CHARLOTTE'S SPOOKY CASTLE

A spooky, level 4 adventure for 4-6 players.

In case this is your first Charlotte game, let's get something out of the way first. She's a giant guinea pig.

Charlotte Fezziwig is the librarian in charge of the Northland Library, Archive, and Museum of the Arcana (LAMA). She and her assistant, Helga (another giant guinea pig) live peacefully among the townsfolk, using their wealth of knowledge to help others. Charlotte was once an adventuring wizard who sought to do good and spread joy, but since she did it without requiring payment (just a bowl of carrot stew and a warm place to sleep), she couldn't keep up with the requests. So, she settled down and started a library so that others could pursue their own magical studies. She even helps poor wizards pay for their studies through a scholarship, funded by the admission cost to her museum.

Charlotte and her library are known all across the world. She's helped many adventurers in one way or another and as a result hasn't had much trouble from those seeking to hurt her or steal from her library. It's rare that she leaves her library (or her cottage home next door, separated from the library by a carrot garden), and she certainly doesn't do so without telling Helga. Any day Charlotte can't be found is a day that would give anyone something to worry about.

Playing the guinea pigs

Helga is a sweet, soft-spoken guinea pig who is easily startled. She cares deeply for those close to her and considers Charlotte to be her best friend. Charlotte is more worldly and tends to be louder and more blunt, but she is never mean. She seeks to rehabilitate rather than destroy, wherever possible. Charlotte and Helga both love helping people and they can come off a bit matronly. That being said, both of them are capable of handling themselves in most situations and can answer most questions about arcane and divine magic. Charlotte is a conjuration wizard and Helga is a life cleric.

And that's exactly how our adventure begins. The party is queuing up to head inside the library once it opens for the day. It usually opens bright and early, but today they must be running late. The party isn't worried, though. They know it's only a two guinea pig operation, so they're prepared to be patient.

What they aren't prepared for is the way Helga comes bursting out of Charlotte's cottage next door, yelling, "She's missing! I can't find her! Where is she?"

Helga eventually calms down enough to explain to the party that she was waiting in the library for Charlotte, but her boss never showed up. It's unlike her to be late, so Helga went inside Charlotte's house to make sure everything was okay. The house was completely empty, and it

looked as if Charlotte left in a hurry. Helga ushers the party inside, asking them to take a look around and see if anything looks out of place.

The interior of Charlotte's cottage home is cozy, but it is anything but quaint. Large bookshelves line the walls with all sorts of storybooks and cookbooks, but there are also scary stories and adventure novels. Charlotte has all sorts of memorabilia from her adventuring days displayed on the shelves as well. What stands out in particular is the gleaming set of armor, made for a giant guinea pig, hanging from the ceiling, suspended by magic. All of her decorations tell of her adventures, and the beautiful quilt covering her bed is deep blue with constellations that move ever so slightly. There is a still-lit candle on the table, burning dangerously low, and a journal lies open close by. A quill is on the floor, along with a coat rack that has several blue capes and cloaks now heaped upon it.

Helga shows the party Charlotte's bag, which she never goes anywhere without. It is a **bag of holding** and Helga refuses to hand it over, knowing Charlotte doesn't like other people (even those she trusts) having access to what's within. The party can look around the cottage for other signs telling them what might have happened. A DC 12 investigation check reveals that Charlotte was writing about the undead in her journal. DC 15 investigation or survival reveals humanoid mud prints just inside her door and a scrap of black fabric stuck inside the door. Charlotte does not wear black clothing; all of her clothes the party can see are blue.

If the party tells Helga what they have found, Helga tells them that Charlotte was very worried about what was going on at a nearby castle. There have been rumors of undead in the area, and Charlotte had been gathering information to try and figure out who or what might be there. She had been planning on going to take a look, but Helga guesses that whoever is raising the dead at the castle must have come to take a look at Charlotte, first.

At this point, Helga becomes convinced that Charlotte has been kidnapped and begs the party to go look for her. Helga won't come with them, because Charlotte would have wanted her to stay here and look after the library, but she offers the party two **potions of healing** (regain 2d4 + 2 health when drunk) and a Spare the Dying spell scroll. If anyone in the party lacks Darkvision, Helga also gives them a Light spell scroll.

If the party sets off *without* first discussing what they find in Charlotte's cottage with Helga, she will stop them to offer them the potions and spell scroll. The party may also have already heard about the castle (no checks necessary) and can find their way without Helga's guidance. Feel free to have them follow additional muddy footprints, or find a guinea pig pawprint, if their survival checks are particularly high.

The journey to the castle

As you spot the castle off in the distance, you feel an unnatural chill in the air. Before it was a warm, sunny day. Now the clouds are rolling in and the wind is making the trees quake. It gets

darker and darker as you approach, as if light cannot touch the castle. A long, stone bridge leads up to where the castle is on the hill, and a troupe of goblins have set up camp in the middle of the bridge.

The five **goblins** on the bridge have heard stories about bridge trolls and how they charge a fee to cross a bridge. They've set themselves up in this bridge with the intention of collecting money from anyone who tries to cross. Unfortunately, they didn't realize the castle wasn't still used by rich, important people. It's been quite some time since they've seen any travelers, and they will try to intimidate the party into giving them 5 gp each, in exchange for safe passage across the bridge. They're doing so to try to "crowdfund" a wedding for two of them.

Should the party refuse to pay, the goblins will first attempt to convince them otherwise, then will try to forcibly restrain them. The goblins don't want to fight or harm the party; they just want their gold. If the party begins a fight, the goblins will attack back, but as soon as any of them either die or lose more than half of their hit points, they will surrender. If the party does not accept their surrender, the goblins will flee.

If the goblins survive and do not flee, the party can ask them for information about the castle and about Charlotte. They will not answer the party's questions if the party continued attacking them after they surrendered, regardless of how high the party may roll on any charisma checks. The goblins have never been inside the castle and they do not know anything about its layout.

The goblins know that the humanoid who lives inside the castle is a scary, hot-tempered magic user. They try to stay out of his way when they notice him coming and going. They spotted him and a giant guinea pig returning to the castle in the wee hours of the morning. The guinea pig (who the party can reasonably assume is Charlotte) was not restrained in any way and appeared to be coming into the castle of her own free will. The goblins heard the two conversing together about raising the dead, and they distinctly remember Charlotte saying, "We have to save them at all costs."

A DC 20 persuasion check will convince one of the goblins to accompany the party into the castle, granted that the party did not attack them after their surrender and nobody has previously made intimidation checks or been openly hostile to them. The goblin will not act as a scout or a sacrifice.

If the party does pay the goblins without any fighting or persuasion, the goblins will be shocked and will exclaim excitedly about how great their wedding is going to be. They'll ask the party where to send their invitations and can even ask one of them to serve as the officiant, if you want to have some fun with it!

THE CASTLE

A large wooden door is the sole entryway to the castle. It opens with a creak and the room beyond is a once-grand entrance hall. There are walls to either side with doorways leading to

adjacent rooms, but there is no ceiling above this entrance hall. You can see all the way up to the roof. It is dimly lit with few torches in wall mounts, but the areas beyond do not seem to be illuminated. The stench of rotting flesh within is overwhelming.

The entrance hall (area 1) has three doors leading to adjacent chambers. None of the doors are locked or trapped. The room to the left was once a kitchen, but it has since fallen into disrepair. There is nothing salvageable in this area. Everything is broken, rusty, and covered in dust. This room appears not to have been used in quite some time. The room to the right is completely empty. Neither are lit in any way, and the only difference in the two rooms' conditions is that the one to the right has a break in the dust on the floor leading to the door that leads to the tower.

The room directly above the entrance hall (area 2) has two sets of stairs leading up to the next level. Two **skeletons** are flanking each set of stairs and will not move until the party either attacks them or attempts to go upstairs. Then all four will fight. A secret door leading to area 4 is hidden behind the set of stairs to the right. It is indistinguishable from the wall and due to the tight squeeze necessary to find, open, and go through with it, it can only be found with a successful DC 20 investigation check.

The tower (area 3) has stairs set along the wall, leading up to a ladder that continues the rest of the way up to the top of the tower. There is no light in the tower.

The secret room (area 4) can only be accessed through a secret door from area 2 or from area 8. If the party discovers the secret door from area 8, they must make a DC 15 acrobatics check to avoid falling down two floors into the secret room. This room contains the only entrance to the basement (area 9). It is completely dark in this room and smells like death. Two **zombies** will attack the party (or lone adventurer who fell) in this area. A **shadow** is here as well, but will wait until the entire party has arrived before choosing the purest adventurer and attacking that person. *(Skip this encounter entirely if the party is low on health and it's getting towards the end!)*

Upstairs (area 5), the party will come to one large overlook that looks directly down into the entrance hall below.

The overlook is also illuminated with dim torches, showing a truly horrific sight. Operating tables are everywhere in here, shoved into and on top of one another, leaving hardly enough room to walk around. Many are covered in blood. An assortment of rotting body parts have been left on the tables.

These operating tables have been used by the necromancer in the castle during his experimentations. He doesn't bother to clean up after himself and as such the mess has piled up in this overlook area. There are no undead among these body parts. Nothing will hinder the party in their attempt to continue their exploration.

The top level of the castle is split into two sections by curtains. There are partial walls and piles of rubble, showing that this level was once split into separate rooms. These walls have since been destroyed, leaving behind a mess. Two clean operating tables have been pushed against one of the curtains.

The room the party enters into (area 6) appears to be of little interest. Not much is there aside from the rubble. The operating tables blocking one of the curtains seem to be there for no reason, but they are actually a makeshift blockade to prevent the **mummy** and two **skeletons** in the master bedroom (area 7) from escaping. One of the skeletons is noticeably smaller than the other, about the same size as a child would be in life. If the party moves the operating tables and pushes the curtain aside, the mummy and skeletons attack immediately. The party may also go to the curtain opposite and go through that one. The room beyond was once the servants' quarters. There are several small beds and the rubble from when the walls were knocked out is blocking the way to the master bedroom.

If the party defeats the mummy and skeletons, they can explore the master bedroom. Inside is a grand, four-poster bed that is covered in grime and rot. A large stain in the middle of the bed shows that the mummy and skeletons were likely put to rest here in the bed before their corpses were reanimated. A trunk under the bed contains three sets of fine clothes (one for a man, one for a woman, and one for a child); a smaller trunk containing 50 platinum, 100 gold, 150 silver, and a signet ring; a pendant necklace set with an emerald; and a journal. The journal was written by Lady Amethyst Ronchessac.

If the party takes the time to read the journal, it will reveal that Lady Amethyst was the owner of this castle. It had been her family's "cottage home" and it was all she inherited when her father died, since at the time she was still unmarried. The family estate had gone to a male cousin. She planned to gain power and influence so she could take her family estate back, so she married an older, rich man. It wasn't until after they had been married for several years and she'd given birth to a daughter when her husband revealed that his wealth was all smoke and mirrors. Devastated, Lady Amethyst killed him, had his body embalmed, and cursed him to protect her for all eternity. The mummy couldn't be controlled and started attacking anyone who did anything that could be misconstrued as a threat. Several servants were attacked for handing her a cup of tea that was too hot, or dropping something that shattered near her. The mummy even attacked their daughter, who ended up dying from her wounds despite their efforts to save her. Grief-stricken, Lady Amethyst poisoned herself, seeking to release the mummy from its curse in her death. Unfortunately, the mummy remained, protecting the rotting corpses of mother and daughter instead.

After the party dispatches the mummy, the ghost of Lady Amethyst rises from the bed to greet them. She thanks them for ending the curse, admitting that cursing her husband in this way was her greatest regret and why she is still haunting her house. She also thanks them for killing the skeletons that her and her daughter's corpses turned into ("It was so embarrassing watching those *things* walk around!"). She tells them that the necromancer is in the basement and can show them how to get there. She will not be able to rest until all traces of necromancy have

been removed from her home. Unfortunately, Lady Amethyst has forgotten about the secret door from area 2 and will instead glide through the wall into the tower. The party will have to go back downstairs to then follow her up into the tower. This leads them to the top level of the tower (area 8), where Lady Amethyst will be waiting for them.

Inside the top of the tower, bleak sunlight manages to stream through the cracks of the boarded-up windows. This is the only room that isn't dusty or bloody, and there are no rotting remains. It is clean and tidy. A broom leans against the wall next to a small desk and chair. The bed is made.

This is where the necromancer sleeps. The scent of death had already permeated the rest of the castle thanks to the mummy, so the necromancer spread his work out across the entire building with the exception of the tower. He knocked the glass out of all the windows, then boarded them up so a small amount of light and air could still get in. It is a literal breath of fresh air from the rest of the castle.

If the party got here by following Lady Amethyst, she shows them the secret door here that leads to the basement (area 9). Normally it would take a DC 15 investigation check to locate. Lady Amethyst glides through the door and gives no warning that there is no floor beyond. A DC 16 acrobatics check is needed to prevent the first party member through the door from falling. Regardless of whether they fall or not, Lady Amethyst mumbles about forgetting the need for a floor and tells the party that the basement is where the necromancer is and that they must stop him from turning any more people into abominations. She won't rest until her castle is no longer being used for these purposes.

The basement is brightly lit, unlike the rest of the castle. Inside are test tubes, operating supplies, medical kits, and body parts. In the middle of the room stands an abominable creature made of crudely stitched together body parts. A human man is cowering in the corner of the room while a giant guinea pig is trying to reason with the creature, who is flailing their arms around and screaming.

The creature is an **imperfect flesh golem** who has gone berserk. It cannot be reasoned with by anyone other than its creator, but Charlotte is trying anyway because she doesn't want to kill it. The golem is continually attacking Charlotte and will attack her indefinitely until the party gets involved. The necromancer joins the fight after one round and casts **mirror image** while he is still cowering in his corner and then joins the fight properly with his mirror images in place the next round. Charlotte does not participate in the fight.

IMPERFECT FLESH GOLEM
Medium construct, neutral

Armor class 9
Hit points 54 (6d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	18 (+4)	6 (-2)	10 (0)	5 (-3)

Condition immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Damage resistances lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive perception 10
Languages understands the language of its creator but cannot speak

Berserk. The golem cannot tolerate the sound of any voice but that of its creator. Any time someone else begins talking to it or a conflict involving its creator erupts, it goes berserk. The only way to prevent it going berserk is for the creator to firmly command it to remain calm before this happens. The creator must succeed on a DC 10 persuasion check.
While berserk, the golem attacks the nearest creature it can see. If no creature is near enough for the golem to move to it and attack, it attacks an object instead. The golem stays berserk until it is destroyed or it regains all its hit points.

Aversion to fire. The golem is afraid of fire. If the golem takes any fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable form. The golem is immune to any spell or effect that would alter its form.

Lightning absorption. Whenever the golem gets hit with lightning damage, rolls a d6. On a 5 or 6, the golem takes no damage and its next slam attack does 1d6 lightning damage in addition to its bludgeoning. On a 1 - 4, the golem takes its usual half damage.

ACTIONS
Multiattack. The golem makes two slam attacks.

Slam. *Melee weapon attack:* +6 to hit, reach 5 ft., one target.
Hit: 12 (2d8 + 3) bludgeoning damage

After one round of combat, the necromancer reveals that he is actually a **werewolf** by shifting into either his hybrid or wolf form. He fights in this form until he has lost half of his hit points, then he reverts back to his human form and begs for mercy. He didn't mean for any of this to happen; he was just searching for a way to cure his lycanthropy and thought that by creating a new vessel for his soul he might be able to transplant himself into a new body. He knows his methods were crude, but he makes the case that the only way anyone makes discoveries is through experimentation.

If Lady Amethyst showed the party how to get to the basement, she tries to convince the party to kill him. Charlotte says they should show mercy. The party can do whatever they like, but if they listen to Charlotte, Lady Amethyst will become enraged and will attack the necromancer. If the party intervenes, they have to fight Lady Amethyst. Charlotte casts magic missile at Lady Amethyst every round should this fight erupt. (Don't worry about tracking spell slots for her.) Lady Amethyst will only attack the necromancer, and if she kills him she considers her work

finished and vanishes. She will not attack the party unless they physically block her access to the necromancer.

LYCANTHROPIC NECROMANCER (HUMAN FORM)
Medium humanoid (human, shapechanger), chaotic evil

Armor class 11
Hit points 58 (5d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (0)	11 (0)	14 (+2)

Skills perception +4, stealth +3
Damage resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive perception 14
Languages Common, Infernal

Spellcasting. The necromancer is a 5th-level spellcaster. Their spellcasting ability is charisma.

Cantrips (at will): *chill touch, fire bolt, toll the dead*
1st level (4 slots): *cause fear, expeditious retreat, ray of sickness*
2nd level (3 slots): *mirror image, ray of enfeeblement*
3rd level (2 slots): *bestow curse, spirit shroud*

ACTIONS

Life Tap. *Melee spell attack.* Make an attack roll (+5) against a living creature. On a hit the target takes 2d8 + 2 necrotic damage. The necromancer gains temporary hit points equal to the amount of necrotic damage taken. If this attack kills the creature, the hit points gained are doubled. The necromancer can do this twice per long rest.

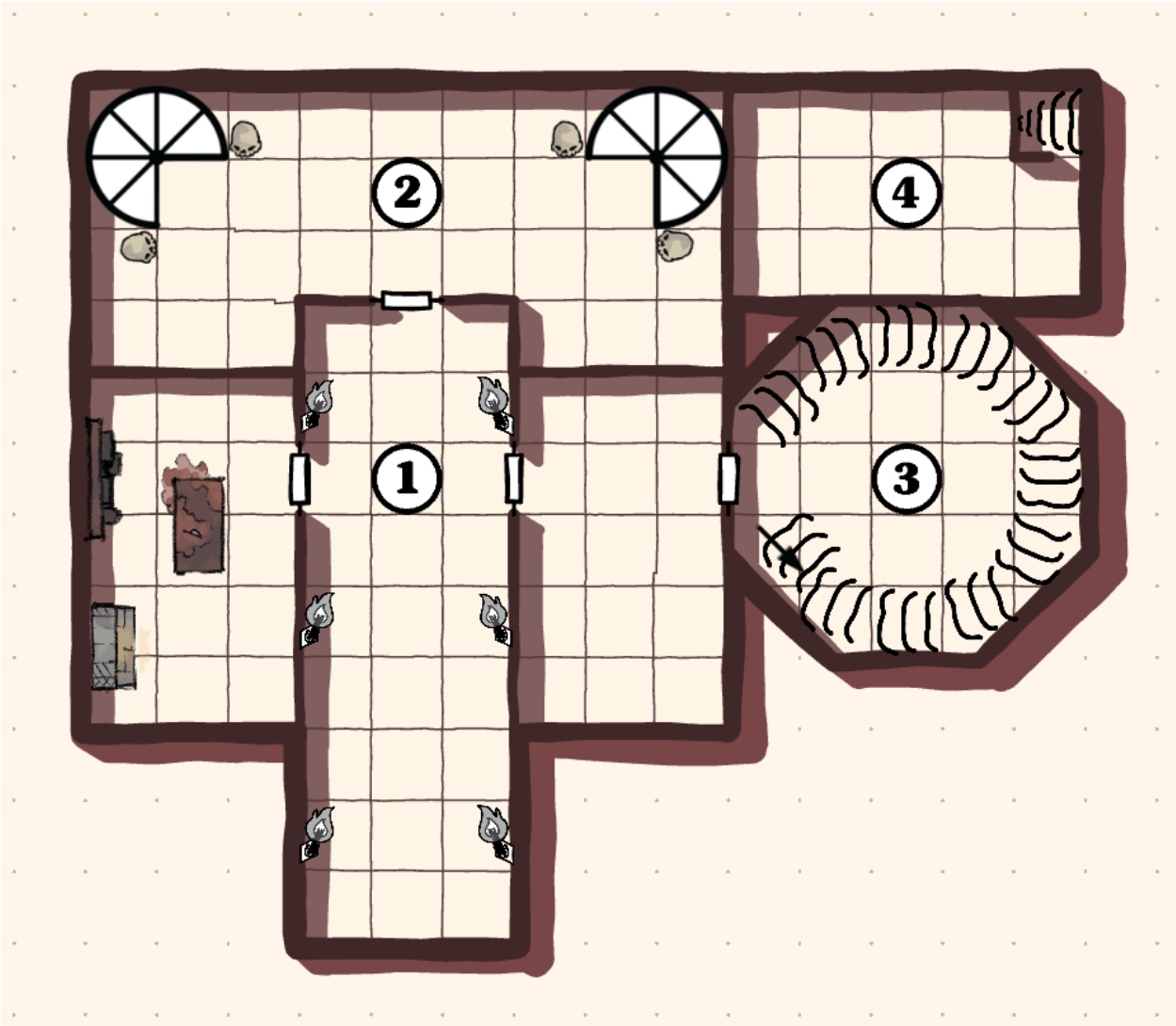
All other actions are detailed in the werewolf stat block.

If your party is really struggling with this encounter, feel free to ignore the necromancer's damage resistances to help them out!

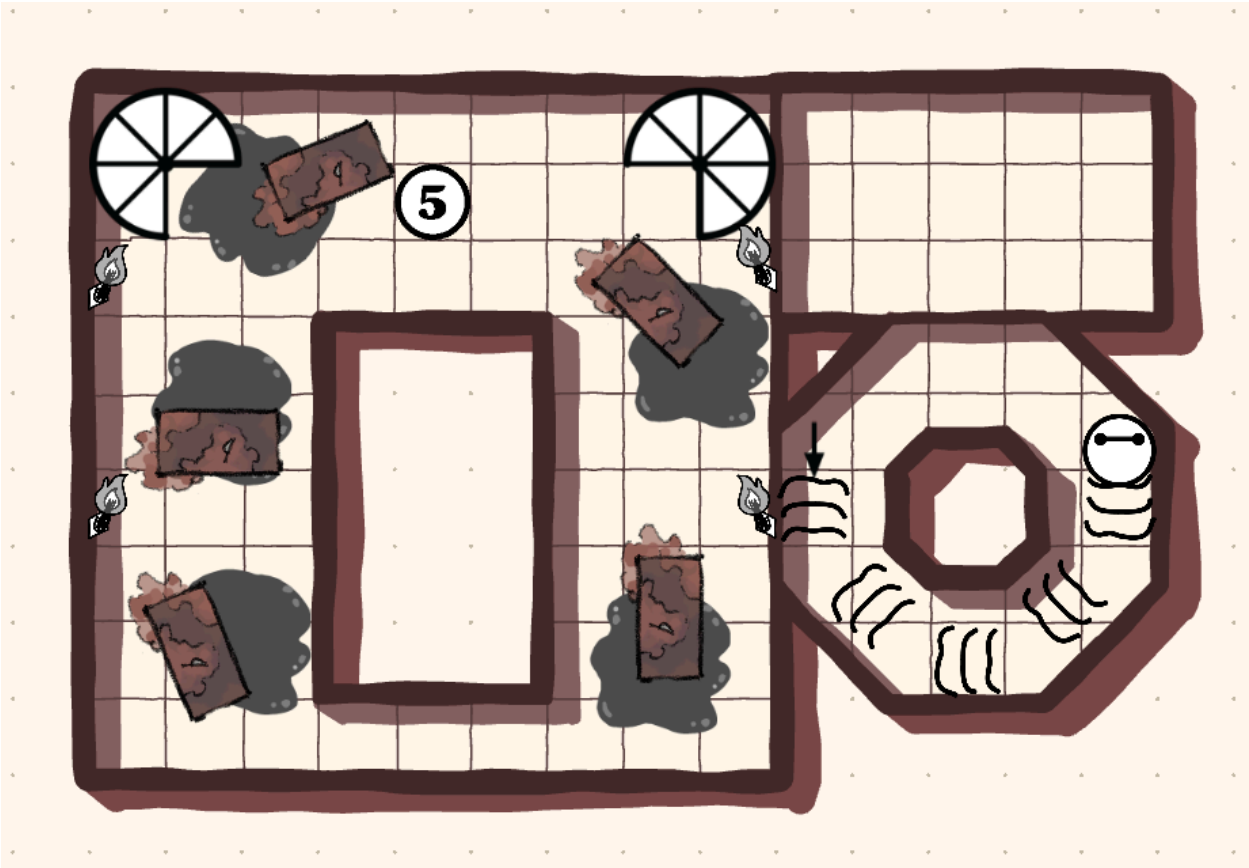
WRAP UP

After the party has found Charlotte and decided what to do with the necromancer (if he is still alive), Charlotte reveals that she was never actually in trouble. The necromancer came to her in the middle of the night, telling her that he had created something terrible that he could not control. He begged her to help him destroy it. Charlotte came back to the castle with him to help him deal with the imperfect flesh golem, but she disagreed that the golem needed to be destroyed. She sought to implore it to remember who it was before the necromancer animated it, but since the golem was an assortment of random body parts it had no memories to recall. It

attacked both Charlotte and the necromancer, went berserk, and that is when the party found them.



First Floor^^



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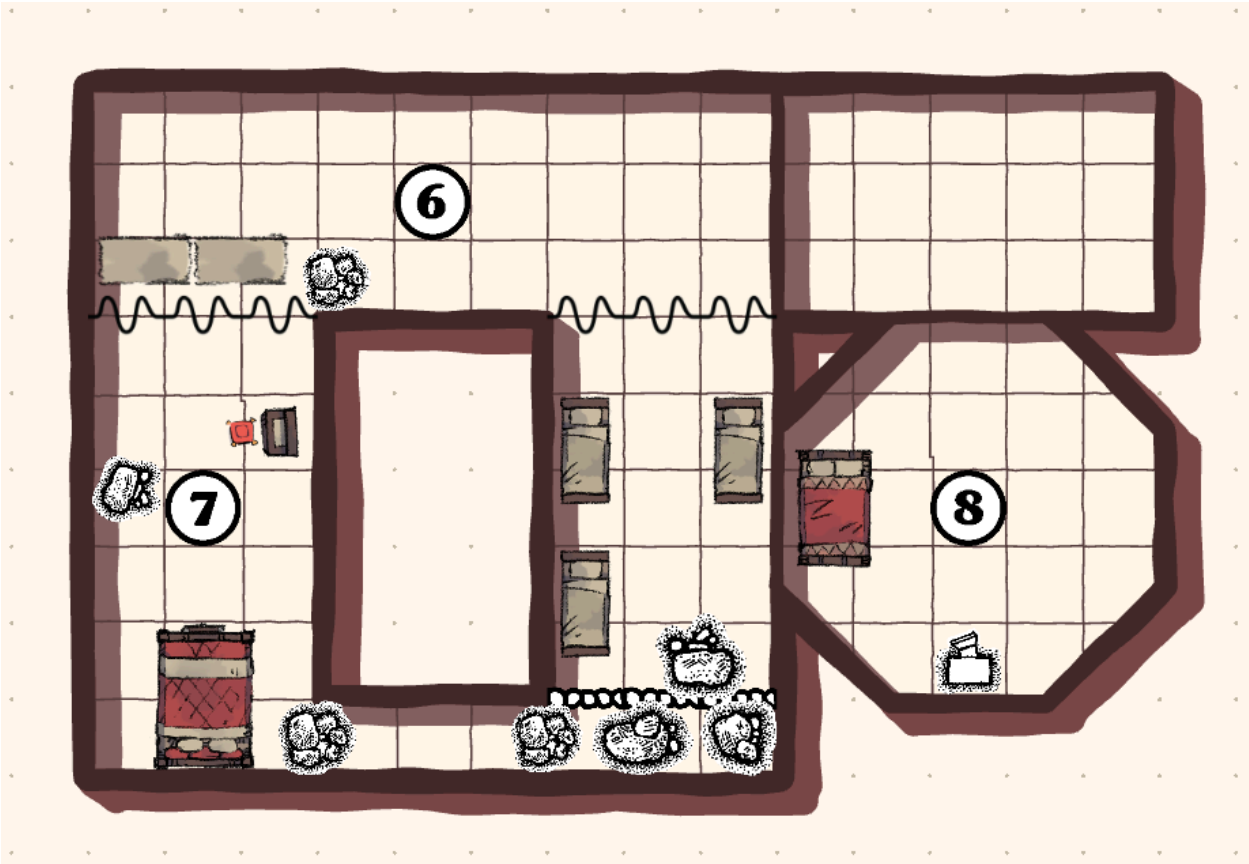

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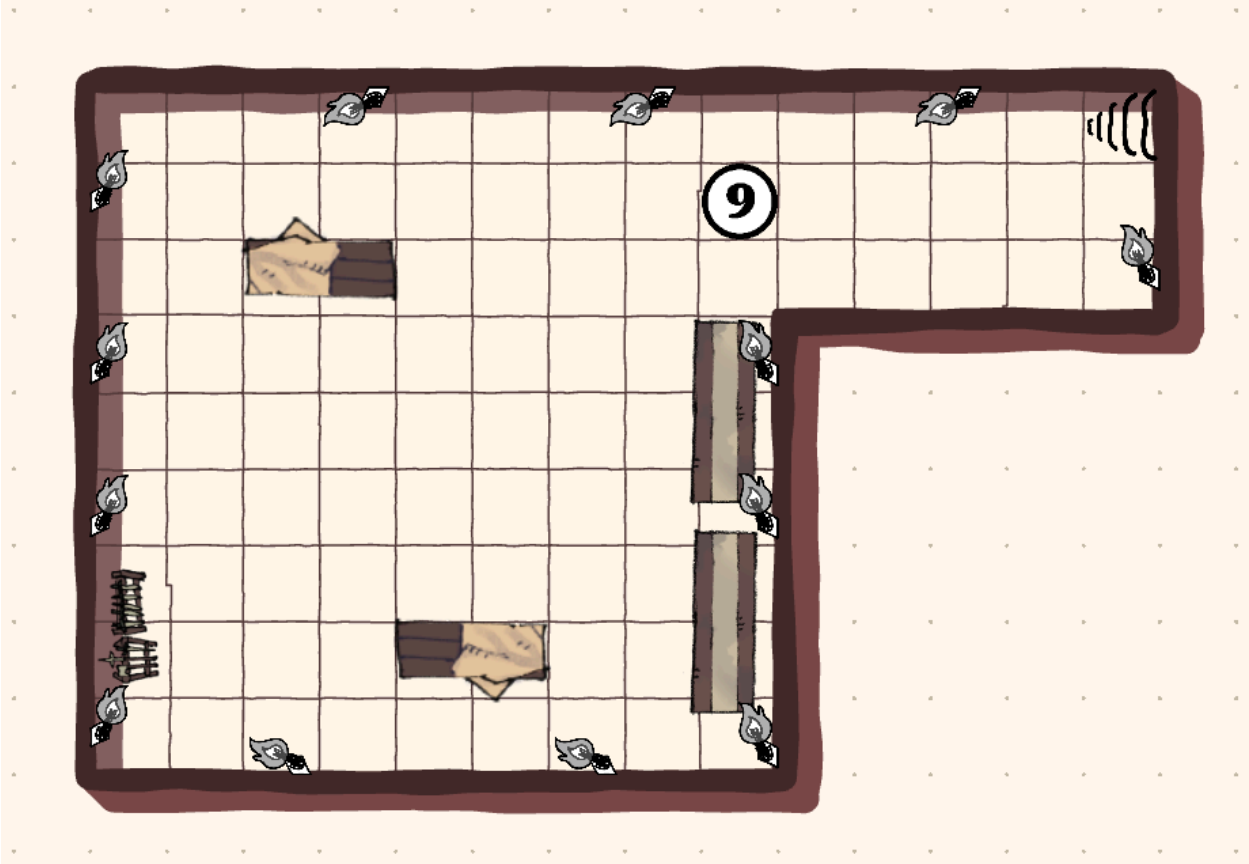

^^Basement

MONSTER STATS

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) **Proficiency Bonus** +2

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.

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
Languages Understands all languages it knew in life but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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.

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
Languages The languages it knew in life
Challenge 3 (700 XP) **Proficiency Bonus** +2

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.

Werewolf

Medium Humanoid (Human, Shapechanger), Chaotic Evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft., (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP) **Proficiency Bonus** +2

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. (Humanoid or Hybrid Form Only). The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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)

Saving Throws WIS +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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

Actions

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

Shadow

Medium Undead, Chaotic Evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

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

Skills Stealth +4

Damage Vulnerabilities Radiant

Damage Resistances 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

Languages --

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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.

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:* 9 (2d6 + 2) necrotic damage, and 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.