



THE DARKNESS OF THE MOUNTAINS

In the shadow of the Galena Mountains, outside the Glumpen forest, the scars of the ancient war with the kingdom of the Witch King still lay fresh and exposed to the night air. A trade route between the regions of Vaasa and Damara have, through the years, created a crossroads at Aetherglen. The people who live there have an abiding honor for their dead, and the graveyards are shrines to their forebears. As you pass through, however, you are waylaid by a mysterious man who tells you that the dead are restless, and something worse may be stirring 'neath the huge Gulthias trees of the forest.

A 2-hour adventure for 1st through 4th level characters

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Introduction

Welcome to *The Darkness of the Mountain*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Gary Con* storyline.

The town of Aetherglen was founded hundreds of years ago as merchants found the crossroads, and the surrounding forest, to be an excellent defensible location to stop on their travels and make some easy money. It's never been claimed by a nation or has allied itself with any organization, and the town leads itself through a self-elected mayor.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your player's characters to the action.

Adventure Background

The town of Aetherglen was founded hundreds of years ago as merchants found the crossroads, and the surrounding forest, to be an excellent defensible location to stop on their travels and make some easy money. It's never been claimed by a nation or has allied itself with any organization, and the town leads itself through a self-elected mayor. The mayor's role has been solely to present a face to the outside world, very rarely taking an active part in governing the people of the village. A common destination for refugees from surrounding wars, Aetherglen has grown somewhat over the years, but has never amassed more than a few hundred families.

Buildings in town are primarily one or two stories, with a combination of wood and stone building materials. Only the central Inn has three stories. The Innkeeper, Liam, is the current mayor.

Currently, the town holds tacit trade agreements with Phlan and most of the Moonsea city-states on this side of the water. Our story takes place sometime after the Mists receded from the Quivering Forest and the Glumpen Swamp, and Phlan regained its independence and self-rule.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Liam. Liam owns and operates the only tavern in the village and is the de-facto mayor. He's forthright and honest and is loved by all.

Bonewits. Bonewits is a mysterious figure who has been hanging around the town. Asking after him will cause townsfolk to eye the character asking with suspicion.

Adventure Overview

The adventure is broken down into 4 parts:

Part 1. The party arrives at the tavern in the village, in the middle of a torrential rainstorm, and get the lay of the land.

Part2. The party is confronted with a horrifying situation: People in the village are dying from an apparent attack from the surrounding trees.

Part3. The party investigates smaller happenings in the village in an attempt to identify the source of the problem.

Part 4. The party has narrowed their investigation efforts down to a graveyard, where they're subjected to a swarm of zombies.

Adventure Hooks

Wandering Strangers. Aetherglen is a crossroads between neighboring nations and regions and is a natural wayside for wandering adventurers and merchants. As characters of means and power, they are roped into the events of the module.

Genealogical Research. Characters may have been hired emissaries from large families or may be members of families seeking long lost relatives. As Aetherglen was the final destination for refugees from a variety of wars through the eons, it has long since been a melting pot for otherwise remote nations.

Emerald Enclave (Faction Assignment). The Druids of the Emerald Enclave have sensed a disturbance in the ancient grove of Gulthias trees. As an emissary for the faction, you are to document anything that presents itself as a part of the disturbance, and deal with whatever you're capable.

Part 1: Rain Town

(Duration: 10 minutes)

There was a time when the legions of undead swarmed over the hills. When death and life held no meaning. When a horror stalked the souls of the people of Damara, and a few brave heroes fought back the tide at the Bloodstone Pass. In that time, the Witch King fell, and his armies were scattered to the winds, returned to their graves, and those that followed him and drew from his power were diminished.

Aetherglen stands on these crossroads of the Ilinver Trail and the North Glisten pass, far from the lands of Vaasa and Damara, and yet, many people who now call this place home can trace their family trees back to refugees of that unholy war. Though the great protective Gultias trees of Glumpen forest overlook the crossroads, the people of this small town still speak of the great King Gareth Dragonsbane and his defeat of the Witch King. When the Mists stole into Glumpen Swamp and the Quivering Forest, these people were naturally suspicious, and the Mist took far fewer of them away to the cold lands of Barovia. Visitors are welcome at Aetherglen, but they're met with a watchful eye and a suspicious disposition.

When you arrived, you thanked whatever gods who were listening that you were able to find room, as there was a storm on the horizon. No sooner had you stabled your horses when the sky opened and blessed the land with loud thunder and bright lightning. The inn, however, was quiet inside. All eyes turned to you, the newly admitted stranger in their midst. As luck would have it, a chair was open near the bar. You made your way over, trying not to drip on too many of the townsfolk. Talk began again, as folks seemed to determine you mean them no immediate harm.

General Features

Note that throughout this adventure, the party is subject to bursting, torrential rain, and low visibility. To make their way to any destination within the village typically requires a local guide, due to the rain. Any character caught in the rain for 10 minutes without a proper poncho or rain gear will be subjected to one level of exhaustion.

Terrain. Level terrain within the village. Outside of the village the terrain resembles the Giant Redwood forest of northern California.

Weather. Torrential rain. Pooling water and extremely low visibility.

Light. Due to the canopy, all light is normally indirect and gloomy. The rain does nothing to improve this.

If the party wishes to seek information (Success on an Investigation check, DC noted below) about local stories of interest, they can find the following.

If they don't actively seek information, some of the subjects of the rolls below could voluntarily come

forward to entreat the new strangers.

- DC5: An old woman in the back of the tavern's main room will tell any party member their fortune if given some money. If you have a Tarot or Tarokka deck, you can make this an opportunity to spill secrets (fake or real) about the module, or simply an opportunity for some role-playing. Her fortune telling becomes more dire and animated based on how much money she's given. Odd how that works out, eh?
- DC10: A farmer named Anderson has had problems with his onion fields: The weeds are so massive and intrusive that he's been unable to fight back the overgrowth. He's had to abandon two entire fields, and his livelihood among the visiting merchants has been suffering.
- DC10: Someone has been disturbing the graves of two of the churches in town (Kelelvor and Lathander): Markers have been knocked down, and signs of graverobbing have been found. A temple of Waukeen was broken into, and the tombs were disturbed.
- DC10: The trees have always protected the village. The villagers believe that armies have been diverted in the forest, and that the trees have even protected them from harsh weather and natural and supernatural disasters. Something has changed, however, and it's been a gradual thing: Harsh weather has been getting through the canopy, and no one can prove it, but more and more disreputable people have been coming to town.
- DC15: Millie, one of the children that's always underfoot here in Aetherglen, was seen last week to have been posting notices searching for her lost cat, Furrball. Then, a day later, she was seen tearing down all the notices, while crying. When approached, she maintained that Furrball had died under a merchant's cartwheel. And then, a day later, she told everyone that a miracle had happened and Furrball wasn't dead after all. Millie's mother frantically began telling everyone yesterday that Millie has run away, and she hasn't seen her for a whole day.
- DC15: One of the bar patrons maintains that the giant trees surrounding the village have decided that Aetherglen is no longer welcome, and they're actively trying to kill the residents. He's heard that people have died because the trees have attacked them in some way. He doesn't have any details, and he can't tell the characters who those people that died were, but he's heard these things from reputable sources.
- DC20: Aetherglen gets a lot of strangers, but one has been attracting some attention by the curious

residents. An older man with a bruise down one side of his face has been asking after the wellbeing of the people of the village. He hasn't been making too many inquiries, and he hasn't been that obvious, but some have put it together that all his questions seem to be focused on the trees and the graveyards.

Note that intention here is for most, if not all, of that information to fall into the hands of the players. The DC numbers act as a guide to gift players with higher investigation skills the juicier bits.

Part 2: Shoe Drop

(Duration: 1 Hour)

You gather yourselves together and make some introductions, as you all seem new to this place. Hours pass, stories are swapped, and as the saying goes: "Old friends are made on the road." As the evening grows longer, and the storm outside seems to have no intention of abating, you begin to ponder retiring to the upstairs loft.

Just at that moment, the front door to the inn slams open, and a storm breeze blasts through the room, momentarily dampening the immense hearth fires. A young man stands in the doorway, underdressed for the storm, and sodden as a lost puppy for it. He's shaking from the cold and yells out to the bar keep in an equally quavering voice: "Liam! It's happened again!"

Those townsfolk that are left in the inn are on their feet in an instant, some rush to comfort the young lad while others tend to the door. A few have clustered around the innkeeper, who's previously dower mood has been replaced by red-faced anger.

Investigation checks can be made to ask people questions about what is going on:

- DC10: A widow and her son live in a small shack in the poorer part of the village, keeping to themselves and subsisting on the kindness of friends and extended family. The widow's cousin, Akadi, found them tonight, and he thinks they may already be dead.
- DC15: Liam, the Innkeeper and mayor of the town, believes this may have happened before. "It's the trees, you see," he says, "something's happened. They grow out of the ground and find something living and take it over. A woman in town died to this, last week, and we took her and buried her. Our holy men tell us that they do not know what has happened, and do not know how to counter such a great magic that would move the trees in such a fashion."
- DC20: Liam: "The woman we buried? Something is growing out of her grave. It's at the Temple to Lathander. The temple priest has tried to cut it down, but it keeps growing bigger."

The players can take a few paths here: Investigate the temple graveyard, investigate the disappearance of Millie and her cat, or progress to the small home where Akadi discovered his cousin and her son. The emphasis should be on the latter, as it's time-sensitive. Regardless of where they go and what they do, they should end this section of the adventure at Akadi's Cousin.

Temple of Lathander Graveyard

The temple graveyard dedicated to the god of Morning is what you would expect from a small village that's perpetually underneath a canopy of trees: Small. Approximately forty small grave markers dot a fenced-in lawn, drawn out in equal measure and with room for many more. One such marker stands out, however, as the grave that it's marking has been overgrown by what appears to be an eight-foot-tall tree with black bark. No leaves grow on the tree, and the marker has been knocked out of its berth and now lists at an angle away from the grave. The branches seem to spread out, as if they were fingers of some gigantic hand.

The tree is warm to the touch, and careful inspection will show that it is growing larger, albeit at a snail's pace. It is susceptible to magical fire (AC 8, 30HP), but is immune to mundane fire, and resistant to non-magical damage of any kind. Burning it or smashing it to the ground will only destroy what's visible, and if the characters hang around long enough, they'll see it sprouting new limbs through the ash and wreckage they've left behind. If they dig into the grave and try to kill the tree at the roots, they'll find that what lies in the grave is no longer a human corpse but is a **Young Roper** (stats as a Roper, but with AC13 and only 35HP. See appendix for full stats).

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** AC 11, 30HP
- **Weak Party:** AC13, 30HP
- **Strong Party:** AC17, 70HP
- **Very Strong Party:** Stats are for a regular **Roper**

Lost Kitty

Dadric, Millie's mother, sobs and falls into your arms as she describes what Millie looks like and when she last saw her. "She'd never run away, I know my Millie," she says, answering your next question before you ask it. "It's her cat, I just know it. She was obsessed with little Furrball, and when he was killed under that merchant's cart, something broke in her." She starts to cry again, only stopping to suggest that you try looking for Millie around the Temple of Kelemvor. That's where their little family buried Furrball.

Dradic doesn't know much more about what Millie was doing with Furrball, or why she would believe that Furrball had returned to life. She thinks Millie

found another cat that looked like Furrball. Dradic can confirm that Furrball died under a merchant's cartwheel, as has been described previously to the party members, as she assisted Millie in burying the cat and saying some words over the grave.

Visiting the temple of Kelemvor yields no clues as to Millie's whereabouts, although the priest can comment that several the graves at their location have shown signs of disturbance, as if people were trying to get at their contents. He doesn't understand that, however, as traditionally people aren't buried with anything valuable around here.

Investigating Furrball's grave will yield no new evidence, but while the characters are there, they'll notice that the edge of the graveyard is backed up against the edge of the forest. While they're there, investigating the grave, 3 **zombies** will emerge from the forest and slowly approach the party. They have the appearance of having recently dug themselves out of their own graves, and one of them is the corpse of a young girl. If the characters defeat the zombies and bring Dadric the corpse, she'll positively identify it as Millie.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** 1 Zombie (Millie), 3 Skeletons
- **Weak Party:** 2 Zombies
- **Strong Party:** 3 Zombies, 3 Skeletons
- **Very Strong Party:** 3 Zombies, 1 Wight

Akadi's Cousin

You enter a small but well-kept hovel, the décor displaying loving attention to detail and an admiration for the natural weave and weft of the wood. Standing in the middle of the room is the woman responsible, frozen in the action of sweeping the floor. She seems alive, openly weeping and calling out for her son in a fragile voice, but she also seems unable to move. Upon closer inspection, you can see that small tree roots anchor her to the floor, growing up under her skin. You can see the lumpy forms of the roots underneath her clothing, stopping at about her waist.

"It has me. I'm gone," she whispers, pale and covered in sweat. "But care not for me," she continues, "please see to my boy. Please check on my sweet Elijah." She closes her eyes. Her breathing continues, ragged and occasionally interrupted by the pain of the slowly moving roots.

The boy's room is what you've come to expect from this home: Immaculate. The wall is littered with framed drawings of a mother and child, drawn with a caring hand and a great deal of skill. A quick glance at the desk and the pencils and paper, and you realize that the boy, Elijah, is responsible for those drawings.

Elijah lies on his bed, curled up as if sleeping. You try and wake him, and notice that the roots have grown under every inch of his skin, giving it a dark brown and bruised sheen. Pulling back the covers, you see a large root system emerging from under the bed and flowing through the mattress.

Elijah's eyelids flutter open. "You," he whispers, lips hardly moving, "you must find it. The Old One can do no more. It is corrupted." And with that, a final breath of air escapes what's left of his lungs, and his eyelids droop closed.

You emerge from the boy's room to discover that a similar fate has befallen his mother, the roots having finally reached her head and taking her life. The townsfolk that have come with you are weeping. They can do more than mourn.

A man stands at the door to the house. He wears a cloak of deep brown with green piping, holds a staff and has a bruise down one side of his face. "This cannot continue," he says. "I know the source, but I know not how to treat the problem. We need your help, strangers."

The man introduces himself as Bonewits, a "master" druid. He isn't forthcoming on many things, but he'll tell the party the following:

- He's been studying and living among the Gulthias trees for decades. They are infested with a generous spirit, and are, in fact, all one large organism. The people of Aetherglen were always right to suspect that the trees protected them from the illness of the surrounding world.
- There is a tree above all trees deeper in the forest. He doesn't know how old it is but has never seen a tree as ancient as that tree, in his life. It's so old and so large that a community of Wood Elves have established a city the basic underneath its root system. He has spoken with many of them, over the years, and they consider themselves its caretakers.
- He believes that tree was planted there and did not grow or choose to grow there by chance. He believes that the entire forest is born of saplings originally cut from that tree. In his research, he's found reference to an ancient druidic society that may have been the reason that tree exists at all.
- In the past year, something has happened to the ancient tree. The roots have darkened and have receded to the point where there is only one opening to the city buried beneath it. He hasn't spoken to or seen any evidence of the Wood Elves above ground in all that time. People have gone missing, undead have been seen among the trees,

and the forest appears to be drawing back from the ancient tree.

- These attacks on the townspeople are troubling, but more troubling is that the people they bury don't stay dead. Something happens when people are buried, now, and they return, shambling forward and attacking anything living. He's been trying to find out the source of the problem without alerting too many people and causing a panic, but the problem has gone beyond his efforts to contain it.
- The bruise on his face happened when he fought off an attack much like what happened here. He'd been asleep in the forest, and the roots had come for him in the night, trying to infect the skin under his face. He had fought it to a standstill, but the roots are still there, under his skin. He needs to continually use all his magical capabilities to keep it from growing.
- The toll this fight is taking on him means that he's not able to venture out and continue his investigations of what is happening with the tree or with the undead in the village. He's going to need the party's help to put a stop to this.

Throughout the discussion with the party, Bonewits is relying on his staff to keep him upright. The party should be able to take note that he has very little strength left but is making every effort to help them out. He'll end the discussion by directing them to the graveyard of any of the temples in town. He hands them a set of small seeds with directions to plant the seeds in the graves, in hopes that the saplings that row there will contain the undead.

Part 3: Graves

(Duration: 30 minutes)

As you approach the graveyard, you're struck with the change of atmosphere from when last you visited. Now, the smell of rotting flesh is pervasive, and some of those graves that you can see have been dug up from within. This is not the work of graverobbers, but that of the living dead.

4 **Zombies** are in the graveyard area and will spot the party right away. A successful DC10 Perception check will detect that some of the graves that are not already dug up having shifting dirt, and most likely have more zombies coming up. If nothing is done to stop the zombies, 2 more will emerge and join the combat on round 3. Every 2 rounds, thereafter, another 2 zombies will emerge to join the combat. Note that zombies who have not yet emerged are not yet fully animated and are not subject to a cleric's Turn.

To stop the zombies from emerging, the party can follow Bonewits' directions, and plant the seeds in the graves. They have enough seeds to cover the entire graveyard but use your discretion as the DM to heighten the drama or extend the combat (place graves beyond their reach unless they fight more zombies, or have the seeds be fewer in number than what's necessary to cover the graveyard. In general, planting a seed reduces the number of reinforcements (as above) by 1. If the party can reduce the reinforcements to cover themselves for the next 10 rounds, they've succeeded in suppressing the zombies. Adjust that number up or down depending on the length of combat you're trying to achieve.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** Reinforcements are 2 Skeletons instead of 2 Zombies
- **Weak Party:** 1 Zombie reinforcement instead of 2
- **Strong Party:** 3 Zombies reinforcements instead of 2
- **Very Strong Party:** 4 Zombies reinforcements instead of 2

At the end of the combat, a few villagers approach out of the rain, accompanying and supporting Bonewits.

Epilogue

"You've done it, I see," he says, wincing at the attempt to speak. "It's not over, of course. What you see here is the very fringe of the corruption. My samples and investigation lead me to believe that there's something, some outside force, corrupting the ancient tree, and through it, the rest of the forest."

Among the group, Liam steps forward: "We'll give you what you need for the journey, and I'll empty my pockets now for what you've done for the town. I can't reward you with much more than that. If you...no, when you return, we'll be here to support you further."

Liam then hands you a sum of 250gp. Bonewits hands you a leather-bound journal: His notes, he explains. Hopefully, you can find them useful on your journey to the tree. Finally, he is carrying a small animal, and hands it over. "Furrball," he explains. "He died, of course, but is relatively friendly. My sense is that he's connected to the corruption in some way. You may be able to take advantage of that connection."

The rain doesn't let up, and the townspeople fade into the night, back to their homes. You wonder how much longer it'll be until another of their number is taken by the trees. It may be a trick of your noses, but the smell of decay seems to have gotten stronger.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience (Min/Max XP: 450/600 ea.)

Total up all combat experience earned for defeated foes and divide by the number of characters present in the combat.

Combat Awards

Name of Foe	XP Per Foe
Zombie	50
Skeleton	50
Wight	700
Young Roper	700

The **minimum** total award for each character participating in this adventure is XXXX **experience points**.

The **maximum** total award for each character participating in this adventure is XXXX **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Liam's Purse	250

Story Awards

During the course of this adventure, the characters may earn the following story award:

Furrball the Skeleton Kitty Cat. Furrball is a non-combat familiar. He qualifies as undead, but when threatened has an additional ability that allows him to enter the Ethereal Plane. This ability also allows him to be annoyingly underfoot. He demands food, even though he doesn't eat, and demands pets and scratches behind his ears, even though he has no skin. Furrball is intended for flavor only and provides no advantages as a regular Wizard or Warlock familiar.

Renown

Each character receives **one renown** at the end of this adventure.

Members of Emerald Enclave that send back information on the undead in the village and the attacks from the trees earn **one additional renown point**.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix A: Monsters

Zombie

Medium Undead, neutral evil

Armor Class: 8

Hit Points: 22

Speed: 20ft.

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 60ft., passive Perception 8

Languages: understand the languages it knew in life but can't speak.

Challenge: 1/4 (50 XP)

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

Actions

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

Skeleton

Medium Undead, lawful evil

Armor Class: 13

Hit Points: 13

Speed: 30ft.

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

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhausted, poisoned

Senses: darkvision 60ft., passive Perception 9

Languages: understand the languages it knew in life but can't speak.

Challenge: 1/4 (50 XP)

Actions

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

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

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 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

Actions

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

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

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

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

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

Young Roper (Roper)

Large Monstrosity, neutral evil

Armor Class: 15 (natural armor)

Hit Points: 50

Speed: 10ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills: Perception +6, Stealth +5

Senses: darkvision 60ft., passive Perception 16

Languages: ---

Challenge: 3 (700 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 15; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 12 Strength check against it.

Spider Climb. The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The roper makes two attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d8+2) piercing damage.

Tendril. *Melee Weapon Attack:* +5 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.