con artist
		5	Criminal
		6	Cultist
		7	Entertainer
		8	Folk hero
		9	Knight
		10	Merchant
		11	Monster
		12	Outlander
		13	Priest
		14	Recluse
		15	Sage
		16	Sailor
		17	Soldier
		18	Spy
		19	Urchin
		20	Wizard

Natural Cause of Death

d6	Cause
1-2	Old age
3-4	Disease
5-6	Poor health

Violent Cause of Death

d100	Cause of Death
01-02	Beheaded
03-05	Bludgeoned to death
06-08	Buried alive
09-11	Burned to death
12-14	Concussive force
15-16	Crushed by a heavy object
17-18	Cursed
19-20	Disemboweled
21-23	Disintegrated
24-26	Drowned
27-29	Eaten alive
30-32	Enchanted (<i>power word kill</i> , etc.)
33-35	Exposure to extreme cold
36-38	Exposure to extreme heat
39-41	Exposure to radiation
42-44	Exploded
45-47	Extreme blood loss
48-50	Fell from a great height
51-53	Frightened to death
54-56	Frozen
57-59	Life drained by an undead creature
60-62	Melted in acid
63-65	Petrified
66-67	Poison, ingested
68-69	Poison, inhaled
70-71	Poison, injury
72-73	Poison, touched
74-75	Psychic assault
76-79	Ravaged by animals or monsters
80-81	Rotted by an undead's touch
82-85	Stabbed to death
86-88	Starvation or dehydration
89-92	Shot with an arrow or other projectile
93-96	Struck by lightning or electrocuted
97-00	Suffocated or choked to death





HAUNTED LOCATION GENERATOR

Haunted mansions, ships, and even dungeons offer the characters an opportunity to explore a new and exciting location. To determine the setting for your adventure, first, choose one appropriate for the spirit that you generated or roll to determine its location. Once you know the location, use the Chamber Contents table to establish the purpose or generate ideas for each area in the haunted location. Relying on random rolls to stock an entire haunted location can sometimes lead to incongruous results. Feel free to change the results as you see fit. You can set aside a few key rooms and create specific contents for them.

In the Haunted Location Chamber Contents table, “apparition” refers to the actual area where the apparition appears. An apparition might appear in multiple locations as part of its trigger. There might also be more than one apparition present. Secondary antagonists are NPCs, monsters, and other threats related to the adventure’s mystery. “Random creatures” are scavengers or nuisances, usually lone monsters unrelated to the mystery itself; these can be used as red herrings. Important clues are clues related to the adventure’s mystery.

Haunted Location Chamber Contents

d100	Contents
01-08	Apparition
09-15	Apparition with an important clue or treasure
16-27	Monster (secondary antagonist)
28-33	Monster (secondary antagonist) with an important clue or treasure
34-42	Monster (random creature)
43-50	Monster (random creature) with an important clue or treasure
51-58	Hazard with an important clue
59-63	Obstacle
64-73	Trap guarding an important clue or treasure
74-80	Trick
81-88	Empty room
89-94	Empty room with a hazard
95-00	Empty room with an important clue or treasure

Haunted Location

d100	Location
01-03	Abandoned mine
04-06	Beneath or on top of a mesa
05-09	Buried underground
10-12	Canyon or chasm
13-15	Catacombs or sewers beneath a city
16-18	Circle of standing stones
19-21	Cliff face
22-24	Connected mesas
25-27	Cracks of a glacier
28-30	Dangerous mountain pass
31-33	Dark forest
34-35	Deathtrap dungeon
36-38	Dunes of a great desert
39-40	Empty building in a city
41-42	Farmhouse
43-45	Haunted hill or barrow mound
46-48	Lost island
49-51	Monster lair
52-54	Naturally formed caverns
55-57	Pocket dimension
58-60	Promontory
61-63	Ruined castle
64-66	Ruined city or necropolis
67-69	Sealed burial mound or pyramid
70-72	Secret treasure vault
73-75	Stretch of swamp land
76-78	Stronghold or keep
79-81	Surface of a pond or lake
82-84	Temple
85-87	Top of a mountain
88-90	Underwater
91-93	Underwater caverns
94-97	Volcano interior
98-00	Wrecked ship or ghost ship

RANDOM HAZARDS, OBSTACLES, TRAPS, TREASURES, AND TRICKS

Use the tables and guidelines in the *DMG* to determine the hazards, obstacles, traps, treasures, and tricks in each area of your haunted location.

IMPORTANT CLUES

A clue can be anything that helps the characters better understand the history and mystery of the haunted location. The table below allows you to generate a random clue. Roll to determine the nature of the clue found.

Random Clues

d100	Clue Discovered
01-04	Animal witness (<i>speak with animals</i>)
05-07	Ash
08-11	Bloodstains, body parts, bones, or hair
12-15	Book, journal, or letter
16-19	Broken object
20-22	Chemical residue
23-26	Corpse witness (<i>speak with dead</i>)
27-30	Disturbed furniture
31-34	Humanoid witness
35-38	Flashbacks or nightmares
39-42	Footprints or animal/monster tracks
43-46	Graffiti or hidden message
47-50	Hidden treasure
51-54	Illusion
55-58	Locked container or door
59-62	Loud noise
63-66	Pool of liquid (blood, oil, water)
67-70	Psychic disturbances
71-73	Residual magic
74-76	Signs of a struggle
77-79	Sudden change in temperature/air quality
80-82	Symbolic color or object
83-85	Strange smell
86-88	Torn clothing
89-91	Trinket
92-94	Unusual magic items
95-97	Weapon (possibly the murder weapon)
98-00	Work of art

MURDER MYSTERY GENERATOR

Often, ghost stories are also murder mysteries, with the victim doing the haunting. This especially works well in stories where the ghost attributes its creation to justice, vengeance, or sudden death.

To help you create a murder mystery, first create the events that led up to the victim's death. The tables below offer a means to detail the murderer, the murderer's motives, a mistake the murderer made that serves as a primary clue, and any suspects/red herrings the characters uncover before ultimately solving the mystery.

WHO IS THE VICTIM?

Determine the victim of the crime by using the Random Apparition Generator tables above, particularly the Spirit's History tables.

WHO IS THE MURDERER?

Next, determine who was responsible for the murder. First, choose or roll using the Murderer's Relationship table to learn how the murderer was connected to the victim, if at all. Next, create a motive for the murder by choosing or rolling randomly on the Murderer's Motive table. Finally, use the Murderer's Mistake table to determine the nature of the clue that ultimately leads the characters to bring justice to the murderer.

Murderer's Motive

d10	Motive
1	Anger. The murderer killed the victim during a fit of rage.
2	Empathy/Sympathy. The murderer killed the victim believing to act in the victim's best interests.
3	Greed. The murderer killed the victim to steal their wealth or something valuable which they possessed.
4	Hate. The murderer killed the victim because they did not like them for some reason.
5	Love. The murderer killed the victim out of love or the rejection of love.
6	Power. The murderer killed the victim to attain or keep their influence.
7	Protection. The murderer killed the victim to protect someone else.
8	Psychosis. The murderer suffers from a mental illness that caused them to kill the victim.
9	Revenge. The murderer killed the victim as an act of vengeance for a past slight.
10	Secrets. The murderer killed the victim to hide a secret.

Murderer's Relationship

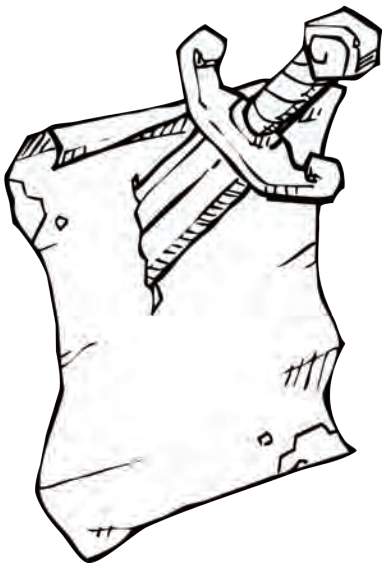
d20	Relationship
1	Co-worker of the victim
2	Colleague of the victim
3	Employer or master of the victim
4	Family member of the victim
5	Friend of the victim
6	Hired killer (roll again to determine who hired them)
7	Known adversary of the victim
8	Mistaken identity; murderer mistook the victim for another person
9	Multiple murderers
10	Neighbor of the victim
11	No murderer; victim faked death
12	No relationship
13	Obsessive fan of the victim
14	Public servant
15	Lover of the victim (current)
16	Lover of the victim (former)
17	Secondhand relationship (roll again to determine the primary relationship)
18	Subordinate or servant of the victim
19	Supernatural murderer
20	Victim was a witness to another crime committed by the murderer



Murderer's Mistake

d10 Mistake

- 1 **Attention.** The murderer draws extra attention to themselves.
- 2 **Confession.** The murderer confessed their crimes to someone they believed to be a confidant.
- 3 **Dishonesty.** The murderer lies about their relationship to the victim and other important details.
- 4 **Documentation.** The murderer documented the murder and/or their motives.
- 5 **Evidence.** The murderer fails to remove an important piece of evidence linking them to the crime.
- 6 **No Alibi.** The murderer does not have an alibi or their alibi doesn't check out.
- 7 **Reclusive.** The murderer actively avoids attention and questioning.
- 8 **Repeat.** The murderer repeats the crime, using the same modus operandi.
- 9 **Trophies.** The murderer kept a trophy or other hints of their involvement in the crime.
- 10 **Witnesses.** Someone witnessed the murderer commit the crime.



WHO ARE THE SUSPECTS?

Suspects are those with a relationship to the murder victim, the location, or the situation thought to be guilty of the crime. Suspects are an important part of the murder mystery as they help throw the characters off the scent of the real murderer and may help develop the story's setback.

Your murder mystery should have three to five suspects in addition to the murderer (who might not even be a suspect at all). First, determine a suspect's relationship using the Murderer's Relationship table above. You may want to reroll results that don't make sense (like "hired killer"). Next, determine the suspect's motive, using the Murderer's Motive table on page 95. Finally, determine the reason for the suspect's innocence by choosing an option or rolling on the Suspect's Innocence Reason table below.

Suspect's Innocence Reason

d8 Reason

- 1 **Alibi.** The suspect has an airtight alibi and was not in the time and place of the crime.
- 2 **Evidence.** The suspect proves their innocence by producing evidence that points to another suspect.
- 3 **Fall Guy.** The suspect reveals that they were paid or threatened to take the blame for the murder.
- 4 **False Motive.** The suspect's motive was resolved prior to the murder, or may not have existed to begin with.
- 5 **Limitations.** The suspect is or was not physically or mentally capable of committing the murder in the manner in which it was committed.
- 6 **Mismatched Evidence.** Evidence discovered at the crime scene does not match the suspect.
- 7 **Revelation.** The suspect reveals something about their past or personality that proves that they are not the murderer.
- 8 **Truthful.** Through magic or other means, the characters determine that the suspect is telling the truth regarding their innocence.

MAGIC AND MYSTERIES

In Fifth Edition, magic is commonplace. So how can a murderer get away with a crime in which magic exists? All it takes is a simple *charm person* spell or *zone of truth* to get the information out of the suspect. And that might make for a boring murder mystery.

This section lists some of most powerful spells that can be brought against a murderer and offers tips for the game master on how the murderer can avoid such spells.

Augury, Commune, and Divination. These three spells allow a caster to speak directly with an otherworldly patron and ask it questions. As commune states, divine beings aren't necessarily omniscient, so they might respond with "unclear."

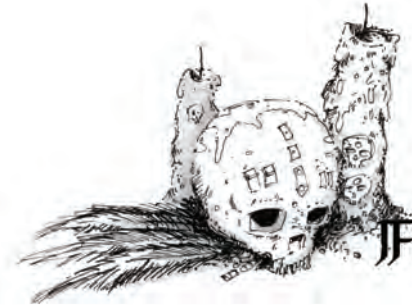
Clairvoyance and Scrying. *Clairvoyance* creates an invisible sensor that allows the caster to spy on a suspect, while *scrying* just spies. The spell *private sanctum* protects an area from such divinations, even if the caster has been there. Sensors created by these spells are visible to any creature that is benefiting from see invisibility or true sight. The spell *nondetection* also protects against these spells.

Detect Thoughts. This spell reads the surface thoughts of a creature, potentially learning whether a suspect is guilty or not. Spells like *private sanctum* and *mind blank* protect against such spells. A *ring of mind shielding*—a relatively inexpensive magic item—also protects against such mental invasions. The spell *nondetection* also protects against this spell.

Enchantments. Spells like *command*, *charm person*, or *dominate person* might open loose lips, especially when the charmed suspect views the characters as a friend. However, it doesn't guarantee that the charmed suspect will tell the truth. Elven NPCs have advantage on checks made to charm, and gnomes have advantage on all Wisdom saving throws—which precludes most enchantment spells. The *mind blank* spell also protects against charm person, although very few should have access to this 8th-level spell.

Legend Lore. *Legend lore* allows the cater to recall significant events related to a person, place, or object. However, the spell description states that it must have legendary importance. It is up to you to decide whether or not the murder was legendary. Spells and magic items that protect against divination also protect against *legend lore*.

Locate Object. This spell might allow a caster to find an important object related to the mystery. And unfortunately, the spell *private sanctum* won't obscure it. However, placing an object into a lead container blocks a path between the spellcaster and the object. At only 1,000 feet, its range is also relatively short, too. The spell *nondetection* also protects against this spell.



Resurrection. Spells such as *raise dead*, *revivify*, and *resurrection* might allow a character to return a murder suspect to life. However, many of these spells are relatively expensive to cast, usually requiring diamonds worth 300 - 1,000 gp. They also have time limits. *Revivify* must be cast within the last minute. *Raise dead* has a 10-day limit. *Revivify* and *raise dead* also require that the body have parts integral for its survival, such as its heart or head. Removing such items will prevent returning the victim to life. The soul must also be willing. Arguably, if a spirit rose from the corpse, it is not willing. It might be too confused or angry to return to its corpse.

Speak with Animals. This spell allows its caster to speak with animals in the area for up to 10 minutes. Beasts are limited by their own intelligence; however, they can give information about things that have happened to them in the last day. The animals may not have understood what they witnessed.

Speak with Dead. *Speak with dead* could potentially pull secrets from a corpse. However, the corpse must have a mouth and can't be undead. Removing the corpse's jaw helps thwart this spell. Also, casting *speak with dead* on the corpse prior to another casting prevents it, as *speak with dead* cannot be cast on the same corpse twice within 10 days. Furthermore, the corpse is under no obligation to tell the truth.

Speak with Plants. This spell allows its caster to speak directly with plants in the area and to learn about events in the spell's area. Destroying plants in the area will help prevent this. Also, the plants can only say what they witnessed—they might not have seen anything at all or did understand what they saw.

Zone of Truth. This spell forces creatures within a 15-foot-radius sphere to make a Charisma save. On a failed save, the creature must tell the truth. However, creatures enchanted by this spell can avoid answering questions and can be evasive so long as it remains within the boundaries of the truth. Spells that protect against enchantments like this, such as *mind blank*, thwart this spell. A *ring of mind shielding* also protects against the spell.

NEW MAGIC ITEMS

Fae Flame Torch

Wondrous item, rare

This magic torch was harvested from a tree in the Safire Wood, one of the most beautiful and deadly fey forests. While holding the torch, you can use a bonus action to speak its first command word, causing eerie blue flames to appear above the head of the torch. The flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. The flames are not extinguished when immersed in water and last until you use a bonus action to speak the command word again or until you stow the torch.

You can use an action while holding the lit torch to speak its second or third command word. Speaking the second command word causes any illusion within the torch's bright light to be outlined in blue, green, or violet (your choice) for 1 minute. The torch can't be used this way again until the next dawn.

Speaking the third command word causes the flame to fly from the torch and erupt at a point you can see within 60 feet of you, creating an explosion of blue flames and duplicating the effect of the *faerie fire* spell (save DC 15, no concentration required) in a 20-foot-radius sphere centered on that point. A creature also takes 3d6 fire damage on a failed save, or half as much damage on a successful one. You can choose to end the effect early as a bonus action. When the effect ends, the flame reappears above the torch. The torch can't be used this way again until the next dawn.



Lady Phantasma's Material Anchor

Wondrous item, very rare

This small and rusted anchor charm is bound to a famous, lost ship: the Lady Phantasma. This ship and its crew was lost to the Ethereal Plane centuries ago, cursed to remain there for all eternity as punishment for stealing a powerful sea hag's treasured relic. However, this small charm can act as the ship's sole remaining tether to the Material Plane.

As an action, you can call out to the ship while holding the charm aloft. If you're within 30 feet of a body of water on the Material Plane, a full-sized anchor appears on the ground in an unoccupied space within 5 feet of the water. A wispy, green chain appears on the anchor that extends into nothingness for 1 minute. At the end of the minute, the Lady Phantasma emerges from the Ethereal Plane, pulled by the anchor's chain, and comes to rest in the water nearby. The ship is a longship 70 feet long and 20 feet wide. It's piloted by thirty-four crewmembers and five officers, all of whom are long-dead, ghostly remains of their former selves. They are formless and harmless, but are nevertheless visible and friendly to you and your companions. They can interact with the rigging, sails, and other equipment on the ship, but nothing else while they remain on the Material Plane. While the ship remains, you are considered the captain of the vessel while the charm is on your person.

At dawn, the ship's crew is shunted back to the Ethereal Plane, leaving the ship behind, until the following dusk when they reappear on the vessel once more. The ship's anchor is immovable while the crew is on the Ethereal Plane, holding the ship in place until they return each night. While the ship can move, it moves at a speed of 10 miles per hour, even when there isn't any wind.

If the charm is removed from the Lady Phantasma for 24 hours, the ship and its crew vanish and return to the Ethereal Plane until they're summoned again. You can speak the charm's command phrase "Until the tides call once more," to cause the ship and crew to return to the Ethereal Plane early. Any objects on the ship other than what was there when it came from the Ethereal Plane are dropped into the water below the ship when it disappears. If the ship is destroyed while on the Material Plane, the charm is destroyed and turns to flecks of nonmagical rust.

Mourningsteel Ghost Candle

Wondrous item, uncommon (requires attunement)

This candle holder and its candle never run out of wax while it burns, even if you aren't attuned to it. Although wax runs down the sides of the candle, it never drips off it onto the holder, nor does it ever seem to be diminished or consumed. The candle can't be removed from the holder. While the candle burns, ghostly hands reach out from the holder as if to warm their hands by the tiny fire.

If you're holding the lit candle and its holder while attuned to it, will-o'-wisp are indifferent toward you and will not attack you unless you threaten or harm them. In addition, you can use an action to cast the *blink* spell from it. For the duration of the spell, whenever you vanish from your current plane of existence, a will-o'-wisp appears in your space there instead. The will-o'-wisp's turn is immediately after your own, and it obeys your mental commands (no action required by you). The will-o'-wisp vanishes when you return from the Ethereal Plane or when it's reduced to 0 hit points, at which point you return early to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from.

Once the candle and holder have been used to cast this spell, it can't do so again until the next dusk.



Phantom Fire Staff

Staff, very rare (requires attunement by a sorcerer, arlock, or wizard)

This wooden staff is made from the gnarled branch of a tree. While holding it, a swirling blue flame appears at the center of its burnt, claw-shaped head. The flame sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the fire burns, will-o'-wisps are indifferent toward any creature within the flame's bright light and will not attack you unless you threaten or harm them. You can use a bonus action while holding the staff to snuff out the light or rekindle it.

The staff has 10 charges. While holding the staff, you can use an action to expend 1 or more of its charges to cast the *invisibility* or *scorching ray* spell from it, using your spell attack bonus. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

Once on each of your turns when you hit the same creature with three or more rays from the same *scorching ray* spell from the staff, you can choose to force that creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature becomes affected by the *phantasmal killer* spell as if you cast it, requiring you to concentrate on the effect as normal. This version of the spell creates a nightmare of hellish, all-consuming flames that are only visible to the affected creature. If a creature is reduced to 0 hit points due to this damage from *phantasmal killer*, you regain 10 hit points.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a plume of blue fire, destroying it, and emits a ghostly, disembodied laugh.

Poltergeist Candle Holder

Wondrous item, common

This pewter candle holder makes your hand feel slightly numb while holding it. While holding it, you can use a bonus action to speak its command word to cause the candle holder to magically hover just above your shoulder. The holder floats back to the ground if anything other than a candle is placed on it. In addition, any candle in the holder releases a thin wisp of smoke while lit. The smoke hangs motionless in the air, regardless of wind, and dissipates after 6 seconds.

Spiritwalker Breastplate

Armor (breastplate), rare (requires attunement)

When you drop to 0 hit points while wearing this armor, your spirit leaves your body and appears as a floating, ghostly version of yourself. The spirit remains there for 1 minute or until you regain consciousness, at which point the spirit returns to your body. For the duration, you don't suffer a death saving throw failure as a result of taking damage, and you can only die from damage if the total damage you take on a turn equals or exceeds your hit point maximum. You still make death saving throws at the start of each of your turns while in this state; however, the number you must roll to succeed on a death saving throw increases by 1 for every 5 feet away from your physical body your spirit is at the start of each of your turns.

Your spirit is tethered to your physical body and can't be farther than 30 feet away from it at any time. The spirit has your senses, a flying speed of 30 feet, and can hover. On your turn, it can only move and take the Help action. The spirit is immune to all damage and is incorporeal, but an effect that turns undead will automatically send your spirit back to your physical body and end the effect early.

Once this property has been used, it can't be used again until the next dawn.

Tether Tearer

Weapon (any axe), uncommon

This silver axe can temporarily bind a creature to its corporeal form. This axe deals an extra 1d6 force damage to any creature it hits that has the incorporeal movement trait. When it does, that creature can't benefit from its incorporeal movement trait again until the end of its next turn.

Wisp Cloak

Wondrous item, uncommon (requires attunement)

This near-weightless cloak billows softly even without wind. While wearing this cloak, you have advantage on death saving throws and can move normally through the space of any Medium or smaller creature once on each of your turns, but can't stop there.

Curse. This cloak is cursed by the spirit of a person who was betrayed by a close friend. Once you wear this cursed cloak, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing the cloak, whenever you move or end your turn within 10 feet of a friendly creature with 0 hit points for the first time on each of your turns, that creature must succeed on a DC 13 Constitution saving throw or suffer a failed death saving throw.

Wisplight Lantern

Wondrous item, rare

This dark hooded lantern glows with a magical blue flame and can reveal the demise of a creature no longer among the living. The lantern sheds bright, bluish light in a 20-foot radius and dim light for an additional 20 feet. You can use an action to reduce the light's reach or cover it completely.

The lantern has 4 charges and regains 1d3+1 expended charges each day at dusk. As an action, you can expend a charge by touching it to a Large or smaller corpse within 5 feet of you. When you do, a ghostly blue illusion of the fallen creature appears above its corpse to silently reenact the last 6 seconds of its life. The illusion only shows the creature's actions and reactions, such as reacting to an unseen monster or trying to extinguish the flames of a fiery trap, but does not show the monster or effect causing the actions or reactions. This ability has no effect on undead creatures. Once a corpse's death has been revealed in this way, it cannot be shown again.

Alternatively, you can expend a charge as an action while holding the lantern aloft and speaking its command word. If there are any undead creatures within 60 feet of you that are not behind total cover, the lantern's light flashes a foreboding red color before returning to its normal blue glow.

Wispy Sour

Potion, common or uncommon

The typical wispy sour, a common potion, is a specialty alcoholic beverage that causes you to float harmlessly off the floor. When you drink this potion, you gain a flying speed of 10 feet for 1 minute, but can only hover 1 foot above the ground when doing so. The drink is smooth, sweet, and has a slight aftertaste of ash. A tiny, single light from the *dancing lights* spell is often cast within the drink when served. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following wispy sour is an uncommon variant with additional properties. It also tastes better.

For 1 minute after drinking this potion, you can regain 1d8 + 2 hit points once on each of your turns when you reduce a hostile creature to 0 hit points. If the creature is a construct or undead, you don't regain any hit points in this way. This variant contains a harmless will-o'-wisp fragment. Hazy visions of lost souls occasionally drift through the drink's cheery liquid.

NEW MONSTERS

ADULT RED DRAGON ZOMBIE

The corpse of any true dragon can be animated as a dragon zombie.

Undead Nature. The zombie dragon doesn't require air, food, drink, or sleep.

BACKWARDS MAN

This strange aberration appears to be a person crawling on all fours in a crab position, except its head is twisted completely around. Two purple tentacles crawl out of its mouth, each one oozing viscous saliva.

Backwards Man					
<i>Medium aberration, chaotic evil</i>					
Armor Class 14 (natural armor)					
Hit Points 26 (4d8 + 8)					
Speed 30 ft., climb 30 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	10 (+0)	15 (+2)	14 (+2)
Skills Sleight of Hand +5, Stealth +5					
Senses darkvision 60 ft., passive Perception 12					
Languages —					
Challenge 1 (200 XP)					
Regeneration. The backwards man regains 2 hit points at the start of its turn if it has at least 1 hit point.					
Spider Climb. The backwards man can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.					
Tentacles. The backwards man can extend up to two tentacles at a time. Each tentacle can be attacked (AC 14; 5 hit points; immunity to psychic damage). Destroying a tentacle deals no damage to the backwards man, which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 12 Strength check against it.					
Innate Spellcasting. The backwards man's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components: At will: <i>minor illusion</i> 2/day: <i>invisibility</i>					
ACTIONS					
Multiattack. The backwards man makes two tentacle attacks and uses its Reel.					
Tentacle. <i>Melee Weapon Attack:</i> +4 to hit, reach 25 ft., one target. <i>Hit:</i> 9 (2d6 + 2) bludgeoning damage. The target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the backwards man can't use the same tentacle on another target.					
Reel. The backwards man pulls each creature it is grappling up to 10 feet straight towards it.					

Adult Red Dragon Zombie

Huge undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 30 ft., climb 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	6 (-2)	25 (+7)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Dex +4, Con +13, Wis +5, Cha +3

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., PP 23

Languages Common and Draconic but can't speak

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon zombie fails a saving throw, it can choose to succeed instead.

Undead Fortitude. If non-radiant or non-critical hit damage reduces the dragon zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the dragon zombie drops to 1 hp instead.

ACTIONS

Multiattack. The dragon zombie can use its Frightful Presence. It then makes three attacks: one bite and two claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon zombie's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon zombie's Frightful Presence for the next 24 hours.

Rotting Breath (Recharge 5-6). The dragon zombie exhales rotting breath in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hp by this damage dies, and it rises as a zombie and acts immediately after the dragon zombie in the initiative count.

LEGENDARY ACTIONS

The Adult Red Dragon Zombie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Adult Red Dragon Zombie regains spent legendary actions at the start of its turn.

Detect. The creature makes a Wisdom (Perception) check.

Tail Attack. The dragon zombie makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon zombie beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon zombie can then fly up to half its flying speed.

BONE COLLECTIVE

A bone collective is almost a fluid; its thousands of tiny bones coalesce into a humanoid form only to disperse in a clattering swarm the next moment. Their tiny bones rustle when they move, a quiet sound similar to sand sliding down a dune.

Spies and Sneaks. Bone collectives are not primarily fighters, although they swarm well enough. They prefer to spy and skulk. When cornered, however, they fight without fear or hesitation, seeking to strip the flesh from their foes.

Zombie Mounts. Bone collectives' long finger bones and hooked claws help them climb onto zombie mounts and control them. Bone collectives almost always wear robes or cloaks, the better to pretend to be humanoid. They understand that most creatures find their nature disturbing.

Feed on Society. Bone collectives join the societies around them, whether human, goblin, or ghoul. They prey on the living and the dead, using them to replenish lost bones. Occasionally, they choose to serve necromancers, darakhul, some vampires, and liches, all of whom offer magical attunements and vile joys to the collective.

They dislike extreme heat, as it makes their bones brittle.

Bone Collective

Small undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 120 (16d6 + 64)

Speed 30 ft.

STR
10 (+0)

DEX
20 (+5)

CON
18 (+4)

INT
14 (+2)

WIS
10 (+0)

CHA
16 (+3)

Saving Throws Dex +8

Skills Arcana +5, Deception +6, Perception +3, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 8 (3,900 XP)

Hive Mind. All elements of a bone collective within 50 miles of their main body constantly communicate with each other. If one is aware of a particular danger, they all are. Any bone collective with at least 30 hit points forms a hive mind, giving it an Intelligence of 14. Below this hp threshold, it becomes mindless (Intelligence 0) and loses its innate spellcasting ability. At 0 hp, a few surviving sets of bones scatter, and must spend months to create a new collective.

Swarm. A bone collective can act as a swarm (composed of smaller elements), or it can grant a single member (called an exarch) control, acting as a singular creature. Changing between forms takes one action. In its singular form, the collective can't occupy the same space as another creature, but it can perform sneak attacks and cast spells. In swarm form, the bone collective can occupy another creature's space and vice versa, and it can move through openings at least 1 foot square. It can't change to singular form while it occupies the same space as another creature. It uses its skills normally in either form.

Innate Spellcasting. The bone collective's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

3/day: *animate dead* (up to 5 skeletons or zombies)

ACTIONS

Multiattack. The bone collective makes two claw attacks, or one claw and one bite attack, or one swarm attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage, and the target must make a DC 16 Constitution save or suffer the effects of Wyrmblood Venom.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 5) slashing damage.

Swarm. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 57 (8d12 + 5) piercing damage, or 31 (4d12 + 5) piercing damage if the bone collective has half its hit points or fewer. If the attack hits, the target must make a successful DC 15 Constitution saving throw or suffer the effects of Wyrmblood Venom.

Wyrmblood Venom (Injury). Bone collectives create a reddish liquid, which they smear on their fangs. The freakish red mouths on the tiny skeletons are disturbing, and the toxin is deadly. A bitten creature must succeed on a DC 15 Constitution saving throw or become poisoned and take 1d6 Charisma damage. A poisoned creature repeats the saving throw every four hours, taking another 1d6 Charisma damage for each failure, until it has made two consecutive successful saves or survived for 24 hours. If the creature survives, the effect ends and the creature can heal normally. Lost Charisma can be regained with a *lesser restoration* spell or comparable magic.

BONE SWARM

Dank winds sweep up skeletons, both humanoid and animal. They blow forward, reaching out for living creatures like a clawed hand of bone. A scattering of bones rolls across the ground, then rises into the air, billowing like a sheet.

Swarms of Fallen. On rare occasions, the pugnacious spirits of fallen undead join together, bonded by a common craving: to feel alive again. They gather up their bones from life, as well as any other bones they come across, and form bone swarms.

Bone Swarm					
<i>Large swarm of Tiny undead, chaotic evil</i>					
Armor Class 17 (natural armor)					
Hit Points 198 (36d10)					
Speed 20 ft., fly 60 ft.					
STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	10 (+0)	9 (-1)	15 (+2)	20 (+5)
Saving Throws Dex +8, Wis +6, Cha +9					
Skills Acrobatics +8, Perception +6, Stealth +8					
Damage Vulnerabilities bludgeoning					
Damage Resistances piercing and slashing from non-magical weapons					
Damage Immunities poison					
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, restrained, stunned					
Senses darkvision 60 ft., passive Perception 16					
Languages Common, Deep Speech					
Challenge 10 (5,900 XP)					
<p>Strength of Bone. A bone swarm can choose to deal bludgeoning, piercing, or slashing damage, and adds 1.5x its Strength bonus on swarm damage rolls as bits and pieces of broken skeletons claw, bite, stab, and slam at the victim (included in the attack).</p> <p>Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a human skull. The swarm can't regain hit points or gain temporary hit points.</p>					
ACTIONS					
<p>Multiattack. The bone swarm can attack every hostile creature in its space with its swirling bones.</p> <p>Swirling Bones. <i>Melee Weapon Attack:</i> +10 to hit, reach 0 ft., one creature in the swarm's space. <i>Hit:</i> 31 (5d8 + 9) bludgeoning, piercing, or slashing damage (includes Strength of Bone special ability).</p> <p>Death's Embrace (Recharge 5-6). <i>Melee Weapon Attack:</i> +10 to hit, reach 0 ft., one creature in the swarm's space. <i>Hit:</i> The target is grappled (escape DC 16) and enveloped within the swarm's bones. The swarm can force the creature to move at its normal speed wherever the bone swarm wishes. Any non-area attack against the bone swarm has a 50% chance of hitting a creature grappled in Death's Embrace instead.</p>					

Nomadic Undead. These swarms then ravage the countryside wresting life from living creatures, grabbing livestock, humanoids, and even dragons, digging in their claws in an attempt to cling to life. Bone swarms with one or more sets of jaws wail constantly in their sorrow, interrupting their cries with snippets of rational but scattered speech declaiming their woes and despair.

Cliff and Pit Dwellers. Bone swarms gather near cliffs, crevasses, and pits in the hope of forcing a victim or an entire herd of animals to fall to its death, creating more shattered bones to add to their mass.

BONESHARD WRAITH

A vaguely humanoid form appears, dim and hazy amid the constant swirl of wind-wracked grit and tainted dust of the magical wasteland.

Contorted and broken, the boneshard wraith is a ghostly horror, haphazardly assembled from mismatched bones and grave-scavenged shards. Shattered eye sockets burn with the black, icy glow of eternal madness and the spiteful hunger of the Void.

Undead Nature. A boneshard wraith doesn't require air, food, drink, or sleep.

CORPSE MOUND

The reeking pile of bodies and bones as large as a giant lurches forward. Corpses that tumble off it rise moments later as undead and follow the determined hill of corruption.

Rise from Mass Graves. In times of plague and war, hundreds of bodies are dumped into mass graves. Without sanctifying rites, necromantic magic can seep into the mound of bodies and animate them as a massive horror hungering for others to join its form.

Absorb Bodies. A corpse mound is driven to kill by the anger and loneliness of the dead within, and to absorb the bodies of its victims. It attacks any living creature larger than a dog, but it is drawn to humans and humanoids. It never tires no matter how many victims it accumulates. Entire towns have been wiped out by advancing corpse mounds.



Boneshard Wraith

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 15 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	13 (+1)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7

Damage Resistances acid, cold, fire, lightning; piercing, bludgeoning, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages any languages it knew in life, Void Speech

Challenge 12 (8,400 XP)

Incorporeal Movement. The boneshard wraith 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.

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

ACTIONS

Multiattack. The wraith makes two spectral claw attacks. If both attacks damage the same creature, the target must make a DC 16 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.

Spectral Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 21 (4d8 + 3) slashing damage, and the target must succeed on a DC 16 Constitution saving throw or suffer 1 level of exhaustion. A creature can suffer no more than 2 levels of exhaustion from the wraith's Spectral Claws.

Boneshard Cyclone (Recharge 5-6). The wraith chooses a creature it can see within 60 feet of it. The target must make a DC 16 Strength saving throw. On a failure, a creature takes 19 (3d12) slashing damage and 27 (6d8) necrotic damage and is enveloped in a whirlwind of sharp bone fragments for 1 minute or until the wraith dies. On a success, a creature takes half the damage and isn't enveloped. While enveloped, a creature is blinded and deafened and takes 18 (4d8) necrotic damage at the start of each of its turns. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature dies while enveloped, it rises as a boneshard wraith on the next new moon unless it is restored to life or the *bless* spell is cast on the remains.

Corpse Mound

Huge undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	21 (+5)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Con +9, Int +3, Wis +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 11 (7,200 XP)

Absorb the Dead. Whenever a Small or larger non-undead creature dies within 20 feet of the corpse mound, that creature's remains join its form and the corpse mound regains 10 hit points.

Noxious Aura. Creatures that are within 20 feet of the corpse mound at the end of its turn must succeed on a DC 17 Constitution saving throw or become poisoned until the end of their next turn. On a successful saving throw, the creature is immune to the Noxious Aura for 24 hours.

Zombie Drop. At the start of the corpse mound's turn during combat, one corpse falls from the mound onto the ground and immediately rises as a zombie under its control. Up to 10 such zombies can be active at one time. Zombies take their turns immediately after the corpse mound's turn.

ACTIONS

Multiattack. The corpse mound makes two weapon attacks or uses Envelop once.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 10 (3d6) necrotic damage and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained.

Bone Shard. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 10 (3d6) necrotic damage. When hit, the target must make a successful DC 17 Strength check or be knocked prone, pinned to the ground by the shard, and restrained. To end this restraint, the target or a creature adjacent to it must use an action to make a successful DC 17 Strength (Athletics) check to remove the shard.

Envelop. The corpse mound makes a slam attack against a restrained creature. If the attack hits, the target takes damage as normal, is pulled 5 feet into the corpse mound's space, and is enveloped, which ends any grappled or prone condition. While enveloped, the creature is blinded and restrained, it has total cover against attacks and other effects outside the corpse mound, and it takes 21 (6d6) necrotic damage at the start of each of the corpse mound's turns. An enveloped creature can escape by using its action to make a successful DC 17 Strength saving throw. If the corpse mound takes 30 or more damage on a single turn from the enveloped creature, it must succeed on a DC 17 Constitution saving throw at the end of that turn or expel the creature, which falls prone in a space within 10 feet of the corpse mound. If the corpse mound dies, an enveloped creature is no longer restrained by it and can escape by using 10 feet of movement, exiting prone. A corpse mound can envelop up to 4 creatures at once.

DEATH VULTURE

The putrid stench of death wafts off a grotesquely muscled vulture with glowing green eyes. It opens its mouth in a shrill call, rotting meat dripping from its beak.

Death vultures are giant birds transformed by their diet of undead flesh.

Mutated Monstrosities. When a giant vulture gorges on undead flesh, the necromantic magic suffused in the meal warps and changes the bird's body. The vulture's muscles bulge in odd places, making it stronger and tougher, its eyes burn with green fire, and it reeks of rot, earning these mutated monsters the name "death vultures." The vulture also gains the ability to regurgitate necromantic energy, which can cause the flesh of living creatures to decay and age rapidly.

Massive Meat Appetites. Death vultures have

Death Vulture					
<i>Large monstrosity, neutral evil</i>					
Armor Class 12 (natural armor)					
Hit Points 76 (8d10 + 32)					
Speed 10 ft., fly 60 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	6 (-2)	12 (+1)	7 (-2)
Saving Throws Con +6					
Skills Perception +3					
Damage Immunities necrotic, poison					
Condition Immunities poisoned					
Senses darkvision 60 ft., passive Perception 13					
Languages understands Common but can't speak					
Challenge 4 (1,100 XP)					
<p>Awful Stench. The vulture has a disgusting body odor. Any creature that starts its turn within 5 feet of the vulture must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.</p> <p>Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.</p> <p>Pack Tactics. The vulture has advantage on attack rolls against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.</p>					
ACTIONS					
<p>Multiattack. The death vulture makes two attacks: one with its beak and one with its talons.</p> <p>Beak. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (2d4 + 4) piercing damage.</p> <p>Talons. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) slashing damage.</p> <p>Decaying Breath (Recharge 6). The vulture breathes necrotic energy in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. Creatures that fail this saving throw by 5 or more also age a number of years equal to half the damage taken.</p>					

incredible appetites and are more willing to attack live prey than other vultures. They have a special taste for rotting flesh, and they use their decaying breath weapon to "season" their foes before using their talons and beaks to tear apart their quarry.

Necromancer Neighbors. Death vultures often form kettles near the lairs of necromancers as they feed on their undead creations. While some necromancers find the birds to be a nuisance, many necromancers feed the vultures, encouraging them to stay. Most death vultures are willing to trade service as guardians of the lairs for food.

DEATHWEAVER

The black and crimson spider, its fangs dripping a dark poison, uses the two arms beside its fangs to pull a corpse from its tainted web.

Deathweavers are spiders who were once subjected to dark rituals and are now infused with necrotic energies. Their carapaces are mottled patterns of black, crimson, and ivory, and two arms flank their fangs.

Allied Evil. Deathweavers are often found in league with other intelligent, evil creatures. A powerful necromancer or an evil cult might ally with one, using the undead it spawns to bolster their strength in exchange for treasure or favors.

Web Spawn. The deathweaver's webs infuse corpses left in them with necrotic energy. A humanoid corpse cocooned in the webbing for 24 hours has a 50 percent chance of rising as a web zombie under its control. These zombies are shriveled and covered in tattered webbing.

DROWNED MAIDEN

The drowned maiden is usually found as the corpse of a woman floating in the water, her long hair drifting with the current. Occasionally, these are drowned lads rather than maidens, though this is rare.

Raging Romantics. Drowned maidens are piteous but terrifying undead, created when a woman dies in water due to a doomed romance, "whether caused by the ennui of unrequited love or the violent actions of a philandering partner. Either way, the drowned maiden awakens from death seeking vengeance. Even as she dishes out retribution, a drowned maiden often anguishes over her doomed existence and tragic fate.

Beckoning for Help. The maiden lurks in the silent depths where she died—usually deserted docks, bridges, or coastal cliffs. She waits to pull the living to the same watery grave in which she is now condemned. A drowned maiden uses her disguise self ability to appear as in life. She silently beckons victims from afar, as if in danger of drowning. When within range, the maiden uses her hair to pull her victim close enough to kiss it. Victims soon weaken and drown. The victim's final

Deathweaver

Large monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +5

Damage Resistances necrotic

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 14

Languages Deep Speech

Challenge 5 (1,800 XP)

Spider Climb. The deathweaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the deathweaver knows the exact location of any other creature in contact with the same web.

Web Walker. The deathweaver ignores movement restrictions caused by webbing.

Innate Spellcasting. The deathweaver's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

3/day each: *darkness*, *ray of enfeeblement*

1/day: *vampiric touch*

ACTIONS

Multiattack. The deathweaver makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. The target must make a DC 14 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one. If the necrotic damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one creature. *Hit:* The target is restrained by webbing. As long as the creature remains restrained by the webbing, it takes 3 (1d6) necrotic damage at the end of each of its turns. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed; AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage. A humanoid slain by this attack rises 24 hours later as a zombie under the deathweaver's control, unless the humanoid is restored to life or its body is damaged. The deathweaver can have no more than twelve zombies under its control at one time.

vision is the drowned maiden's tearful lament over the loss of life.

Death to Betrayers. Desperate individuals may bargain with drowned maidens, and they will release pleading victims who promise to return to their lair with the person who caused the maiden's death. Embracing and drowning her betrayer releases the maiden from undeath.

Drowned Maiden

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (20d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +6, Cha +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Grasping Hair. The drowned maiden's hair attacks as though it were three separate limbs, each of which can be attacked (AC 19; 15 hit points; immunity to necrotic, poison, and psychic damage; resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered). A lock of hair can be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Innate Spellcasting. The drowned maiden's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *disguise self*, *silence*

ACTIONS

Multiattack. The drowned maiden makes two claw attacks and one hair attack, each of which it can replace with one kiss attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Hair. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage, and the target is grappled (escape DC 16). Three creatures can be grappled at a time.

Kiss. The drowned maiden can kiss one target that is grappled and adjacent to her. The target must succeed on a DC 15 Charisma saving throw or take 1d6 Strength damage.

Reel. The drowned maiden pulls a grappled creature of Large size or smaller up to 15 feet straight toward herself.

FLAYED WRAITH

This flying creature looks like the disembodied skin of a once-living person. Its mouth is twisted into a tortured scream, and its eyes gleam a baleful blue.

Tortured to Death. Flayed wraiths come into being when certain dark energies are present at the moment when an individual is tortured to death. Unlike typical wraiths, they retain the skin they wore in life. Often, the various forms of torture used against them are still evident on the canvas of their bodies.

Mad. The flayed wraith is in a perpetual state of madness, reliving the days and moments that led to its demise. Flayed wraiths constantly feel the slice of the blade through their skin, the pain of blunt trauma to fingers and toes, or other objects being used on their bodies for the sheer purpose of causing agony. In death, they now seek to cause this same pain to others. They often keep their victims alive to inflict the unspeakable things that were once done to them upon the living. They

Flayed Wraith						
<i>Medium undead, neutral evil</i>						
Armor Class 12						
Hit Points 67 (9d8 + 27)						
Speed 0 ft., fly 60 ft. (hover)						
STR	DEX	CON	INT	WIS	CHA	
9 (-1)	15 (+2)	17 (+3)	12 (+1)	9 (-1)	8 (-1)	
Saving Throws Wis +2						
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons						
Damage Immunities necrotic, poison						
Condition Immunities charmed, exhaustion, paralyzed, poisoned, prone						
Senses darkvision 60 ft., passive Perception 9						
Languages any languages it knew in life						
Challenge 5 (1,800 XP)						
Sunlight Sensitivity. While in sunlight, the flayed wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.						
Torturer. When the flayed wraith reduces a creature to 0 hp, it knocks out the creature, which falls unconscious and is stable.						
ACTIONS						
Multiattack. The flayed wraith uses its Howl of Agony. It then makes two claw attacks.						
Claw. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) slashing damage plus 5 (2d4) necrotic damage.						
Howl of Agony. The wraith screams its pain into the mind of one creature it can see within 30 feet of it. The target must make a DC 14 Wisdom saving throw. On a failure, the target takes 10 (3d6) psychic damage and is incapacitated as it doubles over in pain. On a success, the target takes half the damage and isn't incapacitated.						

desire to bring the same pain to others that was once so mercilessly brought against them, and in so doing, at least in their twisted minds, become the masters of life and death.

Undead Nature. A flayed wraith doesn't require air, food, drink, or sleep.

GRAY THIRSTER

This dried-out body of a long dead traveler is clad in the tattered remains of his clothes. Skin as dry as parchment clings to the bones clearly distinguishable underneath. A hoarse moaning emanates from the dry, cracked lips. (contd. page 109)

Gray Thirster						
<i>Medium undead, neutral evil</i>						
Armor Class 13						
Hit Points 39 (6d8 + 12)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	14 (+2)	
Skills Stealth +5						
Damage Resistances necrotic, bludgeoning						
Damage Immunities fire, poison						
Condition Immunities charmed, exhaustion, frightened, poisoned						
Senses darkvision 60 ft., passive Perception 11						
Languages understands all languages it knew in life but can't speak						
Challenge 2 (450 XP)						
Thirst. The gray thirster projects a 30-foot aura of desiccating thirst. The first time a creature enters the aura on its turn, or when it starts its turn in the aura, it must make a successful DC 12 Constitution saving throw or gain one level of exhaustion. If the saving throw is successful, the creature is immune to the gray thirster's Thirst for the next 24 hours.						
ACTIONS						
Multiattack. The gray thirster makes two claw attacks and one Withering Turban attack.						
Claw. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one creature. <i>Hit:</i> 6 (1d6 + 3) slashing damage.						
Withering Turban. <i>Melee Weapon Attack:</i> +5 to hit, reach 10 ft., one creature. <i>Hit:</i> 5 (1d4 + 3) necrotic damage. If the target failed a saving throw against the Thirst trait at any point in this encounter, its hit point maximum is reduced by an amount equal to the damage it took from this attack. This reduction lasts until the target has no exhaustion levels.						
Drought (1/Day). The gray thirster draws the moisture from a 20-foot-radius area centered on itself. Nonmagical water and other liquids in this area turn to dust. Each creature that is neither undead nor a construct in the area takes 9 (2d8) necrotic damage, or half damage with a successful DC 13 Constitution saving throw. Plants, oozes, and creatures with the Amphibious, Water Breathing, or Water Form traits have disadvantage on this saving throw. Liquids carried by a creature that makes a successful saving throw are not destroyed.						

Greater Wraith

Medium undead, neutral evil

Armor Class 19

Hit Points 153 (18d8 + 72)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Int +7, Wis +8, Cha +10

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Incorporeal Movement. The wraith 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.

Magic Resistance. The wraith has advantage on saving throws against spells and other magical effects.

Psychic Defense. The greater wraith gains a bonus to its AC equal to its Charisma modifier (included).

Innate Spellcasting. The wraith's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells, requiring no material components when it does:

At will: *chill touch* (as 11th-level spellcaster), *hold person* 3/day each: *dominate person*, *telekinesis*

1/day each: *banishment*, *feeblemind*, *finger of death*

ACTIONS

Life Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 49 (10d8 + 4) necrotic damage. The target must succeed on a DC 16 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.

Chill Touch (Cantrip). *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage. The target can't regain hit points until the start of the wraith's next turn. Undead creatures hit by this attack have disadvantage on attack rolls against the wraith until the end of the wraith's next turn.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Marionette Golem

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 36 (8d4 + 16)

Speed 0 ft. or 30 ft. With its strings cut

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	3 (-4)	13 (+1)	5 (-3)

Skills Sleight of Hand +5, Stealth +5

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Immutable Form. The marionette is immune to any spell or effect that would alter its form.

Magic Resistance. The marionette has advantage on saving throws against spells and other magical effects.

Magic Weapons. Marionette's weapon attacks are magical.

Strings. All of the marionette's limbs hang from strings connected to a wooden cross. So long as the marionette's strings are attached, its movement speed is 0 and it has disadvantage on Dexterity saving throws. The strings can be attacked (AC 13; 2 hit points; immunity to bludgeoning, piercing, poison, and psychic damage). The strings can also be broken with a successful DC 10 Strength check. Destroying the strings deals no damage to the marionette, but instead frees it. If the marionette is freed, its movement speed becomes 30 feet.

ACTIONS

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Hypnotic Dance. The marionette performs a dance from which most creatures find it impossible to turn away. Each creature within 30 feet of the marionette that can see it must make a DC 11 Wisdom saving throw. On a failed save, the creature becomes charmed for as long as the marionette continues its dance. While charmed by this effect, the creature is incapacitated and has a speed of 0. The marionette must take a bonus action on its subsequent turns to continue dancing. It can stop dancing at any time. The effect ends for an affected creature if it takes any damage, if the marionette moves more than 30 feet away from the creature, the target can no longer see the marionette, or if someone else uses an action to shake the creature out of its stupor.

REACTIONS

No Strings on Me. When a creature the marionette can see targets it with an attack, the marionette chooses its strings to become the target instead. If the marionette's strings are destroyed, it can't use this reaction.

Thirsting Undead. The greatest danger to people traversing badlands and deserts is thirst, and even the best prepared can find themselves without water. The lucky ones die quickly, while those less fortunate linger in sun-addled torment for days. These souls sometimes rise from the sand as gray thirsters, driven to inflict the torment they suffered upon other travelers.

Destroy Wells and Oases. Gray thirsters destroy or foul sources of water and often lurk nearby to ambush those seeking clean water.

Thirsting Caravan. Though they hunt alone, in at least one case an entire caravan died of thirst and rose again as gray thirsters. Called the dust caravan, it prowls the deep desert accompanied by skinchanging gnolls, shrieking ghouls, and a mummy lord, building a strange nomadic army.

MYLING

Mylings are the souls of the unburied, those who died in the forest from abandonment or exposure and can find no peace until their bodies are properly interred. Given the circumstances around their deaths, mylings tend to be solitary. They haunt the places where they died. When some tragedy resulted in multiple deaths, the resulting mylings stay together and hunt as a pack.

Attack in a Rage. Mylings prefer to attack lone wanderers, but they target a group when desperate or when there's more than one myling in the pack. They shadow a target until after dark, then jump onto the target's back and demand to be carried to their chosen burial ground. They cling tightly to a victim with arms and legs locked around the victim's shoulders and midsection, begging, threatening, and biting until the victim gives in to their demands. Mylings will bite victims to death if they are unable or unwilling to carry them, or if a victim moves too slowly.

Ungrateful Rest. While all mylings seek a creature to carry them to their final resting place, even when a chosen "mount" is willing to carry the myling, the creature's body grows immensely heavier as it nears its burial place. Once there, it sinks into the earth, taking its bearers with it. Being buried alive is their reward for helping the myling.

Urchin Rhymes and Songs. Some mylings maintain traces of the personalities they had while alive— charming, sullen, or sadistic—and they can speak touchingly and piteously. Dressed in ragged clothing, their skin blue with cold, they sometimes reach victims who believe they are helping an injured child or young adult. They hide their faces and sing innocent rhymes when they aren't screeching in fury, for they know that their dead eyes and cold blue skin cause fright and alarm.



Myling

Small undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The myling makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target is grappled (escape DC 12). If the target was grappled by the myling at the start of the myling's turn, the bite attack hits automatically.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Buried Alive. If the myling starts its turn on its chosen burial ground, it sinks into the earth. If it has a creature grappled, that creature sinks with the myling. A Medium or larger creature sinks up to its waist; a Small creature sinks up to its neck. If the myling still has the victim grappled at the start of the myling's next turn, both of them disappear into the earth. While buried this way, a creature is considered stunned. It can free itself with a successful DC 20 Strength (Athletics) check, but only one check is allowed; if it fails, the creature is powerless to aid itself except with magic. The creature must also make a DC 10 Constitution saving throw; if it succeeds, the creature has a lungful of air and can hold its breath for (Constitution modifier + 1) minutes before suffocation begins. Otherwise, it begins suffocating immediately. Allies equipped with digging tools can reach it in four minutes divided by the number of diggers; someone using an improvised tool (a sword, a plate, bare hands) counts as only one-half of a digger.

PHANTOM

The dark, outline of a person flickers in the gloom.

The restless, angry spirits of those who have met a violent end, phantoms wander the night, vacillating between confusion, outrage, and misery.

Bewildered Victims. Those who have attempted communication with phantoms report that the phantoms have little, if any, awareness of their undead state, and they seem disoriented and permanently trapped in the traumatic moments

Phantom					
<i>Medium undead, any alignment</i>					
Armor Class 11					
Hit Points 22 (5d8)					
Speed 0 ft., fly 40 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	6 (-2)	12 (+1)	12 (+1)
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities cold, necrotic, poison Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 60 ft., passive Perception 11 Languages any languages it knew in life Challenge 1 (200 XP)					
Incorporeal Movement. The phantom 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. Sunlight Weakness. While in sunlight, the phantom has disadvantage on attack rolls, ability checks, and saving throws.					
ACTIONS					
Ghostly Grasp. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (2d6) necrotic damage.					
Chilling Moan (Recharge 5-6). The phantom emits an eerie moan. Each creature within 30 feet that isn't an undead or a construct must make a DC 13 Wisdom saving throw. On a failure, the target takes 9 (2d8) cold damage and is frightened until the end of the phantom's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. On a success, the target takes half the damage and isn't frightened.					

surrounding their deaths.

Accidental Killers. Phantoms often approach the living with what seems like benign intent, but, when they draw close, they grab hold of living creatures and give voice to a terrifying, unearthly moan. They seem to be attempting communication, but, when their actions lead to the death of the creature, they wander away to find another.

Undead Nature. A phantom doesn't require air, food, drink, or sleep.

Poisonous Gas Elemental					
<i>Large elemental, neutral</i>					
Armor Class 15					
Hit Points 90 (12d10 + 24)					
Speed 0 ft., fly 90 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Auran Challenge 8 (3,900 XP)					
Poisonous Gas Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that starts its turn in the elemental's space must make a DC 13 Constitution saving throw. A creature takes 22 (4d10) poison damage and becomes poisoned for 1 minute on a failed saving throw, or takes half as much damage and doesn't become poisoned on a successful one. A creature can avoid making the saving throw by holding its breath, and creatures that don't need to breathe are unaffected.					
ACTIONS					
Multiattack. The elemental makes two slam attacks.					
Slam. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) bludgeoning damage plus 4 (1d10) poison damage.					
Expand (1/Day). The elemental emits a cloud of poisonous gas that extends from it 20 feet in all directions. The gas spreads around corners. It lasts for as long as the elemental concentrates (as if concentrating on a spell), up to 1 minute, or until strong wind disperses it. Its area is heavily obscured. When a creature enters the gas for the first time on a turn or starts its turn there, that creature must make a DC 13 Constitution saving throw. The creature takes 22 (4d10) poison damage and becomes poisoned for 1 minute on a failed save, or half as much damage on a successful one and doesn't become poisoned. A creature can avoid making the saving throw by holding its breath, and creatures that don't need to breathe are unaffected.					

SHADOW SKELETON

The skeleton's ribs are filled with shadow essence, which slithers in constant motion like the writhing of eels in a carcass. The whole sight is disquieting as it moves itself with a gliding, almost liquid step.

Shadow Realms. Shadow skeletons are often servants to other powerful creatures of shadow. Their writhing purple hearts generate a small amount of light, just enough to cast a shadow.

Malign Intent. Unlike ordinary skeletons, shadow skeletons have been known to display some cunning and a certain depth of cruelty. They sometimes chase small living animals or fling bits of bone and shadow at birds or bats.

Undead Nature. The shadow skeleton doesn't require air, food, drink, or sleep.

SKULL LANTERN

From the pile of bones, a skull rises into the air as the hood of an old cloak slips from it and drops to the floor. A baleful greenish light pours from its hollow sockets. Its jaws open wide and a rasping voice utters words in a strange tongue.

Accidental Animation. A form of enigmatic, semi-sentient undead, a skull lantern comes into

being spontaneously, soon after the destruction of another humanoid undead. Its first act is often to levitate slowly above a recently-vanquished undead creature's remains with eerie light shining from its eye sockets.

Traces of Life. Skull lanterns are given to muttering, repeating nonsense phrases, and even occasionally shouting, though what excites them to such utterings is as yet unknown; there seems to be no rhyme or reason to it. In fact, it isn't entirely clear if skull lanterns are inhabited by some spiritual remnant of their former selves or if they are occupied by some other entity altogether. Whether or not such behavior is a sign of intelligence at work, their willingness to communicate becomes more pronounced the closer they come to places of arcane power.

Enigmatic Companions. A few brave experimenters have discovered that these beings can be put to several uses. If a creature tethers a skull

Shadow Skeleton						
<i>Medium undead, neutral evil</i>						
Armor Class 13						
Hit Points 52 (8d8 + 16)						
Speed 30 ft., swim 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	9 (-1)	
Damage Resistances fire, piercing, slashing						
Damage Immunities poison						
Condition Immunities exhaustion, poisoned						
Senses darkvision 60 ft., passive Perception 10						
Languages understands the languages it knew in life but can't speak						
Challenge 2 (450 XP)						
ACTIONS						
Multiattack. The shadow skeleton makes two scimitar attacks.						
Scimitar. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) slashing damage.						
Finger Darts. <i>Ranged Weapon Attack:</i> +5 to hit, range 30 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage plus 3 (1d6) necrotic damage. If the target is a creature other than an undead or a construct, it must make a DC 12 Constitution saving throw. On a failure, the target is surrounded by a shadowy aura for 1 minute. While surrounded by the aura, the target takes an extra 7 (2d6) necrotic damage when hit by the scimitar attack of a shadow skeleton. Any creature can take an action to extinguish the shadow with a successful DC 12 Intelligence (Arcana) check. The shadow also extinguishes if the target receives magical healing.						

Skull Lantern						
<i>Tiny undead, unaligned</i>						
Armor Class 13						
Hit Points 14 (4d4 + 4)						
Speed 0 ft., fly 30 ft. (hover)						
STR	DEX	CON	INT	WIS	CHA	
1 (-5)	16 (+3)	12 (+1)	3 (-4)	6 (-2)	5 (-3)	
Saving Throws Dex +5						
Damage Immunities poison						
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, unconscious						
Senses passive Perception 8						
Languages —						
Challenge 1/4 (50 XP)						
Flare. When immersed in magical darkness, a skull lantern emits a brilliant flash of light powerful enough to dispel magical darkness in a 30-foot-radius sphere centered on itself, illuminating the area with bright light for 1d4 rounds. Afterwards, the light winks out and the skull falls to the ground, inert. In one week, the skull lantern has a 50% chance of becoming active again, though failure to do so means it will never reanimate.						
Illumination. The skull lantern sheds bright light in a 20-foot radius and dim light for an additional 20 feet.						
Undead Fortitude. If damage reduces the skull to 0 hp, 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 skull drops to 1 hp instead.						
ACTIONS						
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage.						
Fire Beam (Recharge 6). The skull lantern opens its mouth, releasing a searing beam of light in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.						

lantern to itself and pulls the skull along for an hour, the skull will begin floating next to the creature of its own volition; a useful trait, since the skull produces a somewhat ghastly, but steady, light. It will float along in this way until something stops it from doing so, either by attacking it, separating from it through the use of a barrier of some sort, or placing it in a container. When abandoned, a skull lantern simply floats in place where it was left and won't take up following another creature until tethered and "trained" to do so again. When attacked, a skull lantern will defend itself with its bite but otherwise will not attack.

Undead Nature. A skull lantern doesn't require air, food, drink, or sleep.

SPIRIT LAMP

The skeletal figure draped in fine robes lifts its lantern, illuminating the area in a sickly light.

Spirit lamps are cursed creatures carrying lanterns that trap the souls of their victims and unleash those souls to ravage the living.

Descent Into Madness. A living creature that touches the lantern is cursed, unable to release it and unable to see except in the lantern's light. Torn between fear of the darkness and the horrors it sees in the cursed light, the bearer is soon driven mad. Over time the bearer twists into the skeletal spirit lamp.

Undead Nature. The spirit lamp doesn't require air, food, drink, or sleep.

Spirit Lamp					
<i>Medium undead, chaotic evil</i>					
Armor Class 17 (natural armor)					
Hit Points 82 (11d8 + 33)					
Speed 40 ft.					
STR 12 (+1)	DEX 19 (+4)	CON 16 (+3)	INT 13 (+1)	WIS 14 (+2)	CHA 19 (+4)
Saving Throws Dex +7, Con +6					
Skills Perception +5					
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons					
Damage Immunities necrotic, poison, psychic					
Condition Immunities charmed, frightened, poisoned, unconscious					
Senses passive Perception 15					
Languages Common					
Challenge 7 (2,900 XP)					
Jumpy. The spirit lamp can't be surprised and can use a bonus action to take the Disengage action.					
Lantern Spirits. Spirits of creatures that died within the lantern's light haunt it. While the lantern is open, these spirits surround the spirit lamp, slowing and attacking all creatures within the lantern's light. A creature that starts its turn within 30 feet of the spirit lamp has its speed halved and must make a DC 15 Wisdom saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. If the spirit lamp dies and the lantern is open, the lantern's spirits continue to harm creatures within 30 feet of it until the lantern is destroyed or closed.					
Lantern's Light. As a bonus action, the spirit lamp can open or close its lantern. When open, the lantern sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The spirit lamp can only see objects within the lantern's light and is blind while the lantern is closed. The lantern's light pierces magical and nonmagical darkness and can't be dispelled by magical darkness. If a creature dies in the lantern's light, its spirit is trapped in the lantern.					
Spirit Lantern. The spirit lamp's lantern is immune to damage and can't be the target of spells or effects as long as the spirit lamp lives. When the spirit lamp dies, the lantern floats gently to the ground and opens, if it was closed. The lantern has AC 17, 50 hp, and is immune to piercing, poison, and psychic damage. A creature that touches the lantern must succeed on a DC 15 Charisma saving throw or be cursed. A cursed creature is frightened of darkness, can't see anything outside of the lantern's light, and is unable to drop the lantern. The cursed creature will risk its own life to protect the lantern. A creature can repeat the saving throw each day at dawn, lifting the curse and ending the effects on itself on a success. If this occurs, the lantern disintegrates. After three failed saving throws, <i>remove curse</i> or similar magic is required to end the curse. If the creature remains cursed after 30 days, it is irreversibly changed by the curse, and it becomes the lantern's new spirit lamp. Voluntarily opening the lantern counts as a failed saving throw. If the lantern is destroyed, all captured spirits are put to rest and the cursed bearer, if it has not yet changed into a spirit lamp, is freed of the curse.					
ACTIONS					
Multiattack. The spirit lamp makes three attacks.					
Spirit Claw. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) necrotic damage.					
Lantern Beam. <i>Ranged Weapon Attack:</i> +7 to hit, range 60 ft., one target. <i>Hit:</i> 11 (2d10) fire damage.					

Spectral Horse					
<i>Large undead, lawful evil</i>					
Armor Class 11					
Hit Points 22 (4d10)					
Speed 0 ft., fly 60 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks					
Damage Immunities cold, necrotic, poison					
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained					
Senses darkvision 60 ft., passive Perception 11					
Languages —					
Challenge 1/2 (100 XP)					
Ethereal Sight. The horse can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.					
Incorporeal Movement. The horse 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.					
ACTIONS					
Spectral Hooves. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (2d6 + 1) necrotic damage.					
Etherealness. The horse enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.					

STEAM GOLEM

With wicked axe blades fastened along its arms and bronze runes inlaid on its armored torso, a steam golem is a smooth-running machine of death.

Boilers and Hydraulics. A steam golem is built around a central boiler with clockwork gears and hydraulic cylinders powering its legs and arms. Most steam golems have axe blades welded onto each of their arms, and many can extend one arm into a single, long-hafted axe for additional reach. They tower 10 feet tall, and their legs are often built with reversed knee joints for greater leverage when they move. The eyes of a steam golem glow orange or red from its internal fires.

Steam Whistle. A steam golem has four to six vents for releasing steam. These whistles are mounted over the shoulders and can be heard at distances up to a mile in open terrain.

Fuel Required. A steam golem's machinery consumes 30 lb. of coal and 100 gallons of water per day if it engages in more than brief combat. When resting or standing guard, a steam golem needs just one third of those amounts.

Steam Golem					
<i>Large construct, unaligned</i>					
Armor Class 18 (natural armor)					
Hit Points 171 (18d10 + 72)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons					
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned					
Senses darkvision 120 ft., passive Perception 10					
Languages understands the languages of its creator but can't speak					
Challenge 13 (10,000 XP)					
Boiler Weakness. A steam golem that's immersed in water or whose boiler is soaked with at least 20 gallons of water (such as from a water elemental) may be stopped in its tracks by the loss of steam pressure in the boiler. In the case of a water elemental, dousing a steam golem destroys the elemental and the golem must make a DC 20 Constitution saving throw. If it succeeds, the water instantly evaporates and the golem continues functioning normally. If it fails, the golem's fire is extinguished and the boiler loses pressure. The steam golem acts as if affected by a <i>slow</i> spell for 1d3 rounds, then becomes paralyzed until its fire is relit and it spends 15 minutes building up pressure.					
Extend Long Axe. A steam golem can extend or retract one arm into long axe form as a bonus action.					
Immutable Form. The golem is immune to any spell or effect that would alter its form.					
Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.					
Magic Weapons. The golem's weapon attacks are magical.					
ACTIONS					
Multiaction. The steam golem makes two axe arm attacks, or one long axe attack.					
Axe Arm. <i>Melee Weapon Attack:</i> +13 to hit, reach 5 ft., one target. <i>Hit:</i> 22 (4d6 + 8) slashing damage.					
Long Axe. <i>Melee Weapon Attack:</i> +13 to hit, reach 10 ft., one target. <i>Hit:</i> 40 (5d12 + 8) slashing damage.					
Steam Blast (Recharge 5-6). A steam golem can release a blast of steam. The golem chooses whether to affect a 5-foot radius around itself or a 20-foot cube adjacent to itself. Creatures in the affected area take 38 (7d10) fire damage, or half damage with a successful DC 17 Constitution saving throw.					
REACTIONS					
Whistle. When an opponent within 30 feet of the golem tries to cast a spell, the steam golem can emit a shriek from its twin steam whistles. The spellcaster must make a DC 17 Constitution saving throw. If the save succeeds, the spell is cast normally. If it fails, the spell is not cast; the spell slot is not used, but the caster's action is.					

Web Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft., climb 30 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1 (200 XP)

Necrotic Weapons. When the web zombie hits a creature with a melee attack, the attack deals an extra 1d6 necrotic damage (included in its statistics).

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.

Web Walker. The web zombie ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The web zombie makes two slam attacks. If both attacks hit a Medium or smaller target, the target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage).

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 3 (1d6) necrotic damage.



Swordbreaker Gladiator Skeleton

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Damage Vulnerabilities thunder

Damage Resistances piercing, slashing

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 5 (1,800 XP)

Brave. The swordbreaker gladiator skeleton has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the swordbreaker gladiator skeleton hits with it (included in the attack).

Fossilized Bones. Any nonmagical slashing or piercing weapon made of metal or wood that hits the swordbreaker gladiator skeleton cracks. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the swordbreaker gladiator skeleton is destroyed after dealing damage.

ACTIONS

Multiattack. The swordbreaker gladiator skeleton makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The swordbreaker gladiator skeleton adds 3 to its AC against one melee attack that would hit it. To do so, the swordbreaker gladiator skeleton must see the attacker and be wielding a melee weapon.



SWORDBREAKER GLADIATOR SKELETON

Raised from skeletal remains that have fossilized.

Bones of Stone. The swordbreaker skeleton's bones have fossilized and become stony. Most weapons shatter against these bones, but the fossilization makes the skeletons more susceptible to magic that harms stone or that causes concussive bursts of sound.

Undead Nature. A swordbreaker skeleton doesn't require air, food, drink, or sleep.

WALLED HORROR

An unnatural, cloying chill fills the air, and multiple ghostly hands burst from a wall to pummel and grab all within reach.

Unassuming Horror. The walled horror is an undead that appears to be a normal stretch of wall until it lashes out at passersby.

Tragic Origins. A walled horror is created when a group of humanoids is bound together and entombed behind a wall in an area with a high concentration of necrotic energy. The humanoids experience profound terror before dying of thirst or suffocation, and their spirits remain trapped within the wall, becoming an undead that seeks to add others to its collection.

Entombed Treasures. While the spirits of the entombed victims join with the stone and mortar of the wall, their bodies and belongings are left to rot in the cavity behind the wall. When the walled horror is destroyed, it collapses into a pile of rubble, revealing the remains and belongings.

Undead Nature. A walled horror doesn't require air, food, drink, or sleep.

WALLED HORROR

Large undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 0 ft. (immobile)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	1 (-5)	20 (+5)	5 (-3)	8 (-1)	18 (+4)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses truesight 60 ft. (blind beyond this radius), passive Perception 9

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

Challenge 7 (2,900 XP)

Spirit-Infused Structure. The walled horror is immobile except for its Wall Hop trait. It uses its Charisma instead of its Dexterity to determine its place in the initiative order.

Wall Hop. As a bonus action, the walled horror can disappear into the wall and reappear on a 10-foot-by-10-foot stone wall or panel of wood that it can see within 30 feet of it. Claw marks briefly appear on the surface of the origin and destination walls when it uses this trait.

Wall-Bound Spirits. The spirits that make up the walled horror are bound to a 10-foot-by-10-foot panel of wall, behind which their original bodies are trapped. The walled horror can move to nearby walls with its Wall Hop trait, but it can never be more than 120 feet away from its bound wall. If its bound wall is damaged while the walled horror is elsewhere, the walled horror takes half the damage dealt to the bound wall. When the walled horror finishes a long rest while inhabiting its bound wall, any damage to the bound wall is repaired.

ACTIONS

Multiattack. The horror makes two spectral claw attacks.

Spectral Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) psychic damage, and the target is grappled (escape DC 15).

Spectral Scream. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 18 (4d8) psychic damage, and the target must succeed on a DC 15 Charisma saving throw or be frightened until the end of its next turn as it is assaulted by images of being buried alive or entombed. While frightened, the creature's speed is reduced to 0.

Entomb. The walled horror makes one spectral claw attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is partially entombed in the wall, and the grapple ends. The entombed target is blinded and restrained, and it takes 9 (2d8) psychic damage at the start of each of the walled horror's turns. A walled horror can have only one creature entombed at a time. A creature, including the entombed target, can take its action to free the entombed target by succeeding on a DC 15 Strength check. A creature slain while entombed is pulled fully into the wall and can be restored to life only by means of a *true resurrection* or a *wish* spell.

WILLOWHAUNT

The ghostly image of a healthy willow overlays a smaller tree composed of bones. Piles of bones litter the ground at its base.

Death Tree. When victims of murder or other violent deaths die in view of an otherwise healthy willow tree, their spirits flock to the tree. This destroys the willow and causes it to return as a mockery of a living tree. The willowhaunt projects an image of its former appearance to put creatures at ease, at least long enough to convince them to approach.

Thirst for Blood. Willowhaunts thrive best in blood-soaked soil. They incite murderousness in those who come near by telepathically whispering conspiracies about a creature's allies. The willowhaunts encourage their victims to make small sacrifices to the willows, ensuring the willowhaunt's soil remains bloody.

Attractive to Death Cults. Swamp-based death cults cherish the discovery of a willowhaunt and sacrifice victims to create a grove of willowhaunts. Perversely, a willowhaunt prefers blood shed by unwilling creatures, and it demands the cultists bring victims it can force into a fight.

Undead Nature. The willowhaunt doesn't require air, food, drink, or sleep. Ω



Willowhaunt

Huge undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	9 (-1)	14 (+2)	19 (+4)

Saving Throws Str +6, Cha +7

Skills Insight +5, Intimidation +7

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak, telepathy 60 ft.

Challenge 5 (1,800 XP)

Living Projection. The willowhaunt's skeletal form is covered with a magical illusion that makes it look like a living willow tree. The willowhaunt can use a bonus action to dismiss this illusion until the end of its next turn. The changes wrought by this illusion fail to hold up to physical inspection. For example, the willowhaunt's trunk appears to be made of bark, but someone touching it would feel the tree's polished bones. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern the willowhaunt's true appearance.

ACTIONS

Multiattack. The willowhaunt makes two slam attacks.

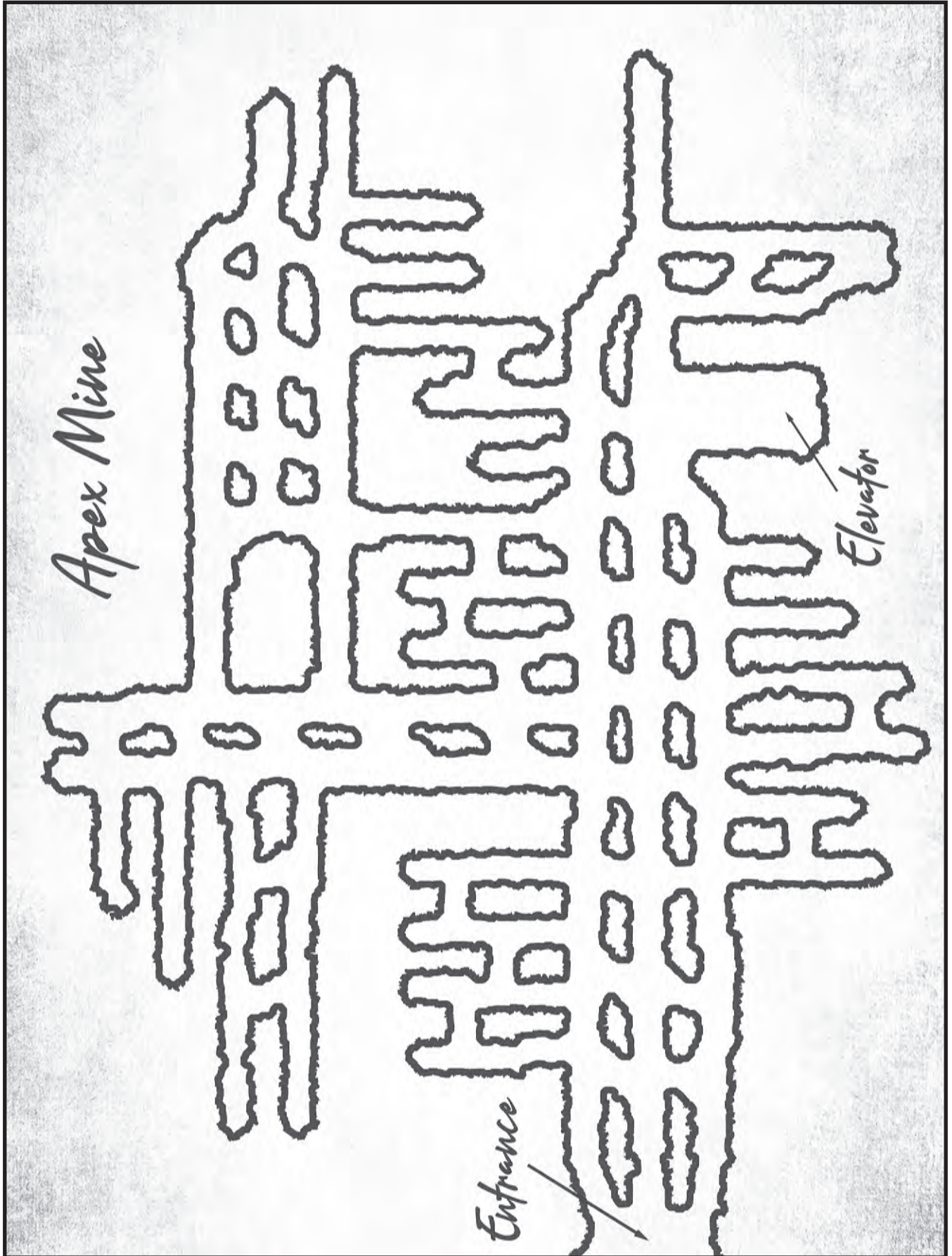
Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. **Hit:** 9 (1d12 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Provoke Murder. The willowhaunt chooses up to two creatures it can see within 30 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or be overcome with murderous intent for 1 minute. While overcome with murderous intent, a creature has advantage on melee attack rolls and is compelled to kill creatures within 30 feet of the willowhaunt. The creature is unable to distinguish friend from foe and must attack the nearest creature other than the willowhaunt each turn. If no other creature is near enough to move to and attack, it stalks off in a random direction, seeking a new target to drag within 30 feet of the willowhaunt. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Whispers of Madness (Recharge 5-6). The willowhaunt whispers in the minds of nearby creatures. Each creature of the willowhaunt's choice within 30 feet of it must make a DC 15 Wisdom saving throw. On a failure, a creature takes 18 (4d8) psychic damage and is afflicted with short-term madness. On a success, a creature takes half the damage and isn't afflicted with madness. If a saving throw fails by 5 or more, the creature is afflicted with long-term madness instead. A creature afflicted with madness caused by the willowhaunt's whispers has disadvantage on its saving throw against the willowhaunt's Provoke Murder.

THE HAUNTED MINE PLAYER MAP

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