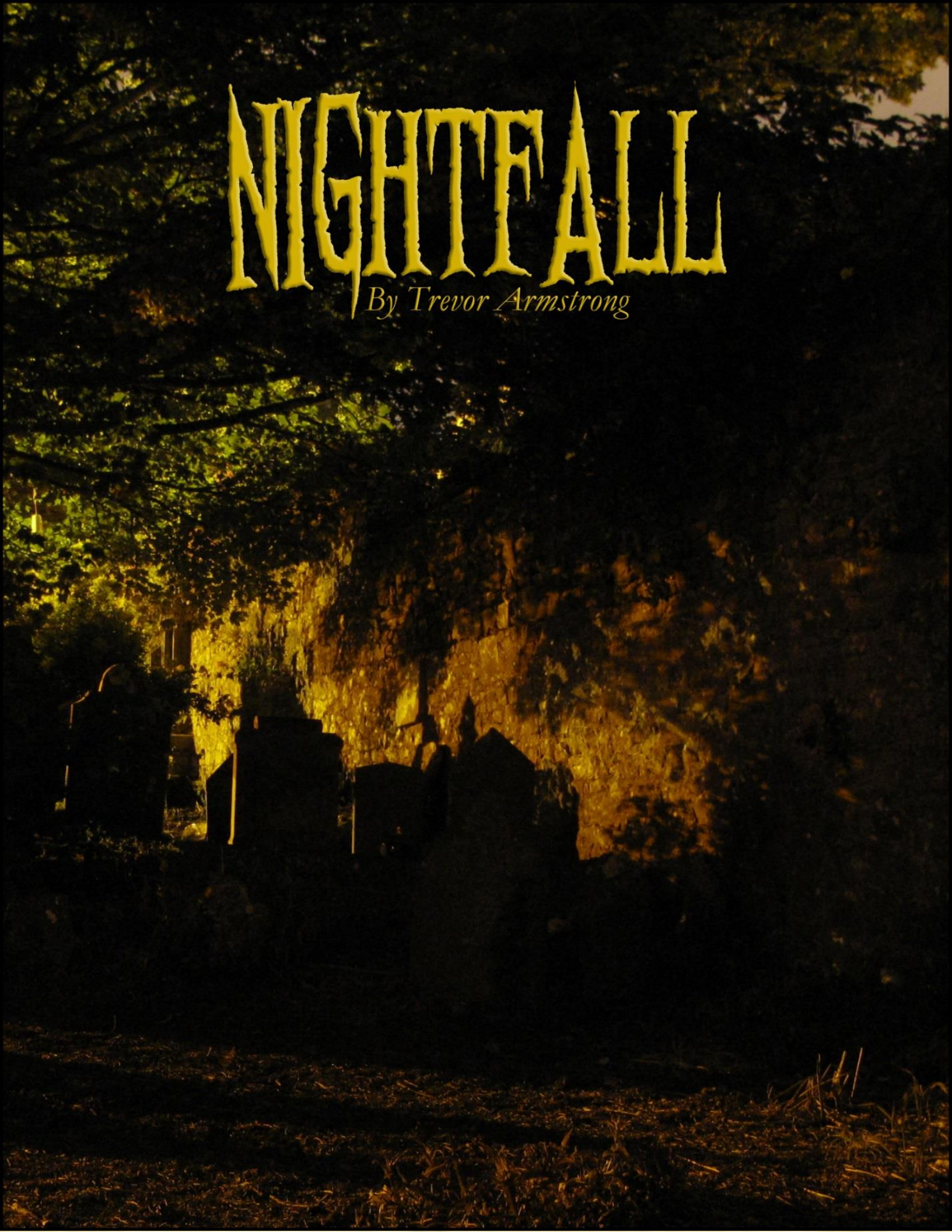


NIGHTFALL

By Trevor Armstrong



NIGHTFALL

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Preamble

Nightfall is a short adventure for 4-6 players of 8th to 10th level, in which the players enter an unsettling graveyard to find it has become inhabited by a plague vampire. This creature has contaminated the large oak tree in the center of the graveyard, giving it the ability to continually raise creatures from the dead. To make matters worse, the vampire has also enslaved two flesh golems, which have been bound to a stone tomb outside her mausoleum. It seems that this vampire has linked her life-force with these monstrosities, and all damage done to her is passed on to the golems. Will the party be able to figure out this horrifying scenario and defeat the vampire before she buries them in her graveyard?

Background

In years past, the cemetery known as Oak's Blessing was a peaceful place. Located some 10 miles outside the small town of Secomber, many of the town's denizens would make the trip to honor the memories of their dead, and then enjoy silence under the great oak tree in the middle of the cemetery. It was truly a spot cherished for its beauty and tranquillity; allowing one to focus on personal reflection, should they seek it. Folduin and Nieven, the two half-elf grave keepers that lived onsite, were a little odd (as you'd likely expect) but very friendly and inviting of all who wanted to pay their respects to those buried in their cemetery.

Those tranquil times seem a distant memory now. Folduin and Nieven have gone missing, as well as some townsfolk known to frequent the graveyard. Adventures passing through the town were offered gold and silver to

investigate, but none have returned to claim their rewards...

Adventure Hook

Looking to enjoy a well-earned drink while passing through the town of Secomber, the party happen upon the Seven-Stringed Harp Tavern. As they make their way up the steps to the tavern doors, an old man approaches them with an unsettling eagerness. He has a pious look to him, and the party could correctly assume that he is a member of the local clergy.

"Well met friends, I have not seen you in town before. I am thankful that you have come to Secomber... maybe you are travellers brave enough to help us with our current blight?"

The old man's name is Florestan, and he tells the party about the missing townsfolk and multiple sightings of undead near the cemetery, though he knows not their source.

He does not know about the plague vampire that has currently made the Oak's Blessing its lair (nor does anyone else in Secomber).

Layout of the Graveyard

Nightfall features a quaint graveyard, roughly 125 feet long by 85 feet wide, split by a 10-foot tall cliff edge in the middle. This rise in elevation separates the mausoleum the vampire has claimed as its lair from the rest of the graveyard.

DM Map



Author's Notes: A few important points to help you understand the DM map and set up the encounters easily:

A. Encounter 1 – only show the two hooded figures to start the encounter, as the zombies are buried in their graves and will rise when combat starts.

B. The cobblestone path leading down the middle of the graveyard becomes difficult terrain at the point where it is sandwiched in between the two cliff edges (to illustrate the incline in elevation).

C. The blighted tree can cast a modified *animate dead* spell (*Zoetic Rejuvenation*); summoning one random undead creature with its action every round. It is recommended not to start doing this until the players engage the vampire (instead of doing it during Encounter 1). Best to save this surprise for the proper moment!

Beginning the Adventure

Arriving at the Graveyard

When your party arrives at the gates to the cemetery, read:

After walking for a few hours, you reach the cemetery as the heavy rains that assaulted you during your travels seem to have subsided for a moment. Looking through the main gate, you see all the gravestones lining this eerie place; some recently placed, whereas others are cracked and crumbling. Mold covers the engravings dedicated to the dead, and the trees that surround you lean in towards these stones, as if their branches are reaching out to them.

A spiked black fence surrounds the graveyard almost as if it were a prison. The smell of old stone fills the moist air, weeds covering graves of the dead; loved ones have long since stopped visiting. Gravel paths weave through the maze of graves, allowing passersby to pay their respects to the people resting in the earth's embrace. All is quiet.



Inside the Graveyard

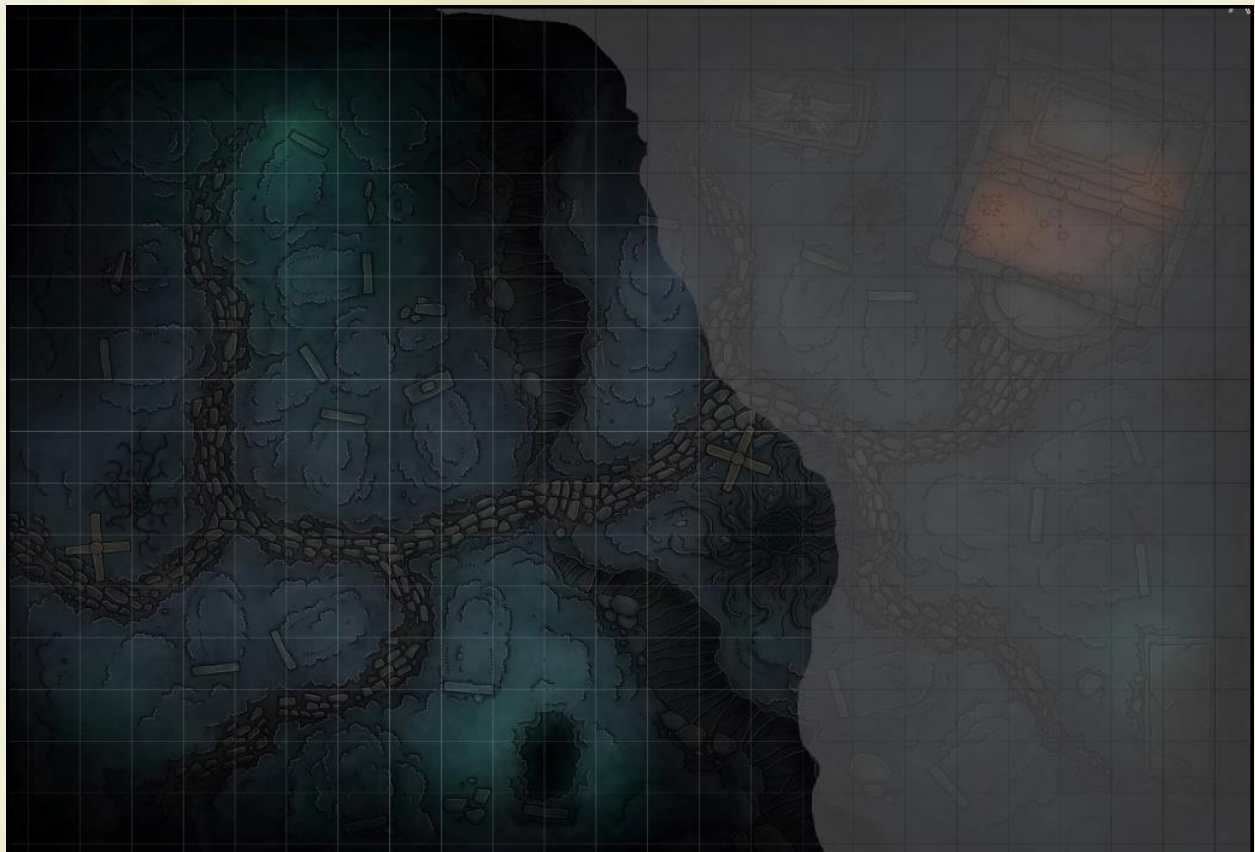
After the PCs pass through the main gates of the cemetery, they will be able to see an approximate distance of 60 feet in front of them to where the ridge down the middle of the graveyard is located (center of the map), and the large (now decaying) large oak tree sitting atop the ridge.

Hidden from view are the two bound flesh golems and the vampire's mausoleum.

Author's Note: The map below shows roughly what the players can see when they enter the graveyard from the main western entrance.



Player's Vision Map



When the players enter the graveyard for the first time, read:

You enter the graveyard and hear what sounds like a faint breeze whistling through the trees encasing the graveyard, but...not even the tiniest bit of wind is present. The sound you hear is coming from beneath your feet, as if it belongs to disembodied voices of the souls that once walked the earth. They seem to be carried by the fog that is rising from the cracks in the porous cobblestone path. Now nearing the center of the graveyard, many of these older tombstones are crumbling from the weathering that they have experienced throughout the years and some engravings have nearly disappeared.

You see atop a 10-foot ridge roughly 60 feet in front of you, what was once a symbol of the tranquility found in this restful place. The massive oak tree after which the cemetery was named is now slouched over; its leaves having long since fallen to the ground. You watch as the tree pulses with a dim necrotic glow underneath its decaying bark, forcing out small amounts of green ooze, excreted from cracks in the tree's trunk like a syrup.

Standing before you on either side of the cobblestone path are two robed figures, attending to the graves. They don't acknowledge your presence.

The two robed figures do not respond to the player's presence and always keep their backs to them. They will continue working on their graves unless the players touch or attack them. The northern figure is clearing out a broken tombstone and the southern figure is digging out a new grave.

These robed figures are actually animated undead (**zombies**) that have been beheaded. Their cloaks are **cloaks of firm form** (magically imbued cloaks that hold their shape, given to them by the plague vampire to hide the fact they don't have their heads). When the cloaks are touched by a living creature (I.E. not-undead), they lose their magical properties causing the hood to fall limp (revealing the fact that they are headless).



At an appropriate time, perhaps when one of the players walk over to touch one of the gravediggers on the shoulder, one of the diggers is attacked, or if the players ignore them and walk halfway through the lower graveyard, the hands of eight desecrated zombies burst through their graves and attack the players. It takes each zombie 10 feet of movement on its first turn to get out of its grave.

As combat begins, read:

The hands of multiple zombies erupt from the graves surrounding you as both hooded figures turn and engage your party. The zombies pull themselves out of their graves as you look on in horror, seeing that their flesh has a greenish decaying glow about it, and an infestation of earthly critters inhabit the sockets where their eyes once resided.

Encounter 1: Desecrated Zombies & Robed Figures

(CR 10, 5700 XP)

This encounter is composed of
8 desecrated zombies and 2
robed figures (normal zombies).


Zombie, desecrated


Medium undead, neutral evil

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 20 ft.

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

Saving Throws Wis +2

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 3 **XP** 700

TRAITS

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.

Strength in Numbers

The zombie has advantage on attack rolls against a creature if at least one other zombie (ally) is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack

The zombie makes two claw attacks.

Claw

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage + 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become poisoned. The target may make another save at the end of its next turn.


Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 **XP** 50

TRAITS

Undead Fortitude

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

ACTIONS

Slam

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



Heading towards the Oak

After the players have defeated the desecrated zombies and the robed figures, they may wish to investigate the lower graveyard before heading up the path.

The bodies under the robes are those of the half-elf grave keepers Folduin and Nieven, which the PCs were sent here to find. On a successful DC 18 investigation check, the party could determine this based upon Florestan's original description.

Author's Note: Alternatively, if you are incorporating Nightfall into your long-running campaign, the bodies could belong to important NPCs in your world. Feel free to vaguely describe what is hidden under their robes to best fit those NPCs, and then surprise your players, as they will soon find their missing heads attached to decaying flesh golems bound to a stone slab outside of the Plague Vampire's mausoleum!

When your players head up the cobblestone path to the upper graveyard, read:

As you ascend the cobblestone path upwards to ridge occupied by the pulsing blighted tree, a light breeze begins to blow in from the west. You hear a guttural moaning coming from the simple stone sarcophagus to the southeast of the blight tree. Much to your horror, you see two figures bound to it by large chains and are seemly unable to move.

Continue reading if your players are unsure of what they want to do next:

Studying them from afar, it is clear that these creatures have been formed from mismatched pieces of flesh stitched together. Even their heads appear to be from corpses not consistent with the rest of their bodies.

On a successful **DC 12 Investigation check** (Intelligence), your players can discern that the heads of these decaying flesh golems belong to the half-elves and will probably deduce that they were once atop the bodies concealed by the robes they previously encountered.

Author's Note: Again, if you are incorporating Nightfall into your grand adventure, the heads of the golems belong to NPCs that have gone missing in your long-running adventure. Make this part dramatic as you can when re-introducing these long lost (now-animated) characters from your world!

At this point, your players will probably want to look at (and destroy?) the blight tree or the decaying flesh golems. Either course of action will force the Plague Vampire to leave her mausoleum and engage the party.

When the PCs decide to interact with something in this area, add that action into following description:

As you (do that), the sound of a large stone slab being pushed aside can be heard from within the mausoleum.

The Plague Vampire just slid open the lid on her sarcophagus and is getting ready to engage the players. Depending on what they do when they hear that noise, you can give them some time to consider their options. If they want to investigate the tree or the flesh golems, allow them a moment to do so, using your creativity to enhance the scene based on what the players have done to this point.

At an opportune moment, or if the players decide to head towards the mausoleum to investigate the noise, read:

A large gust of wind blows past you from the west and assaults the double doors of the mausoleum, forcing them wide open. Inside, a humanoid figure floating two feet above of the floor glides out through the open doors into the graveyard while chanting an incantation. She has the look of a beautiful elven female; her long hair flowing freely behind her in the wind. You see necrotic energies begin to swirl about her, forming ritualistic symbols in the air as she stops before you.

Show the players the picture of the Plague Vampire, and then continue reading:

Her chanting ceases as she opens her eyes and raises her left hand pointed towards you. She says in a low soothing voice, "Welcome to the Terrorvale Mausoleum... this, will be your final resting place!"

Remember: She can use her Lair Action on an initiative of 20 (losing all ties) if she chooses.



Setting up the encounter with the Plague Vampire

The decaying flesh golems are bound to a large stone sarcophagus outside the vampire's mausoleum, and cannot move or otherwise engage the players. However, the plague vampire has made this graveyard her lair and experimented on these flesh golems, causing them to rot over time. She uses the flesh from those entering the graveyard to continually replace that of the decaying golems.

The reason for their continual decay is due to the necrotic life-link she shares with these monstrosities. All harm done to the plague vampire is transferred to the decaying flesh golems. The players will not be able to damage the Plague Vampire until both decaying flesh golems are brought to zero hit points (either by being attacked directly or through indirect damage done to them via the plague vampire's life-link transfer).

The second complication in the vampire's lair is the Blighted Tree of Necrosis. Every round, as an action on its turn, the tree will use its Zoetic Rejuvenation innate spell to summon a randomly determined undead creature to serve the plague vampire. This creature remains until destroyed or it is dismissed by the Blighted Tree (see table below).

Zoetic Rejuvenation		
When the Zoetic Rejuvenation spell is cast, roll a d100 to determine the strength of the undead you've created.		
1d100	Summoned Undead	
1 - 50	CR 1/4 undead creature (Skeleton or Zombie)	
51 - 75	CR 1 undead creature (Ghoul or Specter)	
76 - 90	CR 2 undead creature (Ghost or Will-o'-Wisp)	
91 - 99	CR 3 undead creature (Wight)	
100 - 100	CR 5 undead creature (Wraith)	

Encounter 2: Plague Vampire (CR 17, 15,800 XP)

This encounter consists of a Plague Vampire (CR 14), a Blighted Tree of Necrosis (CR 3), and two Decaying Flesh Golems (CR 4).

All NPC statistics for this encounter can be found in *Appendix A: NPC Stat-blocks*, near the end of this PDF.

The first time the Blighted Tree of Necrosis uses its Zoetic Rejuvenation, read:

The barren branches of the once mighty oak tree begin to sway violently in the blowing wind. To your horror, you turn to see an undead creature rise up from a grave just in front of the mausoleum.

The first time a damaging attack strikes the Plague Vampire, read:

Landing a blow on the vampire that you are sure would have damaged most of the creatures you've come across to this point in your adventures; the vampire seems unphased. Instead, you see a single necrotic glow pulse over her form. After a moment, the glow fades, and you hear one of the flesh golems moan out in agony.





Cleansing the Mausoleum

Once the Plague Vampire has been slain, any undead creatures under her control fall to the ground lifeless...

The Decaying flesh golems, having been killed due to the necrotic life-link, would require the strongest restorative magic to bring back. Also, it is important to consider that with them being a conglomeration of many different humanoids, who would the players be bringing back from the dead if they look to do so? *This for the DM to decide...*

The Blighted Tree of Necrosis could potentially be restored to its former glory with a greater restoration spell. Could the old clergy man in Secomber be able to prepare such a spell, if that fits in your world? The players may wish to simply chop the tree down and burn its stump, ending its corruption. However, this would be much to the dismay of the people from Secomber.

Inside the vampire's mausoleum, she may have a small stash of magical items collected from the corpses of those venturing into her graveyard. Feel free to distribute some much-deserved loot to your players!

Author's Note: Alternatively, if you are incorporating Nightfall into your grand adventure, this would be a good location to store an item that would lead the party on to their next adventure!

Appendix A:

NPC Stat-blocks

 Vampire, plague 	
Medium undead (shapechanger) , neutral evil	
Armor Class	16 (natural armor)
Hit Points	144 (17d8 + 68)
Speed	30 ft.
STR 18 +4 C S DEX 18 +4 C S CON 18 +4 C S INT 17 +3 C S WIS 15 +2 C S CHA 18 +4 C S	
Saving Throws	Dex +9, Wis +7, Cha +9
Skills	Perception +7, Stealth +9
Damage Resistances	necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities	poison
Condition Immunities	poisoned
Senses	darkvision 120 ft., passive Perception 17
Languages	the languages it knew in life
Challenge	14 XP 11500
ACTIONS	
Multiattack (Vampire Form Only)	
The vampire makes two attacks, only one of which can be a bite attack.	
Unarmed Strike (Vampire Form Only)	
Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).	
Bite (Bat or Vampire Form Only)	
Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage + 10 (3d6) necrotic damage and is poisoned. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.	
Charm	
The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.	
Child of Disease (1/Day)	
Whether inside or outdoors, the vampire magically calls 3d6 giant poisonous snakes, provided that the sun isn't up. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.	

TRAITS
Shapechanger
If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Plague Mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in Plague Mist form, the vampire can't take any actions, speak, or manipulate objects. It is considered a large creature. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. If another creature starts its turn in a square occupied by the plague mist, it is effected as if it is standing within a stinking cloud (see Spell: Stinking Cloud). In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.
Legendary Resistance (3/Day)
If the vampire fails a saving throw, it can choose to succeed instead.
Vile Escape
When it drops to 0 hit points outside its resting place, the vampire transforms into a plague mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.
Regeneration
The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.
Spider Climb
The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Vampire Weaknesses
The vampire has the following flaws: Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water. Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed. Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.
LEGENDARY ACTIONS
Options
The vampire 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 vampire regains spent legendary actions at the start of its turn.
Move
The vampire moves up to its speed without provoking opportunity attacks.
Unarmed Strike
The vampire makes one unarmed strike.
Bite (Costs 2 Actions)
The vampire makes one bite attack.
LAIR ACTIONS
Rally the Dead
On initiative count 20 (losing initiative ties), up to 3 dead creatures of the Plague Vampire's choice that are within 120 feet of it rise from the dead as a zombie under the Plague Vampire's control.



Ghast



Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 **XP** 450

TRAITS

Stench

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

Turning Defiance

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

ACTIONS

Bite

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

Claws

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Ghoul



Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 **XP** 200

ACTIONS

Bite

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

Claws

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Skeleton



Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 **XP** 50

ACTIONS

Shortsword

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

Shortbow

Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

STR	DEX	CON	INT	WIS	CHA
1	14	11	10	10	11
-5	+2	+0	+0	+0	+0
C	C	C	C	C	C
S	S	S	S	S	S

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 XP 200

TRAITS

Incorporeal Movement

The specter 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 specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain

Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 XP 700

TRAITS

Sunlight Sensitivity

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

ACTIONS

Multiattack

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

Life Drain

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword

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

Longbow

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



Will-o'-Wisp



Tiny undead, chaotic evil

Armor Class

19

Hit Points

22 (9d4)

Speed

0 ft., fly 50 ft. (hover)

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

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

Damage Immunities lightning, poison

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

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge

2

XP

450

TRAITS

Consume Life

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

Ephemeral

The will-o'-wisp can't wear or carry any thing.

Incorporeal Movement

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

Variable Illumination

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

ACTIONS

Shock

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

Invisibility

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



Wraith



Medium undead, neutral evil

Armor Class

13

Hit Points

67 (9d8 + 27)

Speed

0 ft., fly 60 ft. (hover)

STR	C	DEX	C	CON	C	INT	C	WIS	C	CHA	C
6		16		16		12		14		15	
-2	S	+3	S	+3	S	+1	S	+2	S	+2	S

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge

5

XP

1800

TRAITS

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.

Sunlight Sensitivity

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

ACTIONS

Life Drain

Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 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.

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.

Credits

Nightfall is a Grimlore Entertainment production, created for the DM's Guild and designed for the 5th Edition D&D Ruleset.

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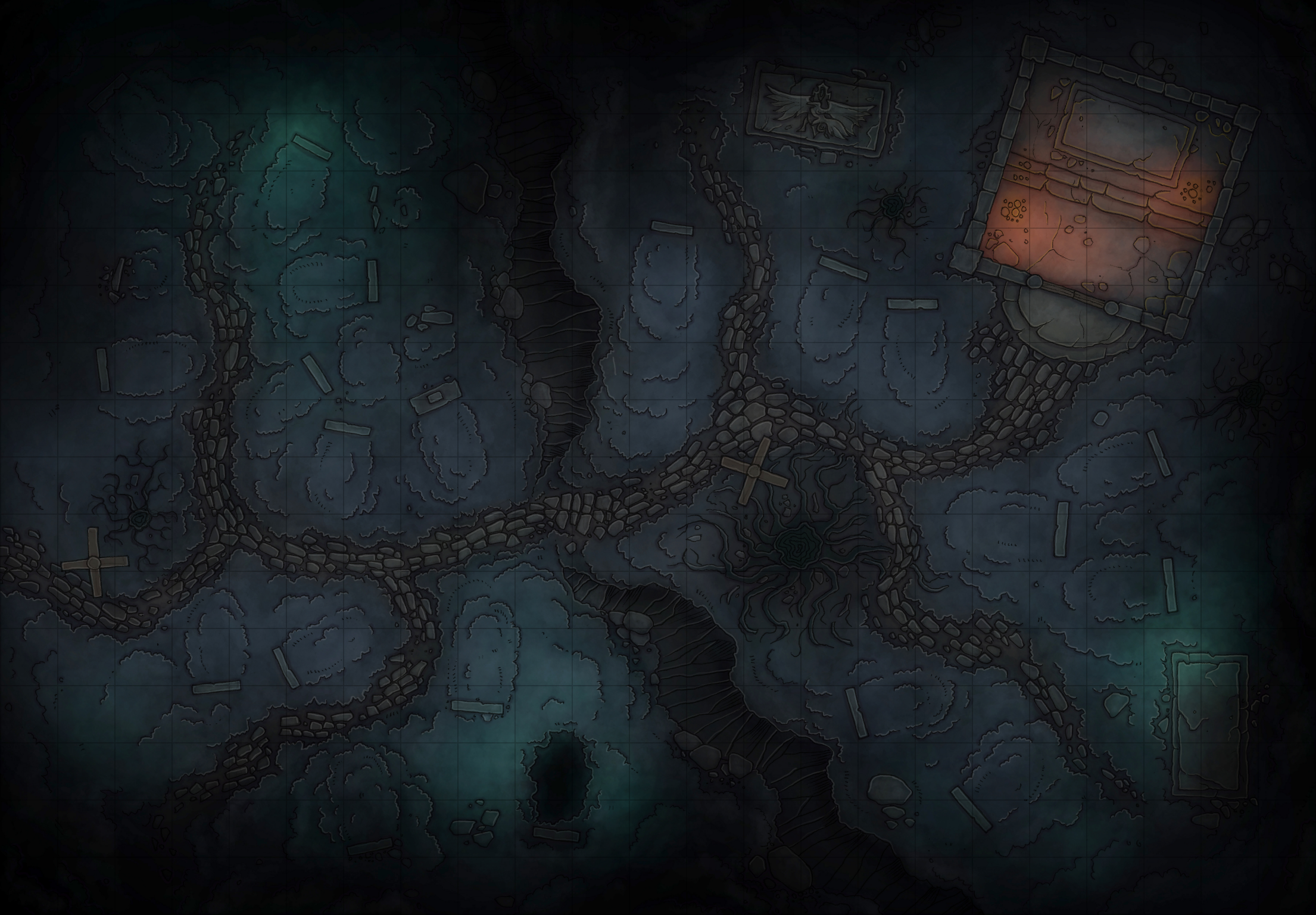
Encounter 1:
NPC positions

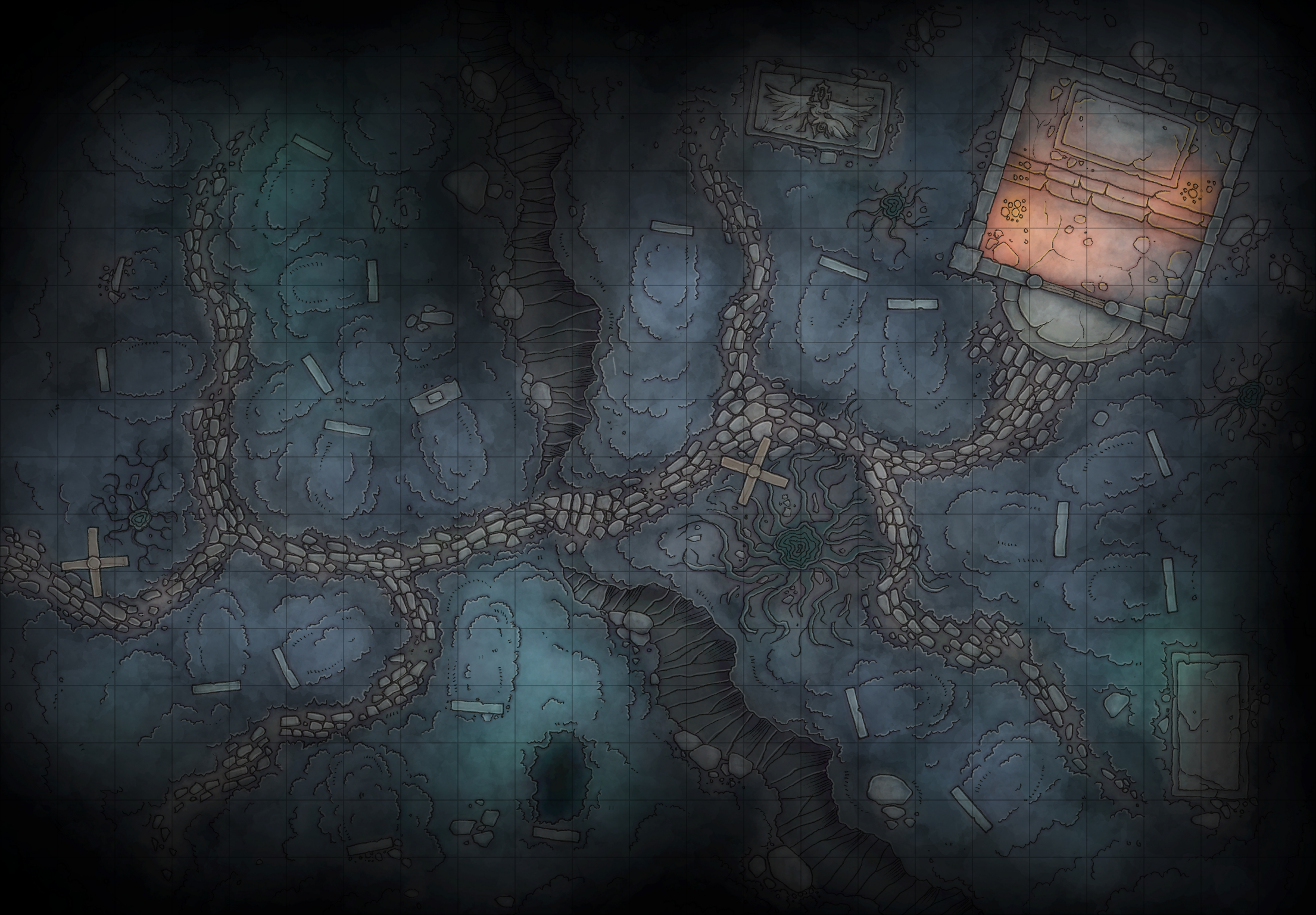
10-foot
incline

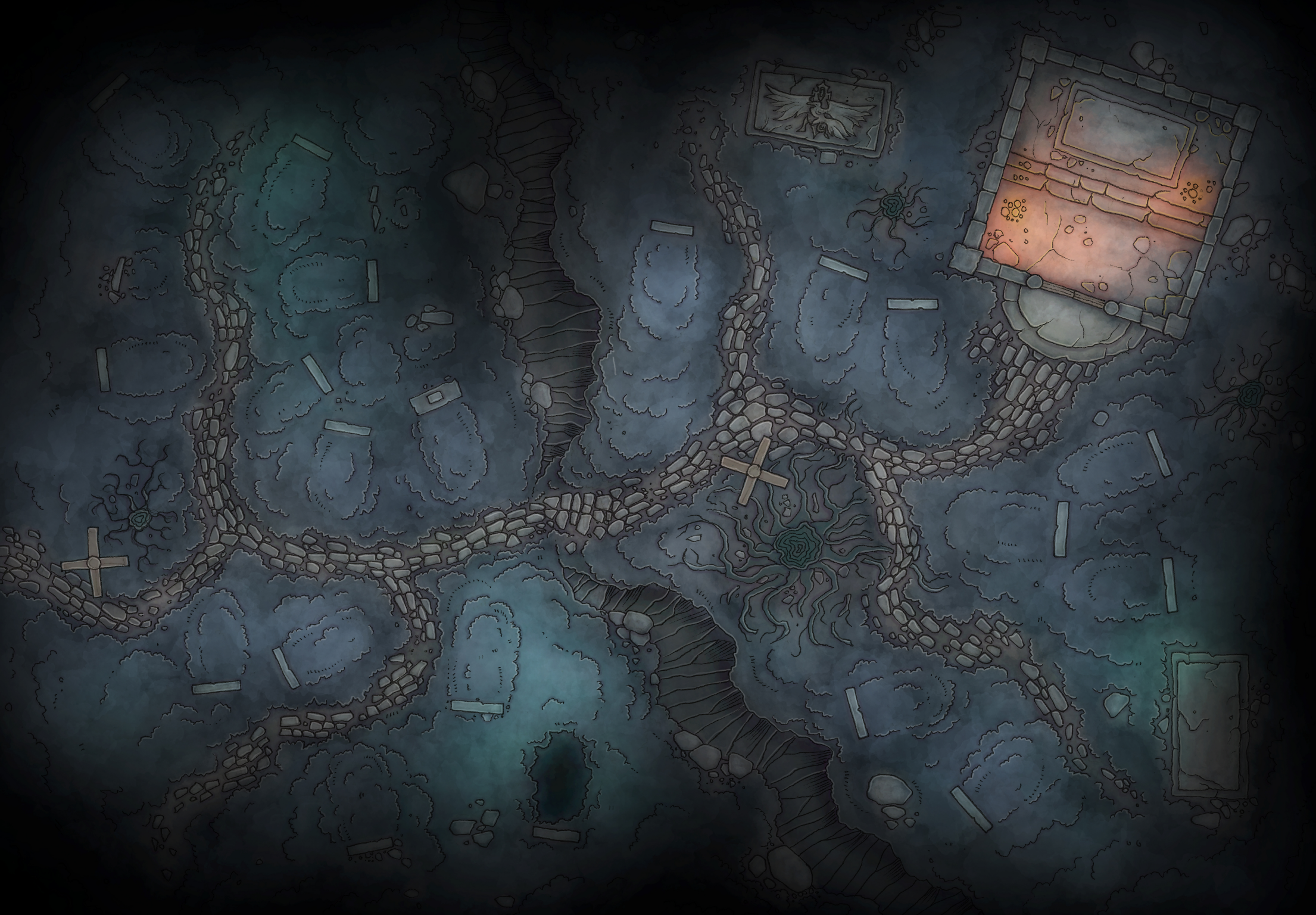
Difficult
Terrain

10-foot
incline

Encounter 2:
NPC positions







NIGHTFALL

By Trevor Armstrong

Nightfall is a short adventure in which the players enter an unsettling graveyard to find it has become inhabited by a plague vampire. This creature has contaminated the large oak tree in the center of the graveyard, giving it the ability to continually raise creatures from the dead. To make matters worse, the vampire has also enslaved two flesh golems, which have been bound to a stone slab outside of her mausoleum.

Will the party be able to overcome this horrifying scenario and defeat the vampire before she buries them in her lair?

Nightfall is an adventure suitable for 4-6 players of 8th to 10th level, compatible with the 5E ruleset.

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