

THE NIGHT BEFORE DEADWINTER

INTRODUCTION

A few weeks ago, I had a memory pop into my head. It was a stupid song parody my middle school friends and I used to sing around Christmastime.

*'Twas the night before Christmas, and all
through the house
Not a creature was stirring, except for a mouse.
The children were hung by their stockings with
care,
In hopes that Count Dracula soon would be
there.
Mommy was screaming, and daddy was dead,
And Junior was splattered all over the bed.*

That led to another memory of a friend, John, who wrote a Christmas-themed adventure during the *4th Edition* days involving (Drow) elves working for and evil Santa Claus. (Santa might have been under mind control. I don't remember.) These two memories came together to encourage me to write my own Christmas-themed adventure replete with carnage. While I intended to use the poem, a Visit from St. Nicholas, for the narrative, the fact that there were four encounters in a Christmas Carol made that story the better source material for the adventure. The goal was to write the second encounter in *1st Edition D&D*, the third in *4th Edition D&D*, and the fourth in *Gamma World 7e*, which is based on the *4th Edition D&D* game engine (I hadn't decided which to use for the first encounter). This in turn would mirror an adventure three of my friends and I wrote called "*A Brief Tour of the History of Dungeons & Dragons*" in which each of us wrote two hours of adventure each in a different edition of *D&D*, but all part of the same story. Each encounter was designed to exemplify the general feel of those editions. That was a fun adventure to write and run.

Unfortunately, I didn't have time to write the encounters in the different editions, so I decided to write them in *4th Edition* because I have a group playing that edition, so it increased the chances I'd be able to run it. Whether not anyone will have time in December to play remains to be seen, but in any event, I'm publishing it for everyone.

If you prefer another edition (or game system), you'll have to create your own stat blocks and perhaps modify the poetry to reflect the abilities of the enemies. "The poetry," you ask? All my box text is written in verse, and it was surprising how much the beginning of a Visit from St. Nicholas synchronized with what I was doing. It inspired me to write *everything* in verse. So, when a player makes a successful knowledge check to determine what their enemies can do, even that information can be delivered in verse. However, moving from one edition to another may force you to change the enemies' abilities and thus the verse describing them. On the other hand, you could just dispense with the verse and recite what they know without all the rhyming. For all I know that verse will quickly get annoying.

Despite being written for *4th Edition*, I didn't reproduce my *Dungeon Tiles* maps. Wizards of the Coast owns the copyright to the images on those tiles, and while their use is almost certainly fair in this context, WotC is always looking for an excuse to threaten people. So, without the software to make my own maps, I've created some terrible ones based on my *Dungeon Tiles* maps, then told you the sets you could use to recreate them.

Also of note, I acquired the Krampus stat block from [Kobold Press](#) as envisioned by the [Dread Gazebo](#).

If you have any doubts as to the legality of what I'm publishing here, or you're publishing elsewhere, please visit my blog post here linking to relevant materials: <https://gslcblog.com/2020/04/11/stats/>.

I hope you enjoy the adventure. I had fun writing it.

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	Low	Medium	High
DC	10	16	21

ADVENTURE INTRODUCTION

*'Twas the night before Deadwinter, // and you're holding a flagon.
Wrapped around its side // is a great black dragon.
The criminals are hung // in the gallows outside
Where the merchants who reported them // are tanning some hides.
After overly drinking, // you call it a night.
You won't miss very much, // 'cause you fill townsfolk with fright.
Your deeds from last year, // while satisfying your mission
Killed one of your own, // for which you showed no contrition.
This is all to say, // that you don't deserve the label "hero"
But in a world of magic and monsters, // consequences are oft non-zero.*

ENCOUNTER 11-1: MORE THAN JUST A BUMP IN THE NIGHT

*The "heroes" were nestled // all snug in their beds
While visions of gold pieces // danced in their heads.
Helga in her 'kerchief, // and Grimp in his cap,
Had just settled their brains // for a long Deadwinter's nap.
When out on the lawn, // there arose such a clatter
In your current drunken state, // it was hard to see it matter.
But open did the window // with a bang and a flash
Tearing open the shutters // and rending the sash.
When what to your wondering // eyes saw about.
The rotting body of friend Jakob, // both large and stout.
But something disturbing // explained all that sound.
He was wrapped up in chains // from head to the ground.
Unfortunately, you lack // the time to be inquisitive.
Well, fellas, I guess, // it's time to roll initiative.*

At the start of combat:

*Jakob disappears // but not for very long.
As you turn towards the doorway // he sings an infernal song.
"You allowed me to die // just to satisfy your greed.
Now, you will pay! // On your soul, I shall feed."*








MONSTER KNOWLEDGE CHECK:

Religion DC 20: *Jakob's a gorechain devil // a brute risen from below.
Not just a kyton // whose level would be too low.*
Religion DC 25: *He hits with his chains // sometimes all that have closed.
Other times focusing on one // who will then be engrossed.*
Religion DC 30: *Diving even deeper // into your ancient lore.
You know not to burn him // for he won't even be sore.*

	Low	Medium	High
DC	10	16	21

STAT BLOCKS

Jakob, Gorechain Devil x 1

Jakob, Gorechain Devil	Level 12 Elite Brute
Large immortal humanoid (devil)	XP 1,400
HP 298; Bloodied 149	Initiative +10
AC 24; Fortitude 23; Reflex 21; Will 21	Perception +8
Speed 5	
Resist fire	
Saving Throws +2; Action Points 1	
Traits	
 Grasping Chains • Aura 3	
Any enemy that starts its turn within the aura must make a DC 21 Athletics check or Acrobatics check in order to leave the aura. If the check fails, the enemy cannot attempt to leave the aura again until the start of its next turn.	
Monologue	
At the start of combat, Jakob says, “You allowed me to die just to satisfy your greed. Now, you will pay!”	
Standard Actions	
 Gorechain Strike (weapon) • At-Will	
<i>Attack:</i> Reach 3; +15 vs. AC	
<i>Hit:</i> 2d12 + 4 damage.	
 Gorechain Flail • Recharge 	
<i>Effect:</i> Jakob makes a Gorechain Strike attack against each enemy within reach.	
 Gorechain Takeover (charm) • Recharge  	
<i>Attack:</i> Reach 3; +13 vs. Fortitude	
<i>Hit:</i> 3d6 + 5 damage, and the target is dominated (save ends). The dominated condition ends if the target is more than 3 squares away from Jakob at the start of the target’s turn.	
Triggered Actions	
Temporal Shift • Encounter	
<i>Trigger:</i> Jakob drops to 0 hit points for the first time in the encounter.	
<i>Effect (Immediate Reaction):</i> The PCs are transported to the past, revisiting the very encounter in which Jakob was killed.	
Str 22 (+12)	Dex 19 (+10)
Con 19 (+10)	Int 15 (+8)
	Cha 13 (+7)
Alignment evil	Languages Supernal

Tactics: Jakob aims *Gorechain Takeover* attacks at the strongest-looking targets while concentrating their other attacks on enemies that look like controllers or leaders. It's important to note that Jakob knows the abilities of each of the characters and should take advantage of that familiarity.

FEATURES OF THE AREA

Beds: The six beds are difficult terrain.

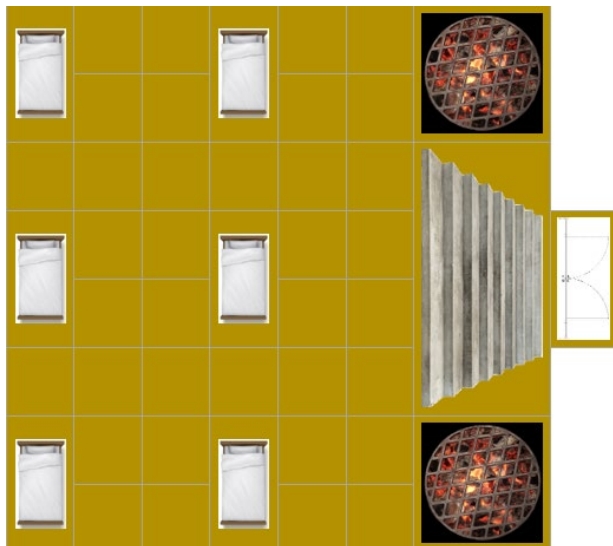
Torches: The torches are unlit.

	Low	Medium	High
DC	10	16	21

ILLUMINATION

The room is dimly lit by moonlight coming through the open windows.

MAP



Dungeon Title Set: Dire Tombs, using the sarcophagi to represent beds. Jakob starts on the stairs, blocking the most reasonable means of escape.

CONCLUSION

*The air around you swirls // and develops a sweet scent
As the features of the room fade; // time to repent.*

The PCs are transported to the past, revisiting the very encounter where Jakob was killed. If they ask for an explanation of what happened.

KNOWLEDGE CHECK:

Arcana 16: *This is a curse, // that's moved you through time.
With the clear purpose // of punishing you for your crime.*

	Low	Medium	High
DC	10	16	21

ENCOUNTER 11-2: THE GHOSTS OF DEADWINTER PAST

*You find yourself at // a year-old, familiar site:
A ship among waves // great in their height.
Spending Deadwinter // adrift out on the sea
Wouldn't be worth it // if it weren't for your fee.
Your found reward, // locked in a chest
Is the famed gem of Hangren // you found in a roc's nest.
Suddenly from the waters // not far from the coast
Arise sev'ral creatures, // each one a sad ghost.*

STAT BLOCKS

Drowned Ghost from the Past x 5

Drowned Ghost from the Past	Level 11 Artillery
Medium shadow humanoid (undead)	XP 600
HP 60; Bloodied 30	Initiative +10
AC 24; Fortitude 21; Reflex 24; Will 23	Perception +7
Speed 6, climb 0 (spider climb); phasing	Darkvision
Immune disease, poison; Resist insubstantial	
Traits	
☞ Ghost Water • Aura 2	
Any living creature that starts its turn within the aura is slowed until the start of its next turn.	
Standard Actions	
⊕ Spirit Touch (necrotic) • At-Will	
<i>Attack:</i> +16 vs. Reflex	
<i>Hit:</i> 2d8 + 6 necrotic damage.	
✂ Eerie Transfiguration (psychic) • Recharge ☞ ☞	
<i>Attack:</i> Ranged 5; +16 vs. Will	
<i>Hit:</i> 3d6 + 9 psychic damage, and the target's features appear to distort.	
<i>Secondary Attack (Gaze, Psychic):</i> Close burst 3 (targets enemies within 3 squares of the primary target); +14 vs. Will	
<i>Hit:</i> The target takes ongoing 5 psychic damage and is dazed (save ends both).	
✂ Vengeful Emanation (psychic) • At-Will	
<i>Attack:</i> Ranged 5; +16 vs. Will	
<i>Hit:</i> 2d8 + 6 psychic damage.	
Skills Stealth +15	
Str 15 (+7)	Dex 21 (+10)
Con 13 (+6)	Int 10 (+5)
	Wis 14 (+7)
	Cha 18 (+9)
Alignment unaligned Languages Common	

	Low	Medium	High
DC	10	16	21

Tactics: A drowned ghost uses its climb speed to cling to a high wall or ceiling, remaining out of melee. It uses *Eerie Transfiguration* when it is available, defaulting to *Vengeful Emanation* until the former power recharges. Preferring to fight from range, the ghost uses *Ghost Water* to slow nearby enemies, allowing it to scurry away and escape.

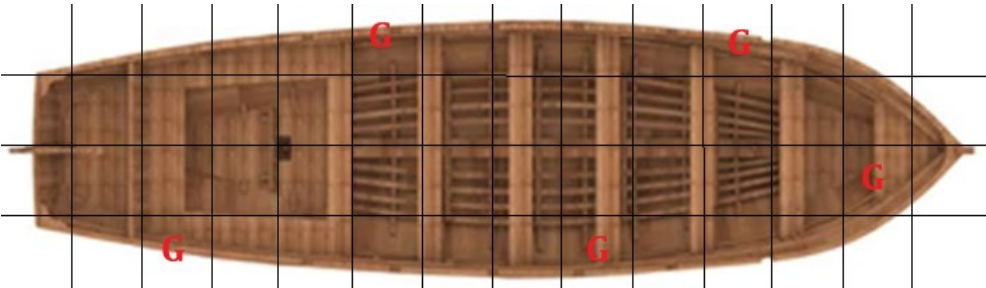
MONSTER KNOWLEDGE CHECK:

Arcana DC 20: *These are the drowned // lost long ago at sea.
Poor, hapless sailors // now undead, so it seems.*

Arcana DC 25: *Their touch can rot flesh // but that's not as frightening.
When gazing from afar // damage will experience heightening.*

Arcana DC 30: *Don't inflict a disease // or try to poison them.
Doing so is worthless // and to defeat you'll be condemned.*

MAP



Dungeon Title Set: DM Rewards Ship Tiles. Requires the upper and lower decks. No alternative map was created for the lower deck because the details therein don't matter. Occasional obstacles representing difficult terrain can be randomly placed on that deck. The one above is provided simply to show the starting positions of the ghosts.

FEATURES OF THE AREA

Obstacles: The beds, stairs, barrels, and crates are difficult terrain.

ILLUMINATION

Upper Deck: The attack occurs in the evening, but lanterns brightly light the entire upper deck.

Lower Deck: A few lanterns provide dim light to the lower deck. At least half (rounding up) of the PCs are on the lower deck resting.

CONCLUSION

As the last of the ghosts dissipates, Jakob is knocked overboard along with your treasure chest.

*Unconscious Jakob falls over, // along with the chest
Only one can be saved; // which would be best?*

He appears to be unconscious, and his armor is causing him to quickly sink. Randomly determine one PC to be capable of saving either Jakob or the chest. Each of the others has time to offer a quick suggestion on how to act.

*You must decide // for nearest you're spaced
Others may opine // shared judgment to be faced.*

If the PCs allow Jakob to die, go to the conclusion of Encounter 11-4 treating them all as having fled that encounter. Otherwise, read the following.

	Low	Medium	High
DC	10	16	21

*The cold air and rough sea // fade from your sight.
They're replaced with the tavern // you left earlier tonight.
It is apparent, however, // to be more festive right now.
Your absence improves // the mood of the town.*

	Low	Medium	High
DC	10	16	21

ENCOUNTER 11-3: BACK IN THE VILLAGE



*As the scene fades, // a new one appears.
You're back where you started, // the tavern, the Prancing Deers.
The crowd is lively, // far more than you left it,
And the conversation has turned, // much to your deficit.
"Helga is rotten," // "Grimp is a bully."
"Argus should die," // "I hate Fellick fully."
"Cameron is a crook," // I think you get my meaning.
These are their true thoughts, // and they aren't very endearing.
But revenge can be yours, // for working stealthily
A horned demonoid, short elves, // and materials unhealthy.
Explosives being finalized // by criminals you don't know
Who try to discern // if you're their friend or their foe.*

If the PCs parlay:
*We're blowing up the townsfolk, // who are quite haughty.
As far as we're concerned // they're far too naughty.*

If the PCs decide to attack:
*All draw their weapons // ready to stab and slice
You know the drill // quickly, roll your dice.*

If the PCs allow the saboteurs to complete their plan, go to the conclusion of Encounter 11-4 treating them all as having fled that encounter.








MONSTER KNOWLEDGE CHECK:

Arcana/Religion DC 20: *The leader's demonic, // yet jolly as can be.
His elvish friends part halfling // as you can plainly see.*
Arcana/Religion DC 25: *The leader has a willow switch, // and a large, magical sack.
His servants more direct // relying on slash and hack.*
Arcana/Religion DC 30: *Don't charm or cause slumber // or burn or freeze the boss.
Instead look to your gods // to cause the most loss.*

STAT BLOCKS

Krampus x 1
Elfling Assassins x 2
Elfling Annoyances x 8

	Low	Medium	High
DC	10	16	21

Krampus	Level 11 Elite Lurker
Medium immortal humanoid (devil)	XP 1,200
HP 180; Bloodied 90	Initiative +14
AC 25; Fortitude 23; Reflex 24; Will 23	Perception +14
Speed 7, teleport 4	Darkvision
Immune charm, sleep; Resist 10 cold, 10 fire; Vulnerability 5 radiant	
Saving Throws +2; Action Points 1	
Traits	
 Discordant Jingle (fear)	
Enemies take a –2 penalty to Perception checks and a –2 penalty to Will while in the aura. Krampus typically does not activate this aura until after entering combat.	
Naughty List	
Krampus receives a +2 bonus to attack rolls, and he deals 1d6 extra fire and cold damage to any creatures who have partaken in evil or mischievous acts in the past month. In addition, until Krampus makes its first attack, it is invisible to those who are pure of heart.	
Sense Children	
Krampus knows the locations of all children, and those who are young at heart, within 50 squares of it, even if it can't see them.	
Standard Actions	
 Golden Virgács (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one or two creatures); +16 vs. AC	
<i>Hit:</i> 3d6 + 9 damage.	
 Snatch & Stow (psychic, weapon) • Recharge   	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Reflex	
<i>Hit:</i> 5 damage, and the target is grabbed and restrained within Krampus's bag (escape DC 17). The target can make only melee or close attacks, and it has line of effect and line of sight only to Krampus.	
<i>First Failed Saving Throw:</i> The target takes 10 psychic damage and takes a –2 penalty to attack rolls until the end of the encounter.	
<i>Second Failed Saving Throw:</i> The target is lost in Krampus's bag and is removed from play either until Krampus is slain or his bag is destroyed.	
<i>Aftereffect:</i> The target is covered in a mix of vile bits of sinew, blood, and Small animated biting toys.	
<i>Special:</i> A successful attack against the Krampus's Reflex dealing 10 or more damage frees anyone within.	
 Krampus's Embrace • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +14 vs. Any	
<i>Effect:</i> Make a single attack roll and use it against each defense.	
<i>Fortitude:</i> 4d8+8 cold damage, and the target loses a healing surge. <i>Reflex:</i> 3d8+4 cold damage, and the target is	

	Low	Medium	High
DC	10	16	21




immobilized (save ends). *Will*: Krampus pulls the target up to 5 squares.

Triggered Actions

Infernal Jaunt • At-Will

Trigger: Krampus captures a creature in his bag.
Effect (Immediate Reaction): As a free action, Krampus teleports up to 7 squares and deals 10 cold and fire damage to each adjacent enemy at the start and end of this movement. Additionally, Krampus gains partial concealment until the start of its next turn.

Skills Intimidate +12, Stealth +15
Str 15 (+7) **Dex** 21 (+10) **Wis** 18 (+9)
Con 18 (+9) **Int** 15 (+7) **Cha** 15 (+7)
Alignment evil **Languages** Common, Supernal
Equipment chain (25 ft.), brass bells x2, loincloth, golden virgács x2, large bag of holding

Elfling Annoyance	Level 11 Minion Skirmisher
Small fey humanoid (elf)	XP 150
HP 1; a missed attack never damages a minion	Initiative +11
AC 25; Fortitude 22; Reflex 22; Darkvision	Perception +6
Will 24	
Speed 6	
Traits	
 Dental Madness • Aura 1	
Enemies within the aura gain vulnerable 5 psychic.	
Standard Actions	
 Drill (weapon) • At-Will	
<i>Attack</i> : Melee 1 (one creature); +16 vs. AC	
<i>Hit</i> : 6 damage, and the annoyance shifts 1 square.	
 Annoying Scream (psychic) • At-Will	
<i>Attack</i> : Close Blast 3 (enemies in blast); +14 vs. Will	
<i>Hit</i> : 3 psychic damage.	
Str 14 (+7)	Dex 18 (+9) Wis 12 (+6)
Con 18 (+9)	Int 0 (+0) Cha 21 (+10)
Alignment evil Languages Common, Elven, Halfling	

Tactics: Krampus starts with *Krampus's Embrace* until forced into melee. Then Krampus relies on *Snatch & Stow* as long as it's available to eliminate enemies. While waiting for *Snatch & Stow* to recharge, he instead uses *Golden Virgács* one as many targets as he has available. Elfling annoyances attack any creatures that disturb their work, ganging up on targets with drills and lectures on dental hygiene. When an enemy falls, an annoyance quickly moves on to the next target. An elfling assassin snipes from above, staying out of sight until combat starts, then using *Cloak of Shadows* to hide again, and *Mark of Shadow* to stay hidden as much as possible.

	Low	Medium	High
DC	10	16	21

Elfling Assassin	Level 10 Lurker
Small fey humanoid (elf)	XP 500
HP 160; Bloodied 80	Initiative +15
AC 24; Fortitude 20; Reflex 23; Will 21	Perception +14
Speed 6	Darkvision
Traits	
Combat Advantage	
An elfling assassin deals 2d8 extra damage on attacks against any creature granting combat advantage to it.	
Mark of Shadow	
When an elfling assassin misses with an attack while hidden, it remains hidden.	
Wild Step	
An elfling assassin ignores difficult terrain when it shifts.	
Standard Actions	
⊕ Dagger (weapon) • At-Will	
<i>Attack:</i> +13 vs. AC	
<i>Hit:</i> 2d6 + 7 damage.	
⊗ Crossbow (weapon) • At-Will	
<i>Attack:</i> Ranged 15/30; +15 vs. AC	
<i>Hit:</i> 2d6 + 7 damage.	
✂ Shadowblind • Recharge ☼ ☼	
<i>Attack:</i> Ranged 10; +11 vs. Will	
<i>Hit:</i> 3d6 + 8 damage, and the target is blinded (save ends).	
Cloak of Shadows • At-Will	
<i>Effect:</i> The elfling assassin gains total concealment from all creatures until it hits with an attack.	
Free Actions	
Elven Accuracy • Encounter	
<i>Effect:</i> An elfling assassin can reroll an attack roll and must use the second roll.	
Skills Acrobatics +16, Bluff +13, Stealth +16, Thievery +16	
Str 16 (+8)	Dex 22 (+11)
Con 12 (+6)	Int 12 (+6)
	Cha 16 (+8)
Alignment evil	Languages Common, Elven
Equipment leather armor, dagger x2, crossbow, crossbow bolts (20)	

FEATURES OF THE AREA

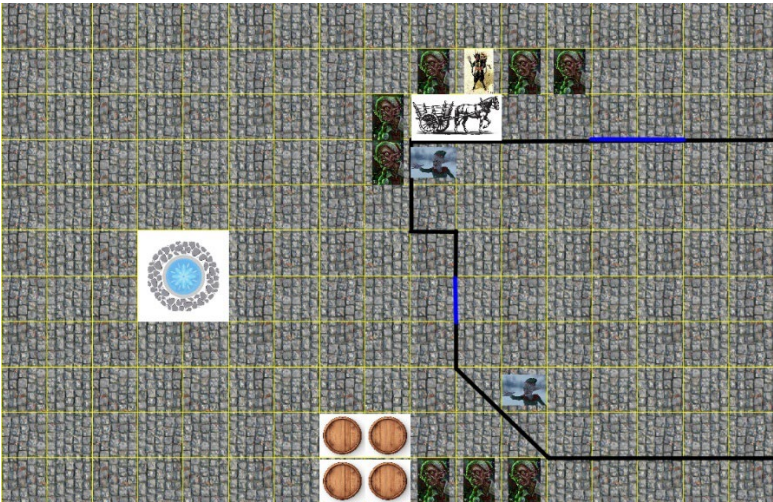
Obstacles: The horse, cart, and market cart are difficult terrain.

ILLUMINATION

The attack occurs in the late evening, but lanterns provide dim light.

	Low	Medium	High
DC	10	16	21

Map



Dungeon Title Set: Dungeon Titles Master Set: City (D&D Essentials).

CONCLUSION

Simply go to Encounter 11-4 and read the box text.

	Low	Medium	High
<i>DC</i>	10	16	21

ENCOUNTER 11-4: NO HEROES TO SAVE US

*This surrounding doesn't fade, // but rather does alter.
 The buildings less sturdy; // the town has grown smaller.
 Barely recognizable are the faces, // each a bit older.
 But clearly the same people // just an environment much colder.
 It seems without heroes // the town has been taken.
 By tyrants and cronies // hell bent on oppression.
 If only you were willing // to have done the right thing
 All this could be avoided // and the people would still sing.
 Instead the whips crack // at the behest of a master.
 Who's cloak hides his features // as pale as alabaster.
 "Prodigal children have returned // who value life less than a gem.
 For what purpose, I ask. // Not possibly to save them.
 But it matters not your intent // for your cause is without hope.
 I own them now, // and you shall hang by my rope."
 A wave of creatures come forth, bearing both ropes and long scythes.
 They'd give you a deathly glare // if only they had eyes.
 It seems you have a choice: // flee or provide diversion.
 For the townsfolk seem ready // to escape through dispersion.
 Unless you do flee // because you're hard-hearted.
 It's time once again // to get the rolls started.*

STAT BLOCKS

The Ghost of Deadwinter Yet to Come x1
 Skeletal Hangman x 6 (in waves; see Tactics)

Skeletal Hangman		Level 12 Minion
Medium natural animate (undead)		XP 175
HP 1; a missed attack never damages a minion		Initiative +9
AC 26; Fortitude 26; Reflex 23; Will 22		Perception +8
Speed 7		Darkvision
Immune disease, poison; Resist 10 necrotic		
Standard Actions		
⊕ Scythe • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 9 damage.		
Minor Actions		
↓ Noose (weapon) • Recharge ☐☐ ☐☐☐☐ ☐☐☐☐☐☐		
Attack: Melee 1 (one creature); +15 vs. Reflex		
Effect: The target takes a -2 penalty to attack rolls and may not move more than 2 squares away from the Skeletal Hangman (save ends).		
Special: A target may be subject to only one Noose at a time, and the effect ends when the Skeletal Hangman drops to 0 hit points.		
Str 23 (+12)	Dex 17 (+9)	Wis 15 (+8)
Con 21 (+11)	Int 4 (+3)	Cha 4 (+3)
Alignment unaligned Languages —		
Equipment rope, scythe		

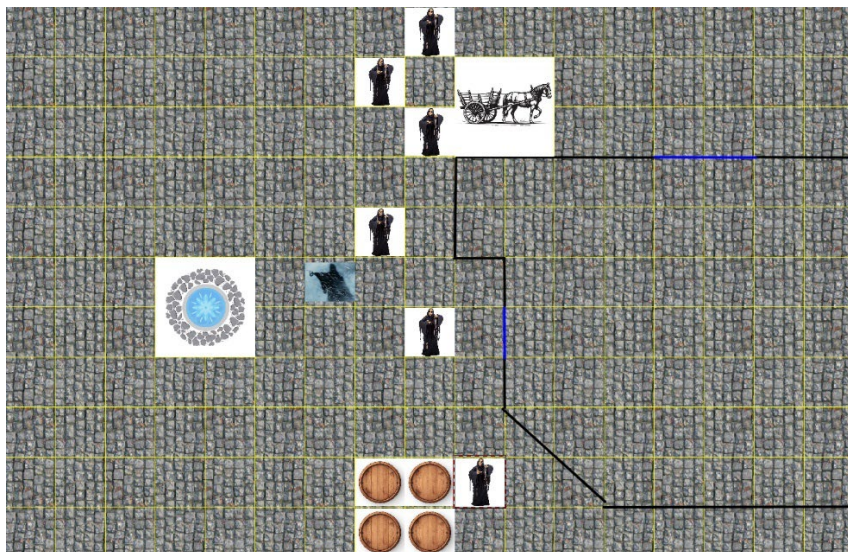
	Low	Medium	High
DC	10	16	21

The Ghost of Deadwinter Yet to Come		Level 12 Solo Controller
Large shadow humanoid (undead)		XP 3,500
HP 650; Bloodied 325		Initiative +10
AC 28; Fortitude 25; Reflex 26; Will 25		Perception +15
Speed 6		Darkvision
Resist 20 necrotic		
Saving Throws +5; Action Points 2		
Traits		
☞ Shadow Chaos • Aura 2		
An enemy that ends its turn in the aura takes ongoing 10 necrotic damage (save ends).		
Standard Actions		
⬇ Claw • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 3d6 + 10 damage, and ongoing 5 necrotic damage (save ends).		
⬇ Triple Attack • At-Will		
Effect: The Ghost makes three Claw attacks.		
⬇ Shadow Attack (teleportation) • Recharge ☞ ☞		
Effect: The Ghost teleports 6 squares, makes a Triple Attack, and teleports 6 more squares, then becomes insubstantial until the start of its next turn.		
↔ Shadow Chaos Flare (necrotic) • At-Will		
Attack: Close blast 5; +16 vs. Fortitude		
Hit: The target takes ongoing 10 necrotic damage (save ends).		
First Failed Saving Throw: The target is slowed and takes ongoing 10 necrotic damage (save ends).		
Second Failed Saving Throw: The target is transformed into a mass of obsidian (treat as petrified; no save). The Remove Affliction ritual can reverse this effect.		
↔ Chaos Nova (necrotic) • Recharge ☞		
Attack: Close burst 1 (enemies in burst); +15 vs. Fortitude		
Hit: 3d8 + 12 necrotic damage.		
Miss: Half damage.		
Free Actions		
↔ Chaos Scream (necrotic) • Encounter		
Effect: The Ghost makes a Shadow Chaos Flare attack.		
Skills Arcana +23, Diplomacy +23		
Str 31 (+16)	Dex 19 (+10)	Wis 18 (+10)
Con 26 (+14)	Int 17 (+9)	Cha 17 (+9)
Alignment unaligned Languages Abyssal, Common, Primordial, Supernal, Telepathy 100'		
Equipment none		

	Low	Medium	High
DC	10	16	21

Tactics: The Ghost makes use of *Shadow Attack* as often as it recharges, focusing all attacks on a single enemy to take it down. If its Skeletal Hangmen can corral multiple PCs in a small area, it instead uses *Shadow Chaos Flare* to affect as many enemies as possible. It saves *Chaos Nova* for when it's surrounded. Whenever available, a Skeletal Hangman uses its noose to hold a target in place so that its master, the Ghost of Deadwinter Yet to Come, can take advantage. In any case, the Skeletal Hangman simply swings its *Scythe* at anyone within reach. The encounter begins with six Skeletal Hangmen. As long as the Ghost has at least 1 hit point, once all six are defeated, they are replaced by four more. The battle is so one-sided that it's nearly impossible for all to survive, leaving the PCs two reasonable choices: flee and allow others to die, or sacrifice many (or all) of themselves to save those others.

Map



Dungeon Title Set: Dungeon Titles Master Set: City (D&D Essentials).

MONSTER KNOWLEDGE CHECK:

Arcana/Nature DC 20: You cannot see // the tall fellow's face,
Yet clearly he comes // from a shadowy place.
His assistants look similar, // cloaked and made of bones.
But they carry scythes and rope // and look weaker, so not clones.

Arcana/ Nature DC 25: The seconds use what they carry // to hold you in place.
The leader can teleport // to attack all or most that he does face.

Arcana/ Nature DC 30: Don't try to rot // what's already rotten.
Nor try to make them sick. // Such weaknesses they've forgotten.

FEATURES OF THE AREA

Obstacles: The horse, cart, and market cart are difficult terrain.

ILLUMINATION

The attack occurs in the late evening, but lanterns provide dim light.

	Low	Medium	High
DC	10	16	21

CONCLUSION

If any PC dies and doesn't flee (or if the PCs defeat their enemies), they're returned to their beds in the present day, completely redeemed. If any PC flees at any point in the battle, Jakob drags them down to hell where they await eternal suffering. If some flee and some fight, as a joke, give those players a chance to cover their ears and not listen to the poetry written under Flight. It's intentionally horrible and meant as a punishment to the *player* to accompany the punishment of damnation of that player's *character*.

Flight:

*There's good news and bad news // but both you'll pooh-pooh.
Because what's good for others // apparently doesn't concern you people.
The good news is that // the townsfolk are fine.
The bad news is that // what you learned amounts to nine minus nine.
You still don't seem to care // about the well-being of others.
So, you're going to where you belong // by flame and smoke to be smothered.
Jakob's chains reach up // from the dark pit of Mammon.
"This is what you get // for having the morals of a salmon."
And by "what you get," I mean this last, horrible bit of poetry that failed on nearly every level.*

Sacrifice:

*The battle is lost // but only for you
The others were freed // to start life anew
As life leaves your body // lifted is the curse
You find yourself back in bed // almost free from my verse
You've learned your lesson // having served greater good
You are now a true hero // and one righteous dude.
Because that's what heroes do.*

	Low	Medium	High
DC	10	16	21