

GRAVE CONCERNS



GRAVE CONCERNS

Explore the deadly tomb of an undead warlock necromancer in this single-session adventure for 2nd-4th level characters in Waterdeep or any campaign setting!

The second Emerald Enclave mission in chapter 2 of *Waterdeep: Dragon Heist* has the adventurers spending a tenday's nights in the City of the Dead waiting to run into a handful of skeletons.

Grave Concerns expands the mission into a 4 hour adventure exploring a tomb teeming with undead and laced with magical obstacles. Adaptable to other factions, it also provides a tie-in to the *Dungeon of the Mad Mage*.

CREDITS

Crafted by **Paul Metzger**.
metzpaul on twitter and gmail.

Cover image: *A Walk at Dusk* Caspar David Friedrich (German, 1774 - 1840) Public Domain.
Digital image courtesy of the Getty's Open Content Program.

Maps by Dyson Logos.

Some artwork courtesy Wizards of the Coast
Dungeon Masters Guild Creator Resources.

Page background and watercolor splashes
designed by lifeforstock / Freepik.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Paul Metzger and published under the Community Content Agreement for Dungeon Masters Guild.

First edition. August 11, 2019.

BACKGROUND

In life, the halfling warlock Losser Mirklav was lax in dedication to his patron, the timeless insane wizard Halaster Blackcloak. This greatly displeased the Mad Mage, who saw to Losser's untimely demise and then returned him from the dead as an unthinking, and therefore much more obedient, foul undead minion.

The deathlock Mirklav now diligently obeys his master's commands. Recently he has been to provide a steady stream of undead fodder for the first level of Undermountain.

The exhumed graves and pillaged mausoleums haven't gone unnoticed. Sir Ambrose Everdawn, champion of Kelemvor and protector of the city of the dead, also discovered an ancient monument disturbed and has sent word to druids of Phaulkonmere for assistance.

OVERVIEW

The adventure is divided into these sections:

Adventure Hooks. Hooks are provided for each of the factions and for expanding the *Mausoleum* encounter in chapter 4.

City of the Dead. The adventurers meet Sir Ambrose to investigate missing remains and a disturbed ancient monument.

Into the Dark Depths. The undead and their deathlock master await deep below in a tomb shrouded by mysterious magical properties. Will the characters return to the surface victorious, find themselves stranded in Undermountain, or join the ranks of Halaster's undead army?

Magic Items & Monster Stat Blocks. The magic items and monsters in this adventure are presented here for reference in the order they appear.

ADVENTURE HOOKS

This adventure might take place as a mission issued by a faction or during the *Mausoleum* encounter in your *Waterdeep* campaign. It could be placed in a graveyard in any setting.

FACTION MISSION

Grave Concerns is based on the second Emerald Enclave faction mission in chapter 2 of *Waterdeep: Dragon Heist*. Each faction has reason to investigate the happenings in the City of the Dead.

EMERALD ENCLAVE, ET AL

The Emerald Enclave sees the undead as an affront to the balance of life and death and moves to help Sir Ambrose by enlisting the adventurers.

A raven lands on the windowsill of Trollskull manor and pecks at the glass. Upon being let in, it speaks in the droll voice of Melannor Fellbranch: "Sir Ambrose of Kelemvor reports animation of the undead. This cannot stand. Seek him out at the City of the Dead at once."

Force Grey, the Harpers, the Lords' Alliance, and the Order of the Gauntlet all share the same altruistic motivation: protection of the city. Each faction reaches out to issue this mission in their typical manner.

BREGAN D'AERTHE

Jarlaxle's spies have learned of Sir Ambrose's disturbing discoveries before word has spread, and the drow mastermind moves to beat the other factions to the punch.

J.B. Nevercott strolls into Trollskull manor with his usual swagger. "Heroes are needed once again, I'm afraid. A client of mine had the family crypt raided. Most dreadful. Please see about helping a knight named Everdawn solve this mystery in the City of the Dead. I'll see you are handsomely rewarded!"

Jarlaxle's motivation is twofold. He hopes performing a heroic deed for the city will ingratiate himself to Laeral Silverhand. More importantly, his sources have indicated the Dagult Neverember's vault of stolen Dragons is buried deep under the city. He hopes that Sir Ambrose's discovery might lead him to it.

ZHENTARIM

Davil Starsong is worried that word of necromancy in the City of the Dead signals yet another escalation of the Zhentarim/Xanathar gang war. Regardless of whether Xanathar's or Manshoon's forces are behind things, Davil wants it stopped. However, the Doom Raiders won't risk putting assets on the job lest their faction of Zhents ends up taking the blame.

A winged serpent arrives with a message reading: "Necromancy in the city of the dead. Find out if Xanathar or rival Zhents are behind it. Engage the Kelemvor night if you must, but keep the Doom Raiders' name clear of things. Any spoils are yours to keep".

DRAGON SEASON

The encounter chains in chapter 4 of *Dragon Heist* feature a Mausoleum in the City of the Dead, providing a convenient opportunity to run this adventure.

SUMMER & WINTER

Sir Ambrose intercepts the party before they reach the mausoleum, and recognizing them as adventurers begs for the characters' help.

Although he knows nothing of the *Stone of Golorr* or the hoard of gold dragons, Ambrose isn't above forcefully jumping to the conclusion that it must have something to do with the necromancy and disturbed monument he discovered.



SPRING

Sir Ambrose catches the party leaving the mausoleum and first assumes the adventurers are his perpetrators. Upon hearing the characters' explanation, he offers that the key found in the mausoleum must have been dropped by whoever is working beneath the monument.

If the characters return without a clue as where to go next, Ambrose suggests the characters inquire about the key at the Metal House of Wonders. If the characters defeat Mirklav, they find his hand drawn map to the Converted Windmill.

Converted Windmill. When he was murdered and turned undead by his patron, Losser Mirklav had been working on building his own army of animated skeletons. Halaster directed the deathlock Mirklov, using its *disguise self* ability, to continue on in this regard as though nothing had happened. Some of the deathlock Mirklov's necromancy efforts are still devoted to the project. Halaster plans to march the above ground regiment of skeletons to Undermountain via a flashy show at the Yawning Portal.

No changes should be necessary to the *Converted Windmill* encounter to lead the party to the next encounter in the chain.

Cellar Complex. Make the following changes to this encounter:

- Losser Mirklav was a warlock, not a mage, but that's no longer relevant as he is now undead. If the deathlock Mirklav escapes the adventurers in its tomb lair, it appears here, disguised as its former self.
- Losser did not have a spellbook.
- Losser's apprentices Retchyn and Kreela are human **cultists** and rather than being killed in area B8 are doing the fighting in area B7.
- Retchyn and Kreela were in possession of the stone and surrendered it to the kenku. Retchyn possesses the key to area B8.
- If deathlock Mirklav is here, its sole motivation is to escape back to its lair in the City of the Dead. It attempts to do so without being harmed so as to keep up its disguise. If it is unmasked, it fights to the death.

CITY OF THE DEAD

The City of the Dead is a beautiful and well attended city park by day, serene and closed to the public by night. Day or night, it is patrolled by the perpetually sleep-deprived and grumpy Sir Ambrose Everdawn (LG male human **knight** of Kelemvor) and his yellow **faerie dragon** companion Stlip.

After Ambrose ascertains that the characters are willing to help with his problem, he explains.

"There's been an uptick in intrusions and robbery in the past few months. I don't even like to admit it happens, but really it's not that uncommon. Where I draw the line is at the walking dead."

Ambrose leads the party to a monument consisting of a large boulder resting on seven smaller ones. The large boulder features numerous well weathered but still legible characters representing the number 7 in the common, dwarvish, elvish, draconic, infernal, and celestial scripts.



When he and the party are astride the monument, Ambrose continues.

"They say it's the oldest monument in the City; maybe even older than Waterdeep itself. It used to be solid ground under there, but yesterday I saw a small man and an animated skeleton crawl beneath and never come back out."

The area underneath the large boulder, surrounded by the seven smaller ones, looked normal as you approached, but now that you are closer you notice it looks **black**. Not like soil, but rather... nothingness.

MONUMENT

A character can recall that the monument stands for the seven apprentices of Halaster Blackcloak with a successful DC 14 Intelligence (History) check. A character who has lived in Waterdeep for at least 10 years makes the check at advantage.

BLACKNESS

Any character size Large or smaller can easily fit between the seven small boulders which support the larger boulder five feet above the ground. The area of blackness covers a 20 foot diameter circle directly under the center of the monument.

Magic here conceals and fills a 15 foot square shaft which extends into the ground an indeterminate distance. This magic also pulls objects downward at a rate of 10 feet per round rather than normal gravity, similar to a gentle river current. The area is otherwise empty breathable air, so the only way to escape the slow pull is with a flying speed or being acted upon by an outside force.

Any character who investigates can determine these properties, no check required. The effect is considered to have been created by a 7th level spell for the purposes of *dispel magic* or similar magic.

SIR AMBROSE'S QUEST

After allowing the adventurers a moment to inspect the oddity, he implores the party to assist.

"My vow to Kelemvor demands I keep up my patrol of the City. I beg of you. For the sake of all souls who lay in rest here. Find whatever evil lurks below and vanquish it!"

INTO THE DARK DEPTHS

Beneath this millennia-old monument to Halaster Blackcloak's apprentices, known as The Seven, lies a series of crypts connected to a fifteen foot square shaft.

Entombed within these crypts are honored foes of The Seven; adversaries who were deemed worthy of a resting place that would forever haunt their souls with the memory of their defeat.

Beneath the crypts lies one of the most ancient paths to Undermountain. Halaster has now unsealed this forgotten passageway in order to bring a skeleton army into the the top layer of his massive dungeon.

DUNGEON FEATURES

The following elements are common throughout the dungeon.

SHAFT

The shaft is consumed in magical darkness with a slowed fall as described above. The darkness can only be illuminated with a magical light created by a spell of 2nd level or higher, such as the *dimglobe* in area 1a. The deathlock Mirklav wields a staff that can reverse the direction of the fall at will.

STRUCTURE

The shaft and crypts were magically carved into stone, leaving smooth floors, walls, and ceilings throughout. Ceilings are 10 feet high, and doorways 8 feet high.

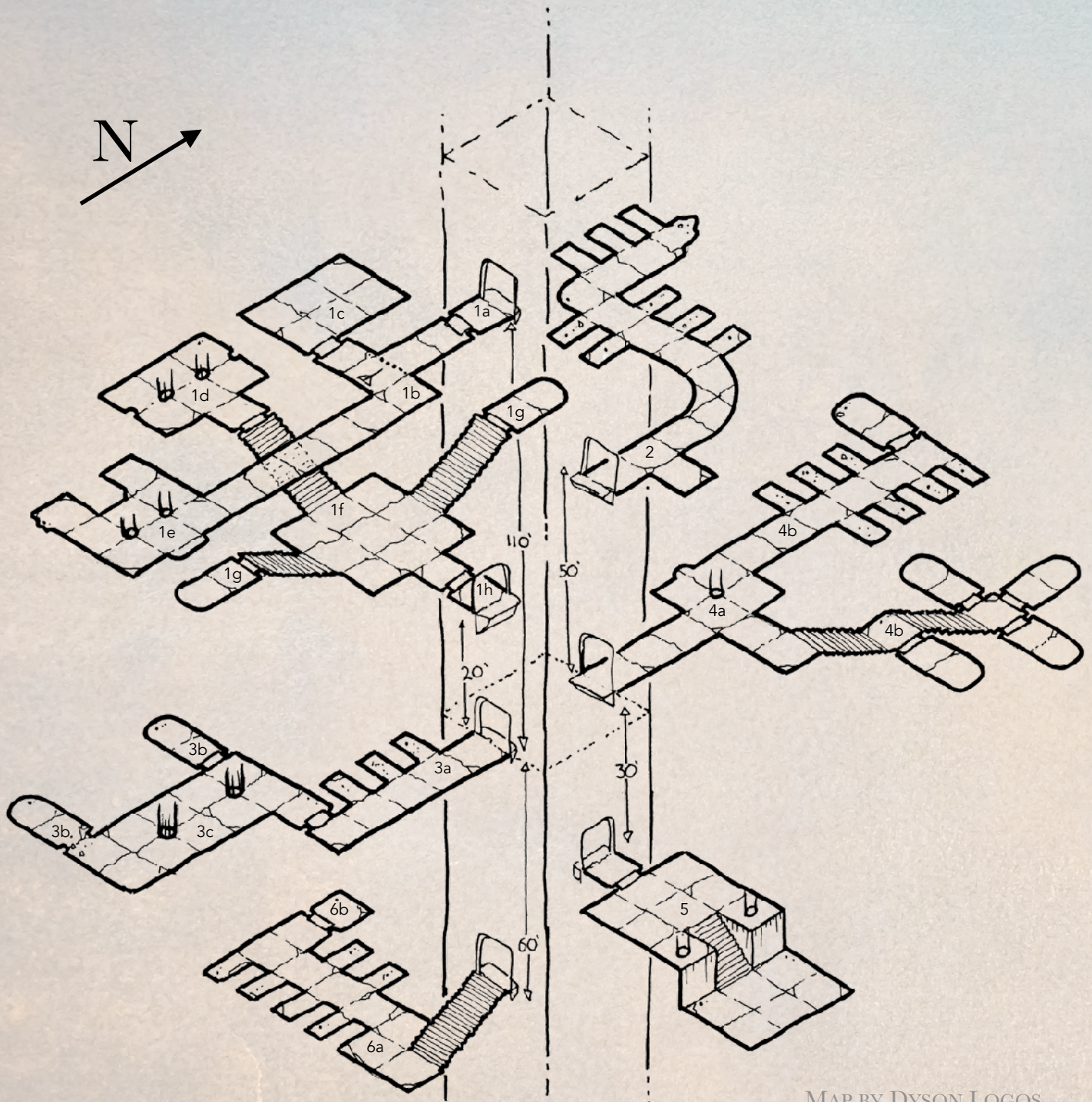
LEDGES

Two foot deep stone ledges jut from each opening from the central shaft.

STONE DOORS

Stone doors are carved with two handholds on each side, and can rise into the ceiling above. Lifting a door requires a successful DC 12 Strength (Athletics) check. The check must be repeated at the start of each round a character continues to hold open a door.

CRYPTS OF THE SEVEN



MAP BY DYSON LOGOS

GOING DOWN

Note the characters' marching order both in position and depth as they enter the shaft. After descending 30 feet, a character within 10 feet of area 1a notices a dim green light illuminating an opening in the wall of the shaft.

Along the southern wall of the shaft you see the first sign of light since you left the surface. An orb the size of an apple sheds dim green light which illuminates an alcove with a small ledge jutting out.

Unless otherwise noted, the areas beyond the shaft are not dark, but not magically so. The openings can't be seen by a character inside of the magical darkness without an adequate magical light source, but they could be felt by the characters or otherwise cleverly detected.

1. THE FAILED TWINS

This uppermost level of the crypts was designed to be found by looters who would be turned to The Seven's will, one way or another.

The twins Intri and Pilnac Evenrise served as bodyguards to The Seven, but constantly quarreled over a magic sword that was their birthright. Eventually the two fought and killed one another over the relic. Their nameless squires were executed and also interred here.

Spatial Anomaly. Distance and direction are warped in this area, allowing opening 1a on the southern wall of the shaft to be 90 feet above area 1h on the western wall of the shaft.

When a character first sets foot in area 1 beyond 1a or 1h, they must succeed on a DC 14 Wisdom saving throw or become confused. While confused in this way a character is overwhelmed by a feeling of vertigo and has disadvantage on ability checks, attack rolls, and saving throws while they remain in area 1.

Any character may take an action to investigate the effects of the anomaly. On a successful DC 14 Intelligence (Investigation) check, a character can become aware of the nature of the anomaly, which ends the confusion on the character and any others they share the explanation with.

1A. INGRESS

The green glowing glass orb illuminates a stone slab at the back of the alcove. What appear to be two handholds are carved into the base of the door, about a foot off the ground. As you step into the alcove, you feel a mild wave of dizziness wash over you.

Dinglobe. The glass orb emits an eerie green dim magical light in a 10 foot radius. It can be carried or thrown, but if left still it will hover in position. If the *dinglobe* leaves the crypts the magic dissipates and it becomes an ordinary glass sphere.

1B. TRAPPED HALLWAY

Beyond the doorway is a short hallway which comes to a T. Darkness lies beyond. As you enter the hallway, the sense of vertigo you were feeling suddenly becomes almost overwhelming.

The darkness in this area is nonmagical, so the area can be illuminated by a standard light source and darkvision works as normal.

Spatial Anomaly. When a character enters this area, they are subject to the effects of the spatial anomaly as described in the beginning of this section.

Trap. In the floor ten feet into this area, as the hallway makes a T heading east and west, are a series of six inch diameter holes running from wall to wall. Each hole contains a cylinder made of the same stone as the rest of the structure. The floor in the space beyond these holes is a pressure plate.

The holes and pressure plate can be noticed by a character who is actively looking with a successful DC 16 Wisdom (Perception) check.

When the weight of a Small or larger creature is placed on the pressure plate, the stone cylinders instantly rise to the ceiling. These stone bars are spaced wide enough for only a Small or smaller creature (e.g. a gnome or halfling) to fit through. The stone bars have AC 17, 25 hp, and are vulnerable to bludgeoning and thunder damage.

Triggering the trap alerts the **ghouls** in area 1e, who move to attack.

1C. THE TWINS' CHALLENGE

Beyond another heavy stone door lies a small rectangular room that immediately strikes you as immaculately clean. The floors, walls, and ceiling are pristine compared to the aged stone you have encountered thus far.

A conspicuous hand lever sits on the northern wall to your right. Prose written in common is chiseled into the western wall directly in front of you:

"We await your challenge. Light up and down then again. If we are defeated our treasure is yours to carry on our legacy. Fail and you shall join our ranks in Hallaster's army."

Lever. The lever on the northern wall resets the trap in area 1b. Filling the ten foot square area between the lever and the door is a very old, very hungry, very patient **gelatinous cube**.

Even though the cube is in plain sight, it takes a DC 15 Wisdom (Perception) check to spot it. A character that tries to enter the cube's space while unaware of the cube's presence is surprised in the first round of combat.

Challenge. The prose refers to lighting the pedestals in areas 1d and 1e. The *dinglobe* can be used to temporarily light each pedestal. As soon as the *dinglobe* is removed from a pedestal, the light on that pedestal begins to fade and will go completely dark after one round.

Once all four pedestals simultaneously remain lit in order: one in area 1d, one in area 1e, one in area 1d, one in area 1e (*up and down then again*) the doors to areas 1g unseal and the twins descend to area 1f to take on their challengers.

The pedestals then remain lit until the twins are defeated or return to their tombs victorious.

1D. UPPER PEDESTALS

Up the staircase and behind the heavy stone door lies a small room housing twin five foot high stone pedestals, each with a rounded indentation in the top.

1E. LOWER PEDESTALS

The end of the long hallway opens into a small room containing twin five foot high stone pedestals, each with a rounded indentation in the top.

If the characters didn't trigger the trap in area 1b, two **ghouls** awaken and attack when the characters enter this area.

1F. SWORD OF THE TWINS

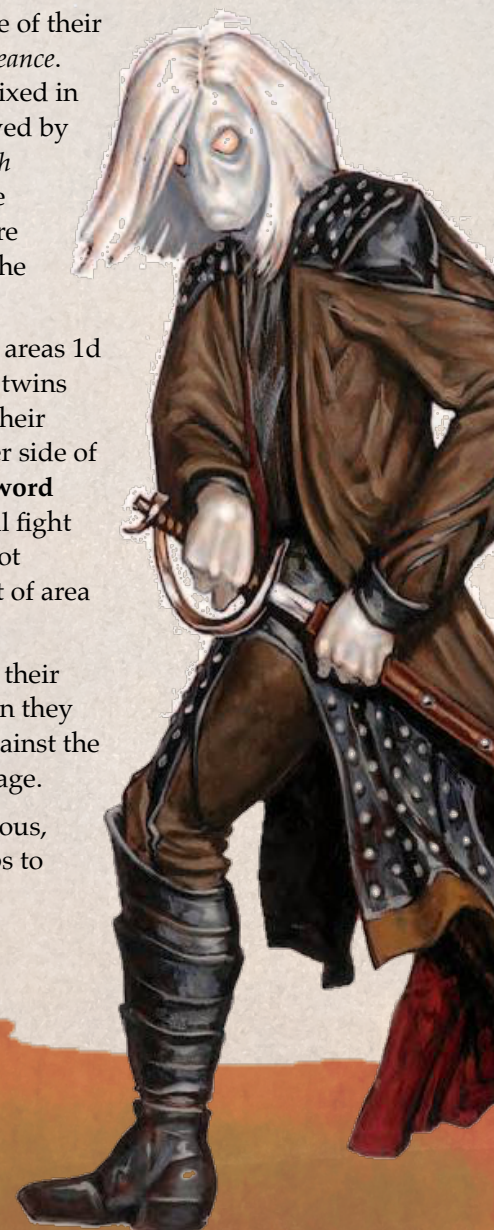
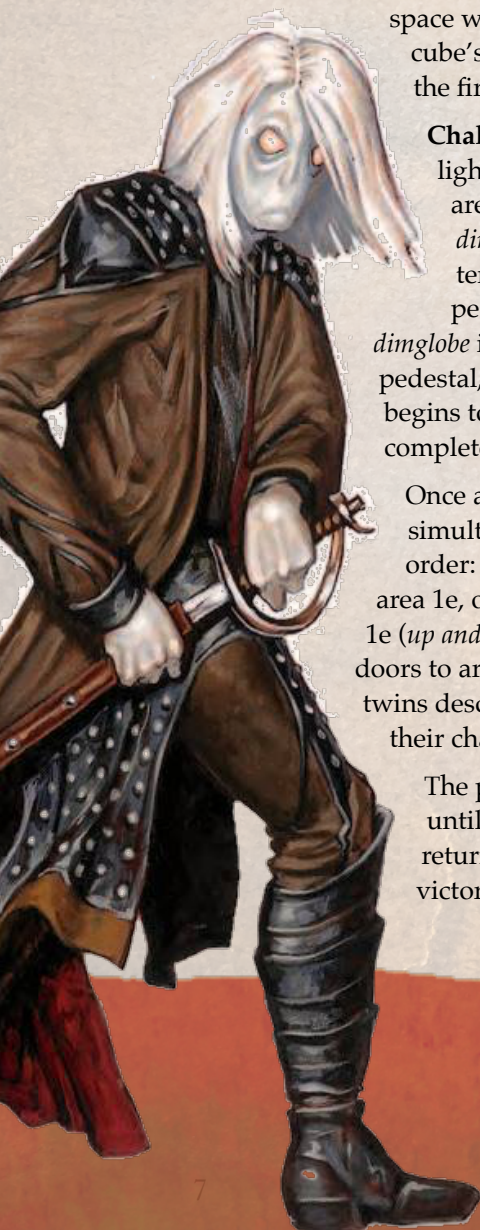
Stairs descend into a square room flanked by matching staircases on either side. In the center of the room, a gleaming sword with a jeweled hilt is suspended upright about a foot off the floor.

Sword. The object of the twins desire and ultimate cause of their demise is a *sword of vengeance*. The sword is magically fixed in place and cannot be moved by any means short of a *wish* spell unless the twins are defeated. If both twins are slain, the sword falls to the floor with a clatter.

Twins. If the lights in areas 1d and 1e have been lit, the twins descend the stairs from their matching tombs on either side of the room. The pair are **sword wraith warriors**, and will fight to the death. They will not pursue any character out of area 1f, however.

Tactics. The twins use their *Martial Fury* feature when they attack. All attack rolls against the twins are then at advantage.

If the twins are victorious, they return to their tombs to lie in wait for their next challengers.



1G. TWIN TOMBS

The staircase ends at a stone door much like the others, but this one has no hand holds.

The doors to the tombs only open when the lights in areas 1d and 1e have been lit. No amount of physical force can open them.

When opened, the tomb is rather unremarkable. Each contains a simple stone slab for the twins to lay on.

1H. EGRESS

Behind this door is a small alcove with an open doorway to familiar blackness. As you reach out into it you find that the current now slowly drifts upward.

The direction of flow in the shaft has just changed direction as the deathlock Mirklav is traveling from area 6 to area 5. After traveling up the 30 feet over the course of 3 rounds, the deathlock Mirklav enters area 5 and returns the flow of the shaft downward.

2. HALL OF ESTEEMED FOES

The dead interred here were adversaries The Seven held in the highest regard. They decreed that these select few should lie protected from desecration.

This hallway curves to the left and out of sight. In an alcove to your right stands a menacing looking suit of armor. As you approach two red eyes light up from within the helm and a voice rings out: "Beyond lie the remains of the esteemed foes, which shall lie undisturbed for all eternity."

The **animated armor** leaves the alcove and attacks if any of the coffins in the hallway beyond are disturbed. Otherwise it remains motionless, its eyes continuing to glow red until all the characters have left the area.

Coffins. The eight accessible alcoves each contain a coffin holding the desiccated remains of a humanoid and 2d6 10 gp gemstones. If any of the coffins are disturbed, the animated armor attacks.

Cave-in. The corridor ends in a pile of rubble and is impassible.



3. ANIMATED ADVERSARIES

Fierce warriors defeated by The Seven were animated and left here as punishment upon their souls. Unable to move unless disturbed, they stay frozen in eternal torture.

3A. SKELETON HALLWAY

The three alcoves along this hallway each contain an unusual skeleton standing rigidly upright. Two extra arms have been grafted on, and each of its four hands clenches a rusted scimitar. Gleaming amethyst gemstones are set into the eye sockets, which seem to stare blankly ahead.

The three **dread skeleton warriors** attack only if the gemstones are disturbed. Each of the amethyst gemstones is worth 100 gp.

3B. MUMMY VAULTS

The **mummies** here were fated to lie in stone sarcophagi until released. The door to the intact vault contains no handholds and can only be opened by using the *dimglobe* to illuminate the two pedestals in area 3c in a manner similar to area 1 of the tombs.



The ravages of time have caused the door to the far vault to crumble, releasing one mummy to enter area 3c.

If the intact vault is opened, the mummy inside spends its action in the first round of combat emerging from its sarcophagus.

Treasure. Each vault contains 2d4 25 gp art objects.

3C. DARKENED CHAMBER

Beyond this door lies darkness that can only be penetrated by magic.

If the characters bring the *dimglobe* through the doorway:

The dim green light from the orb reveals a short pedestal, behind which sits a stone door bereft of handles. The light seems to have drawn attention, as a linen wrapped form lurches at you from darkness!

Unless the party found a way to spot the mummy before it spotted them, the characters are surprised in the first round of combat.

4. SKELETON STORAGE

The skeletons that originally occupied this crypt have been animated and joined by those deathlock Mirklav has stolen from other tombs in the City of the Dead. The skeletons all stand docile, waiting to be called forward.

4A. ACTIVATION PEDESTAL

After a few paces, this hallway splits in two directions, continuing forward and a staircase to the right leading down. In each direction, you see a mass of skeletons, all standing motionless. Between these hallways sits a five foot high stone pedestal with a rounded indentation in the top.

If the *dinglobe* is placed on the pedestal, the doors in areas 4b open, and the horde of skeletons begins to march forward in an orderly manner. If the *dinglobe* is removed, the light of the pedestal fades after one round and the skeletons once again become inert.

If allowed to pass, the skeletons enter the shaft and descend to Undermountain. The skeletons attack any character who stands in their way, but only engage in combat if their path to the shaft is obstructed.

4B. SKELETON ARMY

Aside from the stairs, every space in these areas is occupied by a **skeleton**, including the tombs sealed behind doors. They number 24 in total.

If not activated by the pedestal in area 4a, the skeletons remain motionless, even if attacked.

5. DEATHLOCK'S WORKSHOP

Two stone pedestals are illuminated on either side of a staircase that descends in a small room where a halfling is working at a bench strewn with books, parchments, and odd baubles of glass and metal. He turns to look up at you.

"Begone interlopers. I have no quarrel with you unless you desire one."

The halfling is the **deathlock Mirklav**, who has used its *disguise self* ability to appear as it did in life as Losser Mirklav.

If the adventurers attempt to reason with the deathlock Mirklav, it takes the opportunity to cast *mage armor* and issues a final warning before engaging the characters in combat.



"You shall not disrupt the designs of Hallaster Blackcloak! Leave now lest you join the ranks of the army I assemble for him!"

Tactics. The deathlock Mirklav takes advantage of the high ceiling in the lower part of this area by casting *spider climb* in the first round of combat to position himself where he can make ranged attacks with his *eldritch blast* cantrip.

If the deathlock Mirklav is reduced to half its hit points, it retreats to area 6b. If it still has a climb speed, it reverses the flow in the shaft immediately upon entering it. Otherwise the deathlock Mirklav reverses the flow once it has entered area 6.

Treasure. The deathlock Mirklov is wearing a *cloak of displacement*. Its quarterstaff can be used as an arcane focus. The quarterstaff can light any pedestals and reverse the flow inside the shaft, but has no magical properties outside of these crypts. The materials on the workbench could be sold to an expert in necromancy magic for a total of 200 gp.

6. DEATHLOCK'S QUARTERS

The deathlock Mirklav resides here when it isn't working to carry out Halaster's directives.

6A. ZOMBIE COMPANIONS

Upon entering this area you are overwhelmed by the stench of death. The staircase before you leads down, where you hear loam moaning and the shuffle of feet dragging on stone.

Recently being murdered and reanimated, then continuing parts of its former life disguised as its living counterpart has been stressful for deathlock Mirklav. It has attempted to cope by creating a zombie family of sorts. Six **zombies** in all reside here, one drooling in each of the small alcoves. They attack any living creature that enters the area.

6B. DEATHLOCK'S CHAMBER

This tiny room contains trinkets from Losser Mirklav's former life, but nothing of value.

If the deathlock Mirklav has retreated here, it is hiding and attempts to use the magic of its quarterstaff to keep the door shut and its pursuers out. The DC for opening this door increases to 18.

Further Retreat. If the deathlock Mirklav is cornered here, it risks provoking opportunity attacks to retreat. Depending on the circumstances of your campaign, you may have it choose to retreat to the surface or continue below to Undermountain. Either way, it attempts to reverse the flow in the shaft on its way; either immediately upon entering the shaft if it has a climb speed from *spider climb*, otherwise upon exiting the shaft.

DOWN TO UNDERMOUNTAIN

The shaft extends another 60 feet below area 6, where it ends in the first level of Undermountain. A tunnel there connects to area 20 on the map of the Dungeon Level in *Waterdeep: Dungeon of the Mad Mage*.

MAGIC ITEMS & MONSTER STAT BLOCKS

SWORD OF VENGEANCE

Weapon (any sword), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Curse. This sword is cursed and possessed by a vengeful spirit. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it on your person at all times. While attuned to this weapon, you have disadvantage on attack rolls made with weapons other than this one.

In addition, while the sword is on your person, you must succeed on a DC 15 Wisdom saving throw whenever you take damage in combat. On a failed save, you must attack the creature that damaged you until you drop to 0 hit points or it does, or until you can't reach the creature to make a melee attack against it.

You can break the curse in the usual ways. Alternatively, casting *banishment* on the sword forces the vengeful spirit to leave it. The sword then becomes a +1 weapon with no other properties.

CLOAK OF DISPLACEMENT

Wondrous item, rare (requires attunement)

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 9 (2d6+2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

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

SWORD WRAITH WARRIOR TWIN

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (+-1)	10 (+0)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the twin can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8+4) slashing damage.

GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8+6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius),

passive Perception 6

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

DREAD SKELETON WARRIOR

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 26 (4d8+8)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison,

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Challenge 1 (200 XP)

ACTIONS

Multiattack. The skeleton makes four melee attacks.

Scimitar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) slashing 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
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison,

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

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, 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 (but not mummy lords) for the next 24 hours.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

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 exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Challenge 1/4 (50 XP)

ACTIONS

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

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

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Challenge 1/4 (50 XP)

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

ACTIONS

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

DEATHLOCK MIRKLAV

Medium undead, lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Int +4, Cha +5

Skills Arcana +4, History +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 11

Languages Common, Halfling, Sylvan

Challenge 4 (1100 XP)

Special Equipment. The deathlock Mirklav is wearing a *cloak of displacement*, which causes creatures to have disadvantage on attack rolls against it. If it takes damage, this property ceases to function until the start of the deathlock Mirklav's next turn.

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells at will, requiring no material components: *detect magic*, *disguise self*, *mage armor*

Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *friends*, *eldritch blast*, *mage hand*

1st-3rd level (2 3rd-level slots): *animate dead*, *arms of Hadar*, *dispel magic*, *hold person*, *hunger of Hadar*, *spider climb*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

Deathly Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) necrotic damage.