THE DEAD DON'T SLEEP

A TOOLBOX SOLO ADVENTURE
BY PAUL BIMLER

A fully customisable solo adventure generator for 1 or 2 PCs of any level

CREDITS

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TOOLBOX SOLO QUEST A1: The Dead Don't Sleep

QUEST HOOK: The Dead Don't Sleep

Noises from the local graveyard have everyone spooked. In addition to that, graves and tombs have been found emptied, the corpses missing! The mayor asks you to go and investigate. He asks that you do this out of the goodness of your heart - he may have a lead on another quest for you, should you succeed.

INTRODUCTION

This is no ordinary quest, but a solo quest framework. It consists of generators and tables that serve to navigate the adventure in many different directions, effectively taking the place of a GM. For this reason, no two run-throughs of this adventure can possibly be the same. If you have used our product *The Solo Adventurer's Toolbox,* you will already have some idea of what this involves. If not, you could perhaps pick yourself up a copy of that book in order to get familiar with the style of solo adventuring contained herein.

This quest can be played by 1 PC of level 1-20, or 2 PCs of level 1-15. This framework could also be used by a DM to run an adventure for 1 or 2 players. A copy of *The Solo Adventurer's Toolbox* is recommended for running this game, but is not essential. Although the game could be run without it, concepts and tables from that book are referenced throughout this adventure supplement. Encounters are organized by PC level, and split into two categories: Easy/Moderate and Challenging/Deadly. Directions within the adventure generation tables will tell you which column to reference. When rolling to generate the encounter, the higher you roll, the more deadly the encounter.

During this quest, you will gather clues, generated by the **Clue Table** (found later in this document). Whenever you find a clue, there will always be a letter associated with it. Take note of the clue and the letter. Near the end of the quest these clues will determine what has caused the disturbance, and also the nature of the final encounter/boss fight, so keep careful note of these clues. Make a field named "Clues" and reserve it for noting these.

The beauty this system is that you can play as a Level 1 PC, or as a Level 20 PC. The framework will remain the same, but the encounters will scale according to your level.

Use Q/A rolls, Mythic, or the **Verbs Table** (Toolbox, p107) to ask questions about each location and story aspect, furnishing more details on the clues, rooms, and adventure in general.

PREPARATION

As this quest system (and solo play in general) is quite challenging, take max hp for every level of your PC. Also, make sure you stock up on healing potions!

STORYLINES

Don't just go from combat encounter to combat encounter - pay attention to items, encounter details, and everything in your story. It is all worthy of attention and exploration. Treat everything as a potential storyline, and get into the detail.

ROOM SIZE & EXITS

When determining the size of a room, roll a d4+2. Multiply that number by 10. That is how large each side of the room is. Roll a d4 for the number of exits. If monsters are present, roll a d8 to determine how many squares each is from your PC.

QUEST SIZE

Use the following table to determine how many locations are contained in the quest, based on how long you want to play for. Alternately, just go as long as you feel like, or trigger the final encounter when you feel it makes sense.

QUEST LENGTH TABLE

I WANT A...	# OF LOCATIONS (Roll)
Short quest	d4+4
Middle-length quest	d6+6
Long quest	d6+8

ADVENTURE GENERATION TOOLS

What follows are tools for generating the adventure/dungeon. These are based on the dungeon generation tools found in *The Solo Adventurer's Handbook*, but are specifically tailored towards this adventure, and give unique flavour and encounter ideas. Enjoy!

STARTING AREA TABLE

d4	AREA	LEADING TO
1	An old tomb with the door left open. Inside the tomb are stairs leading down. 25% easy encounter. Roll once on Clues Table.	D4 1: Passage, 2-4: Room
2	The gravedigger's shed has been ransacked. There is a trapdoor in the floor, and a room below. Roll once on Clues Table.	D4 1-2: Passage, 3-4: Room
3	A deserted clearing in some trees, in the midst of the graveyard. Has a sacrifice or ritual of some kind gone on here? There is a nearby hole in the ground. Roll once on Clues Table.	D4 1-2: Passage, 3-4: Room
4	Several empty graves. Bodies are missing from the coffins within. One grave goes very deep, all the way down to what looks like a passage. Roll once on Clues Table.	Passage

PASSAGE TABLE

d12	RESULT	Go To
1	Passage continues d4 x 10 ft and ends in a door.	Doors table
2	Passage with alcoves all along, each containing a space for a coffin. Coffins are empty.	25% Easy encounter. Roll again on passage table. 50% clue.
3	Passage has door to the (d4) 1-2: left, 3-4: right.	Doors table
4	Passage has stairway to the (d6) 1-2: left, 3-4: right, 5-6: straight ahead.	Stairs table (if you take the stairs). 25% clue
5	Passage is littered with bodies. Something bad has happened here. Bodies are (d4) 1-3: Rotten corpses, 4: Recently dead.	50% easy encounter, 25% challenging encounter. (Roll easy first, then hard. If hard comes up, cancel easy encounter). 50% clue
6	Passage has a (d4) 1: left side passage, 2: right side passage, 3: T-junction, 4: 4-way junction.	Passage table
7	Passage ends in an open entrance to a room	Room table
8	Passage dead ends	50% Secret door to a (d4) 1-3: Room, 4: Passage
9	You come face to face with an undead monster as it rounds a corner. Passage bends (d4) 1-2: Left, 3-4: Right	d6. 1-4: Easy encounter, 5-6: Challenging. 25% clue
10	Passage with plaques all along, inscriptions to people buried here, or gods. This area may be cursed/trapped.	50% Challenging encounter, 50% trap, 50% random event (use Verbs Table or Keyword Table) . 25 % clue
11	Passage with random architecture/feature. Reroll if result not appropriate.	Roll on Random Architecture/Feature table (Toolbox p50). 25% clue
12	Passage turns (d4) 1-2: left, 3-4: right.	

DOORS TABLE

d10	RESULT	Go To
1-3	Stone door, leads into a room	Room table
4-5	Wrecked wooden door, hanging off its hinges, leads into room	Room table
6-7	Archway, leads into (d4) 1-2: Passage, 3-4: Room	25% trapped. Go to Traps table (Toolbox p51)
8	Wooden door, banded with iron. 25% locked. DC 15 to pick. Can smash (AC 14, HP 30) but if so then 75% Easy encounter (attracted by noise)	Leads into Room. 25% Challenging encounter. If door locked, 50% loot. Use Toolbox hoard table (Toolbox p151)
9	Trapped stone door. DC 15 perception to find trap. If trap disarmed / avoided / triggered, roll d4 to determine what's on the other side. 1: Passage, 2-4: Room.	Go to Traps table (Toolbox p51) Passage or Room table
10	Locked stone door, secured with a puzzle. A DC 14 intelligence check will enable the puzzle to be solved and the door unlocked. Opens into room.	50% Loot Use Toolbox hoard table (Toolbox p151)

STAIRS TABLE

d8	RESULT	Go To
1-3	Down one level to a room	Room table
4-6	Down one level to a passage	Passage table
7	Up one level to room	Room table
8	Up one level to passage	Passage table

ROOM TABLE

d10	RESULT	GO TO
1	This appears to be a chapel of some kind, to a particular god, perhaps worshipped by someone buried here. They wanted their god to watch after them in the afterlife.	25% easy encounter. Religion check DC 18. If successful, gain 1 inspiration. (one check only)
2	There are multiple corpses in here, all in various states of mutilation. The stench is horrific.	DC 15 con check or take one level of exhaustion for next 10 minutes (disadvantage on attack rolls & ability checks).
3	This room is empty apart from a sarcophagus on a pedestal. This appears to be a grand crypt for a noble or high priest.	25% challenging encounter. 50% loot. Roll on Toolbox hoard table (p151), or DMG hoard.
4	Anteroom to a burial chamber.	10% guarded by a construct.
5	Divination room, possibly used in rituals to contact the dead for guidance, as in a seance.	25% Challenging encounter
6	Storage room for supplies to prepare the dead for burial or cremation	50% easy encounter
7	Cremation chamber	The smell of burnt flesh lingers on the air.
8	There is a ritual of some kind in progress! Either cultists or undead are invoking some sinister, ancient rite... Discover 1 clue.	DC 10 Stealth check as the participants are preoccupied. Could be cultists or powerful undead (Challenging encounter)
9	Workshop for embalming the dead	50% easy encounter
10	Nondescript empty/ruined room	50% trapped (to capture/deter thieves). Use Keywords or Verbs Table for more detail.
11	Simple tomb. Several commoners interred here.	25% easy encounter.
12	Dark, moldy room. Water drips from above.	What was that you just heard? Moaning, crying of some kind?
13	This room contains a multitude of coffins, all unmarked, no names. Each bears a single word: "Murderer," "Blasphemer," "Thief," "Fraudster." It appears these were all once criminals.	50% clue.
14	This tomb obviously belonged to a warlord. There are suits of armour on stands around the room, as if standing guard, and weapons on racks around the wall.	25% chance suit of usable (d6) 1: Leather armour, 2: Studded leather armour, 3: Chain shirt, 4: Scale mail, 5: Half-plate, 6: Chain mail
15	Strange hexagonal room. There is a drain at the centre and the floor slopes down towards it. There is an altar on the far wall.	What was this creepy place once used for? Strange stains and marks all over this room.
16	A tomb dedicated to small children. There are childish, sweet murals on the wall.	Can you hear someone singing a lullaby, as if from very far away?
17	This room has a cupboard filled with musty old robes. Perhaps this is where priests dressed themselves to prepare for burial rituals?	50% clue
18	This appears to be a workshop where stone and wooden coffins of varying quality are made.	25% easy encounter
19	There is a chasm in this room, leading to... who knows? A burning, rotting smell wafts up from below.	25% clue

20	Temple of a very wealthy noble. Their sarcophagus is surrounded by treasures they wanted to take with them to the afterlife.	25% only partially looted. Roll on Toolbox hoard table (p151) and divide results by half.

DUNGEON DRESSING

d100	ITEM	d100	ITEM
1-2	Altar	51-52	Idol
3-4	Ashes	53-54	Incense burner
5-6	Bells	55-56	Leather boot
7-8	Bones	57-58	Masonry, fallen
9-10	Bottle, broken	59-60	Mold (common)
11-12	Brazier and Charcoal	61-62	Mosaic
13-14	Candles	63-64	Painting
15-16	Candelabra	65-66	Pedestal
17-18	Chimes	67-68	Pillars
19-20	Cobwebs	69-70	Pottery shards
21-22	Coin, copper	71-72	Shrine
23-24	Cracks, ceiling	73-74	Slime (harmless)
25-26	Cracks, floor	75-76	Statue
27-28	Cracks, wall	77-78	Sword blade, broken
29-30	Dais	79-80	Tapestry
31-32	Damp ceiling	81-82	Teeth or fangs, scattered
33-34	Dried blood	83-84	Torch stub
35-36	Dripping blood	85-86	Trunk
37-38	Dust	87-88	Wall scratchings
39-40	Flask, cracked	89-90	Water, large puddle
41-42	Fountain	91-92	Wall basin & font
43-44	Fungi (common)	93-94	Water, trickle
45-46	Helmet, badly dented	95-96	Wax blob (candle stub)
47-48	Holy/Unholy symbol	97-98	Wax drippings
49-50	Holy/Unholy Writings	99-100	Wood pieces, rotting

CLUES TABLE

When directed, roll on the table below to determine what clue you have found. Use question/answer rolls and keywords if you wish to get more information on these and provide more detail for your quest. ALWAYS take note of the clue and the associated letter.

d100	CLUE	LETTER
01-04	Strange glyphs around the wall	A
05-08	Ritualistic symbols on floor/ground	B
09-12	Horrific laughter echoes all around	C
13-16	Notes from a ledger of some kind - shows numbers and monies received for... something.	D
17-20	A parchment bearing a list of names, some of them crossed off	E
21-24	A strange, disembodied murmuring on the air	A
25-28	Dead animal carcasses, possibly sacrificed	B
29-32	Old rusted weapons	C
33-36	Storage crates (body-sized)	D
37-40	Dead bodies, some of them fresh	E
41-44	Clunking sounds heard beneath the ground, footsteps....	A
45-48	Page torn from a book, bearing strange runes (int check to decipher, keywords/verbs table for detail)	B
49-52	Empty coffins	C
53-56	Strange liquids in vials and bottles	D
57-60	Map of the town with several places marked "here"	E
61-64	Mist floating in various areas	A
65-68	The sound of chanting, heard from somewhere distant	B
69-72	The sound of many boots tramping	C
73-76	Strong-smelling embalming fluid in a bottle	D
77-80	A bag of severed fingers	E
81-84	Unnatural chill in the air	A
85-88	The smell of incense	B
89-92	A horrible wail, many voices howling as if in agony	C
93-96	Empty graves/catacombs	D
97-100	Huge footprints from an indeterminate creature	E

ENCOUNTERS

Below is a detailed table to generate encounters for any level, relevant to this adventure. The tables are scaled so that the higher you roll, the harder the encounter. So pray for those low rolls! REMEMBER, fleeing is always an option if you feel an encounter is beyond you.

This encounter table presumes you own *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*. Stat blocks from the excellent DM's Guild product *Monster Manual Expanded* are also included. If you do not possess these books, just use the *Monster Manual* creatures included at each level, stat blocks for which can be found on dndbeyond.com.

ABBREVIATIONS (followed by a page number)
mm=Monster Manual/Basic Rules
mme = Monster Manual Expanded
vo=Volo's Guide to Monsters
mo=Mordenkainen's Tome of Foes.

ENCOUNTER TABLE

PCs	EASY/MODERATE	CHALLENGING/DEADLY
• 1 x L1	**d4** 1: 1 cultist (mm345) 2: 1 giant rat (mm327) 3: 1 stirge (mm284) 4: 1 decrepit skeleton (mme249)	**d10** 1-2: 1 skeleton (mm272) 3-4: 1 zombie (mm316) 5-6: 1 wolf skeleton (mme251) 7-8: 1 shadow stirge (mme262) 9-10: 2 cultists (mm345)
• 1 x L2 • 2 x L1	**d10** 1-2: 1 skeleton (mm272) 3-4: 1 zombie (mm316) 5-6: 1 wolf skeleton (mme251) 7-8: 1 shadow stirge (mme262) 9-10: 2 cultists (mm345)	**d6** 1: shadow (mm269) 2: lacedon ghoul (mme114) 3: skeleton warrior (mme250) 4: 2 skeletons (mm272) 5: 2 zombies (mm316) 6: 2 wolf skeletons (mme251)
• 1 x L3 • 2 x L2 (easy)	**d6** 1: shadow (mm269) 2: lacedon ghoul (mme114) 3: skeleton warrior (mme250) 4: 2 skeletons (mm272) 5: 2 zombies (mm316) 6: 2 wolf skeletons (mme251)	**d6** 1: ghoul (mm148) 2: specter (mm279) 3: 3 skeletons (mm272) 4: 3 zombies (mm316) 5: 2 shadows (mm269) 6: 2 skeleton warriors (mme250)
• 1 x L4 • 2 x L3 (easy)	**d10** 1-2: 2 skeletons (mm272) 3-4: 2 zombies (mm316) 5-6: 2 wolf skeletons (mme251) 7-8: ghoul (mm148) 9-10: specter (mm279)	**d10** 1: 2 shadows (mm269) 2: 2 lacedon ghouls (mme114) 3: 2 skeleton warriors (mme250) 4: cult fanatic (mm345) 5: ghast (mm148) 6: poltergeist (mm279) 7: skeleton knight (mme250) 8: carrion crawler (mm37) 9: 4 skeletons (mm272) 10: 4 zombies (mm316)

- 1 L5
- 2 L4

d10
1: 2 shadows (mm269)
2: 2 lacedon ghouls (mme114)
3: 2 skeleton warriors (mme250)
4: cult fanatic (mm345)
5: ghast (mm148)
6: poltergeist (mm279)
7: skeleton knight (mme250)
8: carrion crawler (mm37)
9: 4 skeletons (mm272)
10: 4 zombies (mm316)

d10
1: cult fanatic (mm345)
2: ghast (mm148)
3: skeleton knight (mme250)
4: carrion crawler (mm37)
5: 2 ghouls (mm148)
6: 2 specters (mm279)
7: mummy (mm228)
8: wight (mm300)
9: swarm of crawling claws (mme49)
10: ettin skeleton (mme254)

- 1 L6
- 2 L4 (hard)

d8
1: 4 skeletons (mm272)
2: 4 zombies (mm316)
3: 4 wolf skeletons (mme251)
4: cult fanatic (mm345)
5: ghast (mm148)
6: poltergeist (mm279)
7: skeleton knight (mme250)
8: carrion crawler (mm37)

d8
1: 2 ghouls (mm148)
2: 2 specters (mm279)
3: mummy (mm228)
4: wight (mm300)
5: ghoul adept of Orcus (mme113)
6: swarm of crawling claws (mme49)
7: ettin skeleton (mme254)
8: swarm of crawling claws (mme49)

- 1 L7 PC

d8
1: cult fanatic (mm345)
2: ghast (mm148)
3: poltergeist (mm279)
4: skeleton knight (mme250)
5: carrion crawler (mm37)
6: 3 shadows (mm269)
7: 3 lacedon ghouls (mme114)
8: 3 skeleton warriors (mme250)

d10
1: mummy (mm228)
2: wight (mm300)
3: swarm of crawling claws (mme49)
4: ettin skeleton (mme254)
5: 3 ghouls (mm148)
6: 3 specters (mm279)
7: deathlock (mo128)
8: banshee (mm23)
9: flameskull (mm134)
10: ghost (mm147)

- 1 L8
- 2 L5 (easy)

d10
1-2: 3 shadows (mm269)
3-4: 3 lacedon ghouls (mme114)
5-6: 3 skeleton warriors (mme250)
7-8: 2 ghouls (mm148)
9-10: 2 specters (mm279)

d8
1: 3 ghouls (mm148)
2: 3 specters (mm279)
3: deathlock (mo128)
4: banshee (mm23)
5: flameskull (mm134)
6: ghost (mm147)
7: 4 ghouls (mm148)
8: 4 specters (mm279)

- 1 L9
- 2 L5 (hard)
- 2 L6 (easy)

d10
1-2: 2 ghouls (mm148)
3: 2 specters (mm279)
4: 4 shadows (mm269)
5: 4 lacedon ghouls (mme114)
6: 4 skeleton warriors (mme250)
7: mummy (mm228)
8: wight (mm300)
9: swarm of crawling claws (mme49)
10: ettin skeleton (mme254)

d12
1: deathlock (mo128)
2: banshee (mm23)
3: flameskull (mm134)
4: ghost (mm147)
5: 2 cult fanatics (mm345)
6: 2 ghasts (mm148)
7: 2 poltergeists (mm279)
8: 2 skeleton knights (mme250)
9: 2 carrion crawlers (mm37)
10: 4 ghouls (mm148)
11: 4 specters (mm279)
12: 5 ghouls (mm148)

• 1 L10 • 2 L6	**d6** 1: mummy (mm228) 2: wight (mm300) 3: swarm of crawling claws (mme49) 4: ettin skeleton (mme254) 5: 3 ghouls (mm148) 6: 3 specters (mm279)	**d12** 1: 4 ghouls (mm148) 2: 4 specters (mm279) 3: allip (mo116) 4: revenant (mm259) 5: spawn of kyuss (vo192) 6: vampire spawn (mm298) 7: wraith (mm302) 8: 2 mummies (mm228) 9-10: 2 wights (mm300) 11: 2 swarm of crawling claws (mme49) 12: 2 ettin skeletons (mme254)
• 1 L11 • 2 L7 (hard)	**d10** 1: deathlock (mo128) 2: banshee (mm23) 3: flameskull (mm134) 4: ghost (mm147) 5: 2 cult fanatics (mm345) 6: 2 ghasts (mm148) 7: 2 ogre zombies (mm316) 8: 2 poltergeists (mm279) 9: 2 skeleton knights (mme250) 10: 2 carrion crawlers (mm37)	**d10** 1: 5 ghouls (mm148) 2: 5 specters (mm279) 3: allip (mo116) 4: revenant (mm259) 5: spawn of kyuss (vo192) 6: vampire spawn (mm298) 7: wraith (mm302) 8: bodak (vo127) 9: death priest (mme315) 10: feral wight (mme284)
• 1 L12 • 2 L8 (easy)	**d6** 1: mummy (mm228) 2: wight (mm300) 3: swarm of crawling claws (mme49) 4: ettin skeleton (mme254) 5: 4 ghouls (mm148) 6: 4 specters (mm279)	**d12** 1: bodak (vo127) 2: death priest (mme315) 3: feral wight (mme284) 4: shadow dancer (mo225) 5: ghoul abomination (mme114) 6: wight champion (mme282) 7: 2 deathlocks (mo128) 8: 2 banshees (mm23) 9: 2 ghosts (mm147) 10: 4 ghasts (mm148) 11: 4 poltergeists (mm279) 12: 4 skeleton knights (mme250)
• 1 L13 • 2 L9	**d8** 1: 6 shadows (mm269) 2: 6 skeleton warriors (mme250) 3: deathlock (mo128) 4: banshee (mm23) 5: flameskull (mm134) 6: ghost (mm147) 7: 4 ghouls (mm148) 8: 4 specters (mm279)	**d10** 1-2: bodak (vo127) 3: death priest (mme315) 4: feral wight (mme284) 5: 4 cult fanatics (mm345) 6: 4 ghasts (mm148) 7: 4 skeleton knights (mme250) 8: 3 mummies (mm228) 9: 3 ettin skeletons (mme254) 10: 3 wights (mm300)
• 1 L14 • 2 L10 (hard)	**d6** 1: 5 ghouls (mm148) 2: 5 specters (mm279) 3: allip (mo116) 4: revenant (mm259) 5: spawn of kyuss (vo192) 6: wraith (mm302)	**d10** 1: 4 ghasts (mm148) 2: 4 poltergeists (mm279) 3: 4 skeleton knights (mme250) 4: 3 mummy (mm228) 5: 3 wight (mm300) 6: 3 swarm of crawling claws (mme49) 7: 3 ettin skeleton (mme254) 8: 5 cult fanatics (mm345) 9: 5 ghasts (mm148) 10: 5 skeleton knights (mme250)

- 1 L15
- 2 L10
  (extreme)

d12
1: deathlock (mo128)
2: banshee (mm23)
3: flameskull (mm134)
4: ghost (mm147)
5: allip (mo116)
6: revenant (mm259)
7: spawn of kyuss (vo192)
8: vampire spawn (mm298)
9: wraith (mm302)
10: 2 mummy (mm228)
11: 2 wight (mm300)
12: 2 ettin skeleton (mme254)

d12
1: 3 mummies (mm228)
2: 3 wights (mm300)
3: 3 swarm of crawling claws (mme49)
4: 3 ettin skeleton (mme254)
5: 5 cult fanatics (mm345)
6: 5 ghasts (mm148)
7: 5 skeleton knights (mme250)
8: deathlock mastermind (mo129)
9: sword wraith commander (mo241)
10: ghost warlock (mme112)
11: wight hexblade (mme282)
12: dread wraith (mme287)

- 1 L16
- 2 L11

d12
1: allip (mo116)
2: revenant (mm259)
3: spawn of kyuss (vo192)
4: vampire spawn (mm298)
5: wraith (mm302)
6: 2 mummy (mm228)
7: 2 wight (mm300)
8: 2 ettin skeleton (mme254)
9: 2 carrion crawlers (mm37)
10: 3 cult fanatics (mm345)
11: 3 ghasts (mm148)
12: 3 skeleton knights (mme250)

d12
1: deathlock mastermind (mo129)
2: sword wraith commander (mo241)
3: ghost warlock (mme112)
4: wight hexblade (mme282)
5: dread wraith (mme287)
6: 4 mummy (mm228)
7: 4 wight (mm300)
8: 2 allips (mo116)
9: 2 revenants (mm259)
10: 2 spawn of kyuss (vo192)
11: 2 vampire spawn (mm298)
12: 2 wraith (mm302)

- 1 L17
- 2 L12

d10
1: bodak (vo127)
2: death priest (mme315)
3: feral wight (mme284)
4: 2 deathlocks (mo128)
5: 2 banshees (mm23)
6: 2 flameskulls (mm134)
7: 2 ghosts (mm147)
8: 4 cult fanatics (mm345)
9: 4 ghasts (mm148)
10: 4 skeleton knights (mme250)

d12
1: 2 allips (mo116)
2: 2 revenants (mm259)
3: 2 spawn of kyuss (vo192)
4: 2 vampire spawn (mm298)
5: 2 wraith (mm302)
6: ettin mummy (mme195)
7-8: wight warlock (mme283)
9: 3 deathlocks (mo128)
10: 3 banshees (mm23)
11: 3 flameskulls (mm134)
12: 3 ghosts (mm147)

- 1 L18
- 2 L13 (easy)
- 2 L12 (hard)

d12
1: shadow dancer (mo225)
2: ghoul abomination (mme114)
3: wight champion (mme282)
4: 2 deathlocks (mo128)
5: 2 banshees (mm23)
6: 2 flameskulls (mm134)
7: 2 ghosts (mm147)
8: 3 mummies (mm228)
9: 3 wights (mm300)
10: 3 swarm of crawling claws (mme49)
11: 3 ettin skeleton (mme254)
12: 3 ghoul adept of Orcus (mme113)

d10
1: Ettin Mummy (mme195)
2: Wight Warlock (mme283)
3: 3 deathlocks (mo128)
4: 3 banshees (mm23)
5: 3 flameskulls (mm134)
6: 3 ghosts (mm147)
7: 5 wights (mm300)
8: alhoon (vo172)
9: hill giant mummy (mme195)
10: revenant Avenger (mme232)

d12
1: 2 deathlock (mo128)
2: 2 banshee (mm23)
3: 2 flameskull (mm134)
4: 2 ghost (mm147)
5: 4 cult fanatics (mm345)
6: 4 ghasts (mm148)
7: 4 skeleton knights (mme250)
8: 3 mummies (mm228)
9: 3 wights (mm300)
10: 3 swarm of crawling claws (mme49)
11: 3 ettin skeleton (mme254)
12: 3 ghoul adept of Orcus (mme113)

d10
1: alhoon (vo172)
2: hill giant mummy (mme195)
3: revenant avenger (mme232)
4-5: 2 bodak (vo127)
6: 2 death priest (mme315)
7: 2 feral wight (mme284)
8: shadow cloaker (mme46)
9: greater flameskull (mme97)
10: frost giant wight (mme284)

- 1 L19
- 2 L14 (easy)
- 2 L13 (hard)

d12
1: 3 mummys (mm228)
2: 3 wights (mm300)
3: 3 ettin skeletons (mme254)
4: 3 carrion crawlers (mm37)
5: 5 cult fanatics (mm345)
6: 5 ghasts (mm148)
7: 5 skeleton knights (mme250)
8: deathlock mastermind (mo129)
9: sword wraith commander (mo241)
10: ghost warlock (mme112)
11: wight hexblade (mme282)
12: dread wraith (mme287)

d10
1: 5 mummys (mm228)
2: 5 wights (mm300)
3: 4 deathlocks (mo128)
4: 4 banshees (mm23)
5: 4 ghosts (mm147)
6: 2 shadow cloakers (mme46)
7: 2 ghoul abominations (mme114)
8: 2 wight champions (mme282)
9: Boneclaw (mo121)
10: Eidolon (mo194)

- 1 L20
- 2 L15

MONSTERS

CR	MONSTER
CR ⅛	cultist, giant rat, stirge
CR ¼	skeleton, zombie
CR ½	shadow, lacedon ghoul, skeleton warrior
CR 1	ghoul, specter
CR 2	cult fanatic, ghast, ogre zombie, poltergeist, skeleton knight, carrion crawler
CR 3	mummy, wight, swarm of crawling claws, ghoul adept of orcus, ettin skeleton
CR 4	deathlock, banshee, flameskull, ghost
CR 5	allip , revenant, spawn of kyuss, vampire spawn, wraith
CR 6	bodak, death priest, feral wight
CR 7	shadow dancer, ghoul abomination, wight champion
CR 8	deathlock mastermind, sword wraith commander, ghost warlock, wight hexblade, dread wraith
CR 9	ettin mummy, wight warlock
CR 10	alhoon, hill giant mummy, revenant avenger
CR 11	shadow cloaker, greater flameskull, frost giant wight
CR 12	boneclaw, eidolon

FINAL ENCOUNTER/BOSS FIGHT

Count up your clues. Whichever you have the most of, refer to the table below to find out the cause of the disturbance! If there is no majority, roll a d10, or if you have arrived at some other resolution as a result of your clues and encounters, then use that!

FINAL ENCOUNTER TABLE

Mostly	Or, d10	SITUATION	FINAL ENCOUNTER
A clues	1-2	An ancient curse has awakened the dead from their graves	Challenging/deadly encounter
B clues	3-4	Cultists have found a forbidden book and are performing rituals	Gathering of cultists and/or cult fanatics
C clues	5-6	Powerful undead lord amassing army	Powerful higher level undead
D clues	7-8	The gravedigger has been supplying/selling bodies to a local necromancer/cult	Mage (CR 6, mm347), Necromancer (CR 9, Vo217), Cultist(s) or Cult Fanatic(s). Either flee or face. Possibly gather information to bring to the mayor's attention.
E clues	9-10	An powerful undead wants to destroy the town as revenge for being wronged by its citizens during its life	Challenging/deadly undead encounter

POSSIBLE BOSS MONSTER TABLE

PC LEVEL	MONSTER	PC LEVEL	MONSTER
L1	2 Cultists	L11 or 2xL7	Death Priest
L2 or 2xL1	Shadow	L12 or 2xL8	Bodak
L3 or 2xL2	2 Shadows	L13 or 2xL9	Wight Champion
4 or 2xL3	Cult Fanatic	L14 or 2xL10 (hard)	5 Ghasts
L5 or 2xL4	Mummy	L15 or 2xL10 (extreme)	Deathlock Mastermind
L6 or 2xL4 (hard)	Mummy	L16 or 2xL11	Sword Wraith Commander
L7	Deathlock	L17 or 2xL12	2 Vampire Spawn
L8 or 2xL5	Flameskull	L18 or 2xL13	Alhoon
L9 or 2xL6 (easy)	2 Cult Fanatics	L19 or 2xL14	Greater Flameskull
L10 or 2xL6	Revenant	L20 or 2xL15	Boneclaw