

The Pit of Gol-Baer

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An Introductory D&D adventure for first level characters

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Introduction

The central regions of the great kingdom of Arresh are filled with jagged hills and ranges of steep mountains that divide the local baronies and duchies of the kingdom. The forces of "civilization" are weak here, with small villages, homesteads, and isolated outposts throughout the area. Bands of roving humanoids, bandits, and treacherous mountain passes make the region hazardous to travelers.

In the rugged hills in the waste between the towns of Windmore and Rivark, a gaping hole in the earth opens onto a natural complex of caves and tunnels, created centuries ago by the forces of earth and water. The place gained preeminence some fifty years ago, when an evil priest named Gol-Baer turned the place into a chapel of the Goddess of Deception. Expanding the cave complex, he used his unholy powers to expand his motley band of human followers to a sizable force of brigands, humanoids, and even a giant troll that Gol-Baer managed to impress into his service. For a time the evil priest's insidious influence spread throughout the local area, but before he could develop his power base sufficiently he made the mistake of allowing a raid by his humanoid servants on the then-infant township of Windmore. Fifty people were killed, including the son of a local aristocrat. The action provoked a major response, and a hundred armed warriors led by a paladin and a holy priest destroyed the evil den. Gol-Baer himself was killed as part of his cave complex collapsed on him and his acolytes as they tried to escape. His servants were either killed or fled into the mountains, no longer to trouble the forces of good.

For decades the place lie fallow, shunned as cursed or "haunted" with the spirit of Gol-Baer. The place sunk into the legends of the nearby human communities, who established the township of Rivark to the northeast and rebuilt the village of Windmore, expanding it until today the place is a prosperous community of some 200 persons. Eventually only a few people remembered that the pit existed at all.

Plot Hooks

Any of the following hooks can be used to start the adventure.

1. A few months ago, a traveling half-orc scholar came through the region, asking questions and seeking out local legends about the Pit. He had a crew of laborers with him who seemed surly and unpleasant to the locals. After a few days he headed into the hills to the north and was never seen again. One of the local authorities can recruit the party to investigate, or can mention the sage if the party is investigating one of the other hooks below. The scholar gave his name as "Kevron Garras."
2. Six weeks ago, a group of traveling priests was assaulted by orcs in the hills to the east. Only two of the dozen survived to reach Windmore, and they sparked a minor panic. The

incident was immediately connected to the disappearance of four hunters a month earlier, and a rumor began to circulate that the Pit of Gol-Baer was becoming active again. The mayor of Windmore (Goff Havras) dismissed the attack as the work of a wandering band of humanoids, but has asked members of the local militia to conduct patrols around the area of the town. The rumors persisted, and began to include tales about a "lost treasure" of Gol-Baer still hidden in the caves. These rumors are reaching their peak right about the same time that a group of strangers has arrived at Windmore- just the sort of people who swallow up tales of buried treasure.

3. A nine-year-old child, Trevor Gavelt, has gone missing from one of the farms on the outskirts of Windmore. His only surviving parent is his mother, Kaela Gavelt, and she is desperate to find the boy. A search (Perception DC10) can turn up some tracks: at least two small creatures wearing boots (i.e., not the boy) arrived near the farm a day ago, crept around a bit, then headed southeast (Survival DC10 to follow, though the tracks disappear over solid stone before they get to the secret entrance to the Pit (area 20). In this hook the player characters can be local residents who are called upon to help with the search, or caravan guards who have stopped off in the village while their employer's wagons are being repaired.
4. In the hills a mile beyond Windmore is a community of small folk (gnomes and Halflings). One of the residents, a gnome scout named Kriskin Nimblelock, has seen goblins skulking around in the hills and is seeking help to investigate. This hook can be combined with #2 above, and can be especially useful if one or more player characters are gnomes or halflings.

DM's Notes

There is no renewed cult taking charge at the pit, but the place is dangerous, with both natural and unnatural hazards existing within its depths. The place is located about ten miles southeast of Windmore, in the rough terrain at the base of the Kilmar Mountains. Travel is slow due to the steep slopes, loose rocks, and crevasses that dot the region.

The pit currently serves as home for a small band of wandering goblins, led by a fearsome hobgoblin warrior. The group has taken up residence in the upper part of the complex, avoiding the natural caves after a few accidents and a run-in with a giant lizard. They know nothing of the cavern's history.

I have not included details about the towns of Windmore and Rivark, but the DM is free to develop these settings if he/she wishes. The player characters can learn legends about the history of the pit in Windmore (I suggest a History check, with a DC10 for basic information and DC15 for the details of the evil priest's story). With a little asking around (Investigation DC10), the party can get vague directions to the place (though no one in the town has actually been there, and no one will accept requests to guide the party there). The DM may also decide to create possible encounters on the way to the Pit or between the two towns, if desired. Windmore is a small community of farmers and trappers with about 200 people in all, while Rivark is about twice that size and has a small church dedicated to Lathander (god of light and renewal) led by a 5th level cleric.

Dungeon Key

1) THE PIT

The pit is located at the bottom of a broad gully, and is visible from the higher surrounding terrain from about half a mile away. Brush and foliage clutter the lip of the gully, but strangely no vegetation exists within 100 yards of the opening. As the party approaches the lip, it can be seen that a circular ledge on the inside of the hole descends to the floor of the pit, some thirty feet below. The air in the pit is moist and warm. A 10' high opening is visible to the south; a smaller opening (4' diameter) provides access to a small cave to the east. All passages and chambers are natural unless noted. A character that listens for noise can detect faint skittering sounds coming from area 2 (Perception DC15 from the rim, or DC10 from the cavern floor).

2) DARK CAVE

This small cave has a ceiling of varying height, from 6' to 9'. The walls and ceiling are jagged and rough. Concealed within these cracks are three **giant ticks** that are each the size of a small dog. One is located directly above the passage to area 1. The room itself is barren except for the shriveled hulks of two rats.

3) WEST CAVE

This place has a rough floor surface, with alternating terraces. The ceiling ranges from 7' in the west to about 15' once the floor drops out and gives way to area 5. The southwest wall is covered by a fuzzy yellow mold- it is completely harmless.

4) WET CAVE

This cave is wet and dismal, with walls and ceiling slick with moisture. The floor is slippery; anyone moving at faster than half speed in the place has to make a DC10 dexterity check or fall prone. The water is crystal clear, but the place is so shadowy that unless the party is using multiple light sources they will probably miss the **giant lizard** (Perception DC15) lying near the east end of the room; it is completely submerged except for its eyes and nostrils. It will wait until someone comes within ten feet then rush out and attack. If no one comes near its hiding place, the beast will leave them alone unless a solitary character approaches the pool. Its preferred tactic is to grapple a character and drag them underwater. It has no treasure.

GIANT TICK					
<i>Small beast, unaligned</i>					
Armor Class 13 (natural armor)					
Hit Points 11 (2d6 + 4)					
Speed 20 ft., climb 20 ft., jump 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	2 (-4)	8 (-1)	6 (-2)
Senses darkvision 60 ft., passive Perception 9					
Languages —					
Challenge 1/4 (50 XP)					
Latching Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4+1) piercing damage, and attaches to target (grappled, DC12 to break free). While attached, at the start of the tick's turn the target loses 1d4 hit points due to blood loss. The tick can detach itself by spending 5 feet of movement, and does so after draining 10 hit points.					

GIANT LIZARD					
<i>Large beast, unaligned</i>					
Armor Class 12 (natural armor)					
Hit Points 19 (3d10 + 3)					
Speed 30 ft., climb 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)
Senses darkvision 30 ft., passive Perception 10					
Languages —					
Challenge 1/4 (50 XP)					
ACTIONS					
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.					

5) EAST CAVE

This place is flatter than area 3 and has a ceiling that vaults to 20' high at the eastern end. Near the dais along the southern wall is the remains of a giant constrictor snake, killed by multiple blows from edged weapons. Dried blood surrounds the creature, but it has been dead for almost two weeks and there is little left except for bones.

Atop the dais is the remnant of an unholy altar. A large block of black stone lies sundered in two, cracked down the middle as if struck heavily with a single massive blow. It is surrounded by a 2" deep, 4" wide trench that surrounds the altar and drains off into cracks in the walls. The trench and altar both bear the remnants of dried blood and burn marks.

The stairs to the east are blocked by a barricade made out of wood and stone. The barricade is quite solid and requires significant effort (and accompanying noise) to break down (Athletics DC20 to force, AC16/hp24 to clear). One of the boards is marked with the word "DANGER" in the goblinoid language.

6) PARTIAL COLLAPSE

A long-ago collapse has left the northern passage partially blocked by rubble. It can be traversed safely (if slowly and carefully) without hazard, although it is difficult terrain and requires Medium or larger creatures to squeeze (see rules on page 192 of the *Player's Handbook*). If the characters attempt to clear the rubble, or try to move through quickly, the goblins in area 8 can make a DC10 Perception check to detect the intrusion.

7) POOL

The passage leading into this room is knee deep in murky, muddy water, making it difficult terrain. Halfway across the room, in the center of the pool there is a small, 1' deep hole in the floor (Perception DC 15 to notice unless the player characters are probing ahead). A dozen caltrops have been placed at the bottom of the hole. If a player character enters the space without detecting the hole, they must succeed on a DC 12 Dexterity save or stumble into the opening, taking 1 piercing damage. Until the character regains at least 1 hit point, their walking speed is reduced by 10 feet. Shouts or other loud noises in this area will automatically alert the goblins in area 8.

The eastern part of the room is five feet higher than the flooded portion. Because of the water and mud, a character trying to vault up quickly must make a DC10 Athletics check. A second ledge leads up to area 8, topped with a crude waist-high wall of loosely stacked stones that makes the ascent somewhat more challenging (DC15). The party may spot the fire in area 8 (Perception DC10, or DC5 if they do not have a light source of their own).

8) GOBLIN WATCHPOINT

If the goblins are alerted by any loud noises, they will have doused their fire and be waiting. The low wall provides 50% cover (+2 AC) if the goblins can get behind it.

This small room contains a staircase of worked stone that ascends to area 9. Three **goblins** currently occupy the room, crouched around a small fire in the southwest corner. Several cracks in the wall and ceiling provide ventilation, although none are large enough for even a halfling to enter. Each goblin carries 2-20 copper pieces and several worthless personal items. If they hear intruders in area 7, the goblins will douse their fire and wait near the uppermost ledge to their room. If enemies (basically, anything moving) appear they will fire their bows. If one of them is killed, or if an enemy makes it to the first ledge, they will attempt to retreat to area 9 to summon help from their comrades.

9) SMALL CHAMBER

This small area of worked stone has a low 7' ceiling. The place it serves as the home of four **goblins**. The place is littered with a few crude pieces of furniture, dirty straw, and assorted refuse, and smells awful. The goblins are lounging about, drinking cheap beer and telling awful jokes, and will not surprise intruders. Due to their state of intoxication they are considered poisoned (disadvantage on attacks and ability checks). Each carries 2-20 copper pieces.

If alerted by their comrades in area 8, the goblins will overturn their furniture to form crude barricades facing the entry (+2 to AC), and shout for Grash to come to their aid. The hobgoblin will arrive in two rounds.

10) SMALL ROOM

This place is cleaner than area 9, and is the home of a **hobgoblin** warrior named Grash. Grash is a fierce fighter and is respected by the goblins, even though he has suffered a recent infirmity. His left hand is gray and withered, the result of a trap he recently set off while exploring the complex. The wound has resisted healing, and the hobgoblin has been spending most of his time alone, unwilling to let the goblins see him while in his weakened state. He keeps the injured limb bound against his body with a scrap of torn cloth.

Due to his injury, Grash cannot use his shield or his bow, both of which are stashed under his bed. One of the arrows in his quiver is of unusual quality (it is an **arrow +1**). He is armed with a longsword and a silvered dagger that he wears tucked into his belt. The dagger is in a leather sheath that is stamped with a wolf-head pattern with two tiny turquoises for eyes (total gem value 10gp, 20gp value overall as jewelry). He wears chainmail and carries 20 gold pieces and 35 silver pieces in a belt pouch, and has the

GOBLIN
Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

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

HOBGOBLIN
Medium humanoid (goblinoid), lawful evil

Armor Class 16 (chain mail)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage.

keys to the chests in room 11 on a thong around his neck. The room itself contains only a bed of straw and furs, with a few empty waterskins strewn about.

11) TREASURE ROOM

This room contains a pair of wooden chests and a large barrel against the south wall. A pile of assorted pieces of lumber sits in a heap next to the chests. A ladder leads upward 10' to a ledge that overlooks the room. The chests have simple locks (DC10); Grash holds the keys. The first chest contains 10 oil flasks, 60 arrows, a sack holding 180 copper pieces, and a haunch of rotten meat. The second chest contains two weeks of rations, a carpenter's kit, a sack of nails, several jars of paint, a linen handkerchief monogrammed with the initials "KG", and a waterskin. The barrel is half full of water. A single **goblin** has been assigned to keep watch, and sits on the ledge at the top of the ladder. If a general alert is sounded in area 9, he will rush to the aid of his comrades.

Concealed behind the barrel (Perception DC10 to notice unless the barrel is examined) is a 5' deep niche in the stone wall. If the party came here looking for the lost child, then he is inside the space, dirty and scared but otherwise intact.

12) NATURAL CAVE

This cave is unremarkable except that recent tracks of goblins can be made out in the floor (Perception DC10). The secret door is disguised to appear as a stone slab, but is not especially difficult to detect (Perception DC10).

13) ENTRY CAVE

This passage is only 5' high and opens onto a rocky hillside. The entrance is shrouded by brush and is extremely hard to detect from more than 20' away (Perception DC20, DC15 if within 20'). The terrain here makes it very difficult to track the goblins to their lair (Survival DC20).

14) SPHERE ROOM

The stairs from area 5 culminate in this room. A thick stone arch guards the entry. Faint runes in Celestial that radiate a faint aura of abjuration magic are etched into the stone. An Arcana DC15 check reveals that the runes were intended to keep the evil of this place contained.

This room is roughly spherical, with a concave floor sloping down to a 1' wide opening in the center of the floor and a ceiling that forms a dome 15' above. The slope makes the room hazardous terrain, but it is not otherwise dangerous. An object can be seen jutting out from the hole in the floor.

The object stuck in the opening is an **Adamantine Battleaxe**. It is wedged quite deep and requires an Athletics DC15 check to pull free. Alternatively, a character with stoneworking tools can chip away enough stone to withdraw the axe with ten minutes of work. Beyond the axe, the chute rapidly shrinks down to just a few inches in diameter.

If any character tries to grasp the axe, or otherwise examines the hole, a **shadow** concealed within the shaft emerges and attacks. The shadow pursues foes anywhere on this level but cannot travel beyond the arch that leads into the room.

15) EXPEDITION HEADQUARTERS

This chamber is set off by a crude wooden door of fairly recent construction. It has been barred from the east side, but is cracked and flimsy and can be broken down by a few heavy blows from an axe or mace.

The northern alcove is sparsely furnished with a simple cot, writing table, stool, and two small oak chests. The furniture is designed to be easily transported and is both light and capable of being folded for travel. Both chests are locked, and the locks are of very good quality (Dex DC20 to unlock, Athletics DC20 to force). The keys are in the pocket of Khiralt Garrauk in area 14. The first chest contains a quantity of spoiled rations, 20 wax candles, a bag of flints, three throwing knives, six blank scrolls, a jar of quality ink, several sets of spare clothes, and a waterskin. The second chest contains a sack holding 150sp, a set of 6 bronze plates (8sp each), a silver bowl (30gps), and a small brass box (5gp) containing 12 azurites (10gp each). Everything in the second chest except for the silver was all discovered during the excavation of the complex.

Khiralt's spellbook and a thin leather-bound journal are hidden in a false top in the lid of the second chest (Investigate DC15); it contains the spells 1/comprehend languages, 1/detect magic, 1/grease, 1/magic missile, and 1/shield. The journal contains an overview of the excavation, with a running commentary on the difficulties Khiralt had with his workers as the dig continued. The half-orc's considerable ego and sense of superiority is obvious from the account.

The southern alcove served as the quarters of Khiralt's hired workers. A dead man lies upon the floor, his face frozen into an expression of utter terror. He does not have a mark on him, and while his body is stiff and cold it is remarkably intact. The corpse is just that; it will not animate into an undead creature.

The room contains four bedrolls and an assortment of personal gear. A search of these items will turn up 15sp and 38cp and an assortment of tools (picks, chisels, shovels, and the like). Near the back of the room are two small barrels filled with tepid water and a pine box containing some dirty cloaks and some moldy loaves of bread. On the bottom of one of the barrels, wrapped in a fold of dark leather, is a cache of 12gp. This will be virtually impossible to see, though, unless the water is dumped out of the barrel first.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8+3)

Speed 40 ft.

STR	DEX	CON	INT	WIS
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)
CHA				
8 (-1)				

Skills Stealth +4

Vulnerabilities Radiant

Damage Resistance Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 Ft., passive Perception 10

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (2d6 + 2) necrotic damage. The target's strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

16) CLEARED TUNNEL

This tunnel is partly natural, partly worked stone. It looks it was blocked by a total collapse until recently, when the route was cleared. Heaps of shifted stone line the adjacent corridor, and fresh wooden beams bolster the ceiling. The work looks a bit unsteady, but the passage is currently safe even if the beams are dislodged.

17) VAULT OF GUARDIANS

This five-sided chamber has a high ceiling that comes to a point twelve feet above the floor. There is a lot of debris from the collapse that blocked the adjacent tunnel scattered about the floor, making the entire room difficult terrain. There are three small alcoves in the walls that do not have exits, but whatever might have once been there has been taken (some of the items are in Khiralt Garrauk's chests in area 14).

The ancient guardians that protected this place are long gone, but the three men of Khiralt's labor crew have taken their place. They are now **zombies** and will attack anyone who approaches the room. They will pursue foes as far as the stairs that lead down to area 8.

18) HALL OF SKULLS

This place is wet with several shallow pools (a few inches deep) covering the floor. The room is safe to move through unless at a run, which requires a DC10 Dexterity save to avoid slipping and falling prone. The walls of the chamber are set with a variety of humanoid skulls set into small niches in the walls. The skulls were once mortared in place, but the mortar has grown weak with time and the skulls can now be easily removed. A garnet worth 50gp is hidden inside one of the skulls (Perception DC15 to find, unless a player says she is searching all of the skulls). The gem was found by one of the men on the labor crew, who hid it here. He planned on trying to smuggle it out later but never got the chance.

19) FOYER

The walls of this chamber have been carved with glyphs in the Infernal script. A DC15 History or Religion check reveals that they are invocations to a variety of dark powers, asking them to sanctify this place and keep it protected from interlopers. An arch in the far wall contains a set of partially-open double doors with an indented circle between them. Fragments of a clay seal that once held them shut lie on the floor. The space beyond the doors is utterly dark. The darkness resists the player characters' light sources, for it is a permanent *darkness* effect (see area 13 below).

ZOMBIE					
<i>Medium undead, neutral evil</i>					
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)
Condition Immunities poisoned					
Senses darkvision 60 ft., passive Perception 8					
Languages understands all languages it spoke in life but can't speak					
Challenge 1/4 (50 XP)					
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.					
ACTIONS					
Slam. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) bludgeoning damage.					

20) DARK SANCTUM

The magical *darkness* fills the entirety of this room. Waiting within the darkness is what remains of Khiralt Garrauk. The half-orc wizard has been transformed by the evil magic within the shrine into a **wight**. It cannot see through the darkness, but is listening for anyone that enters the foyer. The curse that created it binds it to this place, and he cannot travel beyond area 11. If the wight is defeated, the darkness gradually fades after about a minute. Its preferred tactic is to attack from surprise, grappling a character and dragging them into the room. When two creatures are both within darkness their advantage/disadvantage cancels each other out by the rules, but the DM may want to give blind attacks into the darkness a chance of targeting a grappled player character rather than the wight. Remember also that certain spells and attacks of opportunity require that you be able to see the target.

The wight still wears the remains of the black and violet robes it wore in life. It has a sagging leather belt pouch that holds 15gp and the iron keys to the chests in area 15.

The far end of the chamber has collapsed. The portion of the floor that is still intact contains part of a mural that depicts unholy scenes involving human sacrifice and combat with supernatural creatures. Halfway along the north wall is a bas-relief of a horned fiend that rises almost to the ceiling. There is a niche in the wall carved so that the fiend seems to be “holding” it. Inside the niche is a set of engraved bones suitable for the casting the *augury* spell (worth 25gp), and a metal flask that holds about 200gp worth of powdered silver (enough for two castings of the *magic circle* spell).

WIGHT

Medium undead, neutral evil

Armor Class 12

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Infernal

Challenge 3 (700 XP)

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

ACTIONS

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

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

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

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Dungeon Map

