THE MIRROR CITIES OF GULTHIAS

Beneath the ancient Gulthias tree is buried an even older city of Elvish design, populated by strange inhabitants that seem to be slaves of the tree. After exploring the city, you've found that there are strange passageways buried through the roots in the middle of common pathways, leading to a mirror city underneath. This city is suspended from the roots as the city it mirrors above is built on top of the roots. A darkness falls over this city, and you step carefully from root to root lest you fall into the deeper darkness below.

A 2-hour adventure for 5th-10th level characters

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Introduction

Welcome to *The Mirror Cities of Gulthias*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Gary Con* storyline. This module is the 1st in a trilogy of modules that debuted at Gary Con X. It follows a prior tier 1 trilogy in content and plotline. It is not necessary to play the first trilogy, but it will assist greatly in the continuity.

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 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 7**. 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.

After arriving in town, the characters discovered that branches of the surrounding trees are exploding out of the ground in the village and taking the lives of villagers by turning them into parts of the tree. While investigating the problem, the party found the village's graveyards covered in recently unearthed undead. An ancient druid by the name of Bonewits pointed them toward the oldest and largest Gulthias trees in the forest as the potential source for this evil.

Travelling deep into the forest, the players encountered the surviving dregs of an Elven tribe that once made their home underneath the roots of the great heart Gulthias Tree of the forest. Battling their way through herds of undead and ancient guardians, the players found themselves in ground that hasn't been trod for centuries: The dusty remains of an ancient underground Elvish city.

Fighting their way to the apex of the city, the players entered an ancient temple devoted to worship of the Gulthias tree. The temple had long since been desecrated by the presence and destruction wrought by huge blackened root systems emerging from below. After conquering the horrors within, the party was presented with an opportunity to discover the root of this evil, and to descend below the city.

Adventure Overview

The adventure is broken down into 4 parts:

Part 1. The party enters a dark city suspended from the bottom of the root system of the Gulthias Tree. It's suspended over a void where they cannot see the bottom and certain death awaits.

Part2. Ambushed by a pack of Giant Spiders in the rafters, the party continues through the city.

Part3. The party enters a central park area through which they need to pass to make it to the temple at the bottom of the city. The inhabitants of the park have other ideas.

Part 4. The party finds themselves in a dark temple with a horrifying construction suspended from the ceiling. A spiral staircase at the back of the temple leads down into the darkness of the void.

Adventure Hooks

Continuing Storyline. The characters may have met and are continuing their adventure after playing through CCC-GARY-06.

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 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: Mirror City

(Duration: 20 minutes)

A massive and ancient city looms in the darkness before you, lit by a frosting of phosphorescent moss and fungus that seems to grow opportunistically throughout the structures. The buildings are a marvel: Fashioned and shaped of the same Gulthias wood as the elven city above and built down and hanging from the wooden divider that separates the two cities. The wood of city has a dark coloring to it that transgresses the lack of light, and you can't help but notice the telltale signs that this city was the domain of the Drow.

At one point in its history, the city must have been astoundingly beautiful, with darkened wooden walkways splitting off from a grand suspended main avenue. Evidence of a lengthy and extended decline takes the form of layers of amateurish rope bridges built over decaying wooden walkways, the ropes themselves having decayed and weakened with age.

The city dangles over a void of darkness. You imagine that there must be a bottom or sides to this pit, but neither are in evidence. The mustiness and age of the city cannot disguise the smell of earth and stone. You feel like you are further underground than you have any right to be.

Emanating from the depths is not only a faint smell of musk, but a distant heat. Accompanying it is a throbbing sound, periodically giving you the impression that the Earth's heartbeat originates from not that far away. The sides of the pit are sheer, where you can see them, except for what appears to be a lit jagged stair case see-sawing its way down the opposite wall. The only way to reach it appears to be through the city, and out the bottom of a massive pyramid.

General Features

Terrain. All travel from building to building is managed through a series of wooden walkways and make-shift rope bridges (or just handy ropes). All methods of travel are fragile with age. See rules for Falling, below.

Light. At every intersection of the wooden pathways, and in every building still solid enough to contain them, phosphorescent light dimly lights the party's path forward. Unfortunately, it's only able to project enough light to qualify as Low Light.

Sound. A near-constant quiet creaking of wood-on-wood can be heard in the distance. Accompanying this is the sound of dripping water.

Scent. The odor of rot permeates everything, originating at the sconces.

Anywhere the characters step, the wood creaks menacingly, as if it is only a few years away from giving away entirely. Rope bridges make stretching and snapping sounds, and occasionally the sound of something breaking and falling in the distance echoes throughout the city.

Lighting is Dim at best. An attempt to light a torch or start up an uncontained fire while walking through the city should immediately cause the character to make a DC5 Wisdom save to reconsider, or simply suggest to the player that this is horribly unwise given the general flammability of the environment. Wooden humanoid figures are everywhere inside of buildings, all showing evidence of having been subsumed by root systems that have erupted from walls, ceilings, or floors. The figures are the shape and coloring of Drow. They are depicted in the wooden sculptures as having died in agonizing pain as the wooden roots slowly grew through their bodies.

The layout of the city is a select of 10-20 three and four-story buildings spread out in an oval shape with a wide wooden suspension bridge running down the middle of the oval, lengthwise. The players have entered on one end of the bridge. On the other end of the bridge is a pyramid temple building, appearing to be the center of the city's government. It, like the other buildings, is built off the ceiling, with the widest part of the pyramid on top, and tapering toward the bottom and the void.

Only the main walkway will deliver the party from one end of the city to the other. They can try and bypass the main walkway by entering buildings and trying side routes, but they'll find themselves at dead ends where pathways have disintegrated to the point of becoming unusable, or the pathways they do find will eventually curve them back around to the main walkway. This shouldn't be immediately evident to the players. (Note to the DM: If you have extended play time beyond the suggested 2 hours, this is a great moment for stretching the content out with some random encounters and additional flavor settings).

Falling

The potential for falling always exists in the city. Wise parties will lash themselves together before venturing out into the darkness. Considerations for falling:

- Any player who falls irretrievably into the void beneath the city is falling to his or her death.
- The party will typically be navigating the bridges and walkways 3 layers up from open air. If a character falls, they will most likely be able to halt their progression to the void below by grabbing onto a rope, vine, or walkway that they fall near. A player would need to make a DC10 Acrobatics (Dexterity) or Athletics (Strength) (whichever is a better chance for the character) to stop themselves from falling further.
- Layers are 10' apart. Depending on which layer they end up stopping, they'll take some degree of 1d6 bludgeoning (falling) damage per layer they fell through.
- Any player lashed on to other party members gets an advantage on the save to stop themselves from falling.
- If the party members that are lashed to the falling player have a combined Strength less than 20, they must also make a DC10 Athletics (Strength) check to keep from falling themselves. Anyone currently falling cannot be factored into the total Strength to be used to brace the falling character. Notice the potential domino-effect, here.
- If a character has a Dexterity score less than 10, then, at the DMs discretion, they must periodically make a Dexterity save (the DC determined by the DM) to avoid falling due to the complexity of navigating the methods of travel through the city.
- Anyone taking half of his or her maximum HP in a single blow must succeed on a DC15 Dexterity save or begin falling.

It should be noted that the text here makes every effort to maintain the danger and atmosphere of falling, but that it's realistically highly unlikely that a few bad rolls are going to cause the permanent death of a character.

Note for Death by Falling

In the instance that you're running CCC-GARY-08 **immediately after this module with the same party,** and someone has fallen to their death, the initial encounter of CCC-GARY-08 has the party reaching the floor of the pit. If the stars align, you can describe how the body of their fallen comrade is now accessible, if a bit flattened, in case a cleric in the party has an opportunity to raise dead.

Part 2: Spider City

(Duration: 15 minutes)

Unlike other parts of the city, as you travel through this area you notice a faint odor of biological decay. This isn't the musty smell you've now associated with the fungus and mold with which you've become accustomed to seeing on nearly every flat surface. Your heightened attention to this change affords you the chance to notice that the ropes on the rope bridge in front of you aren't all the same: Some of them are thicker and gleam in the dim light.

A successful DC14 Perception (Wisdom) check will reveal that the strange ropes are in fact large strands of webbing. Anyone succeeding at the Perception check will not be Surprised when the 5 **Giant Spiders** attack from hidden areas surrounding the party. The spiders are a family unit and will work together, attempting to web party members they believe are the biggest threat, and then attacking the weakest members.

After the battle, if the party examines the small cocoons in the webbing, they'll find that the spiders have been subsisting on small creatures of the Underdark (rats, bats, that sort of thing). In among the cocoons are rocks and pieces of Drow possessions. A successful DC14 Investigation (Intelligence) check will allow the searching character to spot 4 rubies worth 200gp each.

Adjusting the Encounter

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

- ***Very Weak Party***: 4 Giant Spiders
- ***Weak Party***: 4 Giant Spiders
- ***Strong Party***: 6 Giant Spiders
- ***Very Strong Party***: 7 Giant Spiders

Part 3: Central City

(Duration: 45 minutes)

The large central walkway that spans the length of the city splits here and surrounds what was once a central wooded area. The scent of night flowers and fragrant lichen still lingers in the air, even though it must have been decades since anything grew here. The park is segmented up equally with pathways and brick-bordered flower beds, many of which have fallen through the decayed support platforms over the years.

Of the remaining flower beds, it is obvious that the growth was untended for many years before it died off completely: Some of the flowerbeds are clusters of dried and dead mushrooms, some are a mass of dead bushes, and still others contain whole trees.

While most of the paths in between the flower beds are free of clutter, still others have collapsed with age, and more still have seen overgrowth or toppled trees. It's not immediately clear how you'll make it across without encountering some obstruction.

As you're contemplating your path, you hear a soft drag and thumping sound somewhere in the park.

The sound the party hears is that of Hammond, the groundskeeper. Hammond was a victim of the Gulthias tree, much as anyone else in the city was, but he was also a Warlock and made a pact with his patron right before he died from the tree's encroaching roots. The roots that had invaded his body weren't able to claim him entirely, but neither was he able to survive the attack. The resulting mess was a nearly mindless creature that wanders the park, "tending" to the "vegetation". He can commonly be found waving his hands over empty space as if he's holding a set of pruning shears. He has the appearance of an aged Drow with a large network of broken roots emerging from his back and has the stat block of a Mummy.

Hammond cannot communicate and is not aggressive. He will defend himself if he is attacked (Hammond uses the **Mummy** stat block). He does not attempt to hide in the park, but due to the intervening brush and trees, the party can hear him long before they see him. Should the players defeat all foes and leave Hammond alive, they can attempt to interact with him. Unfortunately, he'll see the party as denizens of the city that he once knew and will interact with them in a friendly manner only, using hand signals (smiling and waving, miming some thanks, etc.).

Hammond is wearing a silver Drow nobles torc around his neck. If the characters can relieve him of it, it's worth 1200gp.

It isn't Hammond that he party must worry about. **3** of the "dead" trees are **Infected Ropers**. Additionally, there are **2 Shriekers** amid some of the dead fungus. Finally, most of the flower beds have been infected with **Violet Fungus** (6 instances in all). See the Player Handout map of this area for how the monsters are arranged.

Infected Ropers are the same as regular Ropers except for the following mechanic:

Spores (2/day). The Infected roper exhales spores into a 10' cloud around its trunk. Anyone in that area must make a DC12 Constitution save or take 2d8 Poison damage. Every round thereafter that the character is infected, he will take an additional 2d8 Poison damage. The character may take an action to attempt that save again. A successful save means that the character is no longer infected.

For every round the character is infected, he must make a DC15 Constitution save or involuntarily sneeze/cough, creating a cloud of spores in a 10' radius around the character (as above). A character already infected cannot be additionally infected or take additional damage beyond what he is already taking.

Adjusting the Encounter

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

- ***Very Weak Party***: 1 Infected Roper, 1 Shrieker
- ***Weak Party***: 2 Infected Ropers, 1 Shrieker
- ***Strong Party***: 4 Infected Ropers, 3 Shriekers.
- ***Very Strong Party***: 4 Infected Ropers, 4 Shriekers

Part 4: Temple City

(Duration: 45 minutes)

The pyramid looms before you, each block step fashioned out of some flowing alloy of stone and wood that seems less built and more molded out of the surrounding tree and roots. As with all the buildings of the city, the pyramid hangs from the solid wood base of the tree above, with the wide base of the pyramid at the top, tapering to a point deeper in the darkness below. The main platform of the city dips here to accommodate the large opening in the front of the pyramid. Light from within sets the pyramid off from the rest of the darkened city, allowing you to see within the building without entering it. In the center of the vestibule of the building floats a humanoid figure. As you draw closer, you see that this figure is suspended from the ceiling by a complicated root system that permeates the room, each of the roots blacked and sinewy. As you watch, the figure turns toward you, maneuvering through the hanging roots as if it were a puppet.

At the back of the vestibule, visible from the entrance where you stand, is an elaborate stairway exit down into the depths of the void below the city.

The puppet is a **Yochlol** in its Drow form. Unlike other demons of its kind, it's constrained to this form (it cannot use the shape-change ability to assume its natural form of that of a giant spider), and it uses the dangling roots as its Yochlol natural form limbs, meaning that its effective range of melee attack is any square in the room that has roots dangling from the ceiling. A character moving from square to square, where the prior square included roots dangling from the ceiling, can draw an attack of opportunity.

Additionally, the range of movement of this demon is any contiguous square with roots in it. It cannot cross into a square without roots. When it moves in this fashion, it's not touching the ground, and is technically considered flying (i.e. it is not affected by difficult terrain or any other effect that would hinder a monster that is otherwise walking). If it becomes disconnected from the roots, it loses all these root-based abilities, but is no longer constrained to its Drow form.

The roots are vulnerable to fire-based attacks or slashing damage, and resistant to all other forms of attack. Roots in any square of the room are AC 12, having 25HP. Any square taking more than 25HP of damage is considered cleared for the purposes of the Yochlol's melee attacks and movement capabilities, above. If the roots are attacked and successfully killed in the square where the Yochlol is currently hanging, it will become detached from the root system and loses all the root-based abilities.

The Yochlol will remain passive until more than one character has entered the room and is intelligent enough to want to wait until it has a tactical advantage. If it feels that it is being overwhelmed, it will attempt to summon another Yochlol. The summoned Yochlol will not be attached to the roots system.

Caught between a few roots on the floor, is a *Cloak of Elvenkind*. It is discovered only after a successful DC13 Investigation (Intelligence) check.

Adjusting the Encounter

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

- ***Very Weak Party***: HP90, AC12
- ***Weak Party***: HP110, AC15
- ***Strong Party***: No change
- ***Very Strong Party***: HP186

Epilogue

The stairs at the back of the temple spiral down to a landing made of stone, cut out of the wall of the massive pit below the Drow city. A warm waft of air greets you as you look down into the void, and you feel a subtle pulse of energy, almost as if the heartbeat of the earth is near wherever that pit ends.

And with that air comes the stench of death. Death that has the audacity to get up and walk around when by all rights it should remain in the ground. Death that is an affront against everything you believe.

Lesser types may have been swayed by the power in that stench, the power in the size of the void. But that Death hasn't met you, yet.

You step down into the darkness.

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

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
Giant Spider	200
Shrieker	10
Violet Fungus	50
Mummy	700
Infected Roper	1800
Yochlol	5900

The **minimum** total award for each character participating in this adventure is 3750 **experience points**.

The **maximum** total award for each character participating in this adventure is 5000 **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
4 Spider rubies	200 ea.
Hammond's Torc	1200

CLOAK OF ELVENKIND

The stats for this item can be found on page 158 of the *Dungeon Master's Guide*.

Renown

Each character receives **one renown** at the conclusion 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

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (−4)	11 (+0)	4 (−3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Spider Climb. The spider 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 spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 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, poison, and psychic damage).

Shrieker

Medium plant, unaligned

Armor Class 5
Hit Points 13 (3d8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (−5)	1 (−5)	10 (+0)	1 (−5)	3 (−4)	1 (−5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Reactions

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Violet Fungus

Medium plant, unaligned

Armor Class 5
Hit Points 18 (4d8)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	1 (−5)	10 (+0)	1 (−5)	3 (−4)	1 (−5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

Mummy

Medium undead, lawful evil

Armor Class 11 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2
Damage Vulnerabilities fire
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Challenge 3 (700 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

Infected Roper (Roper)

Large Monstrosity, neutral evil
Armor Class: 15 (natural armor)
Hit Points: 93
Speed: 10ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills: Perception +6, Stealth +5
Senses: darkvision 60ft., passive Perception 16
Languages: ---
Challenge: 5 (1800 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 20; 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 15 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:* +7 to hit, reach 5ft., one target. *Hit*: 22 (4d8+4) piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). 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.

Yochlol

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 136 (11d10 + 44)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+1)	15 (+2)

Saving Throws Dex +6, Int +5, Wis +6, Cha +6
Skills Deception +10, Insight +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, Elvish, Undercommon
Challenge 10 (5,900 XP)

Shapechanger. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The yochlol has advantage on saving throws against spells and other magical effects.

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

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). The yocholo can innately cast the following spells, requiring no material components:

At will: *detect thoughts, web*
1/day: *dominate person*

Web Walker. The yochlol ignores movement restrictions caused by webbing.

Actions

Multiattack. The yochlol makes two melee attacks.

Slam (Bite in Spider Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft. (10 ft. in demon form), one target. *Hit:* 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Mist Form. The yochlol tranforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature stats its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.