

# THE AGELESS BONES



In this adventure, characters are requested to investigate the disappearances of children from a local village. After exploring the surrounding environment and questioning the locals, the adventurers quickly uncover a **konkorack** at work, responsible for not only the recent missing children, but many guards as well! The characters must confront the evil haunting the village and eradicate it before the konkorack uncovers their plans and escapes to new pastures.

Suggested Level: 1

## BACKGROUND

Marian Mosely had studied the arcane arts her entire life, to little avail. By the time she reached seventy years of age, her meager talents earned her the title of “wise woman” in the village of Helm’s Grove.

Driven by a deep desire to regain the years lost to her studies, she delved into occult scriptures and learned of a ritual that could revert her frail body into its youthful form. Without hesitation, Marian left Helm’s Grove in search of the elusive ingredients required for this dark rite, but she never returned.

The villagers assumed that Marian had met her tragic end at the jaws of the wolves that roamed the landscape. As months turned into years, her disappearance gradually transformed into a cautionary tale. Little did the village know, however, that Marian had succeeded in achieving her goal: eternal life. Yet, this immortality came at a gruesome cost, transforming her into a horrifying creature known as a **konkorack**.

Eighty years after her vanishing, a rejuvenated Marian returned to the village under the guise of Henrietta Woodsworth. She fell in love with Marken Grillo, a young blacksmith, and the two built a life together in a cozy cottage near the local tavern. It seemed as though Marian had finally attained everything she had desired.

However, the dark magic that had granted her youth exacted a dreadful price. As winter yielded to the first signs of spring, the being once known as Marian Mosely grew insatiably hungry for the

life force of the next generation. The konkorack’s relentless appetite brought about a terrible annual phenomenon now referred to as “The Springtime Curse,” and transformed Henrietta into a fearsome stalking creature each night.

Every year, during the first month of spring, Helm’s Grove is plagued by the disappearance of young children, between the ages of 5 and 13. Desperate and at a loss, the villagers reached out to neighboring settlements, appealing to adventurers in the hope of finding a solution to this devastating curse.

## RUNNING THIS ADVENTURE

This adventure is divided into three chapters. As characters are free to move around as they see fit, adventure locations are described separately from chapter events.

**Chapter I: Welcome to Helm’s Grove.** The characters answer a Help Wanted request and arrive in the town of Helm’s Grove where they meet the local blacksmiths and other NPCs.

**Chapter II: A Wolf in Sheep’s Clothing.** A shriek in the night sets the characters off on an investigation of an attempted kidnapping, an altercation with wolves, and perhaps something even more sinister.

**Chapter III: The Kidnapping.** Sarah Acorns is taken and the characters give chase to the culprit, leading them to the adventure’s climactic battle.



## MISCHIEF MAKERS

The konkorrack maintains a group of 2d6 **neltaps**, created from the unfortunate children it has taken over the years. These neltaps remain hidden within the village during daylight hours.

The konkorrack often employs the neltaps to carry out the kidnapping of children, ensuring it doesn't risk exposing its human facade. The neltaps transport the captured child to the abandoned farmhouse outside the village and stand guard as the konkorrack consumes the life force of the unfortunate victim. The neltap's tracks, canine in appearance, help to attribute the children's disappearance to the local wolf packs.

When not kidnapping children, the neltaps work mischief around the village. Activities such as graffiti and vandalism, as well as theft of the blacksmith's tools are all the work of neltaps—despite being blamed on local children.

## LOCAL KNOWLEDGE

All locals in Helm's Grove know the following information, and offer it freely if asked:

- During the first month of Spring, at least one child goes missing in the village. Though the locals keep close watch on the children during this month, one always seems to vanish in the dead of night.
- The village has too few guards to spare to continue searching for the missing children every year. Each time they have sent out a search party, the guards have returned with one fewer member.
- Many suspect the wolves to be involved in the disappearances, but have no proof other than tracks and superstitions involving the tale of Marian Mosely's disappearance.

# CHAPTER I

## WELCOME TO HELM'S GROVE

This adventure takes place during the first month of Spring, and begins when the characters answer a "Help Wanted" request for Helm's Grove. The request reads:

### "HELP NEEDED - PAYMENT AVAILABLE

We the citizens of Helm's Grove are at our wits' end! Every year during the first month of spring, a fell spirit or worse haunts our village, stealing children away in the dead of night. Investigating the cause ourselves has yielded nothing but more unexplained absences, and we now live in fear - both for ourselves, and for our children. Those who can put a stop to this Springtime Curse once and for all shall be justly rewarded for their efforts!"

Helm's Grove is a bustling settlement of traders, fishermen, and hard working village-folk. The village sports a blacksmith, fishing dock, and a single tavern known as The Guilty Goose, which acts as a general store and inn for passing traders.

During working hours, the village is bustling with life, often seeing four or five fishing vessels making port at the riverside docks each day. At night, distant howls of roaming wolves can be heard from across the hills, though they are often drowned out by the sounds of drunken merriment emanating from within The Guilty Goose.



When characters first approach the village, read or paraphrase the following:

The clanging of bells echo past the stone walls of a large village settlement, bustling with trade carts and creaking fishing boats. Children run amok in the streets, giggling to each other as they hide between barrels of freshly caught fish, watching flocks of seagulls chase the incoming ships. The dull ring of metal-on-metal can be heard echoing up the cobblestone streets, intermittently drowned out by the chatter of passing crowds.

Upon arriving at Helm's Grove, a young man named Gavin Beldap (NG human **commoner**) can be seen carrying a stack of freshly forged weapons to a trader's cart. After clumsily depositing them in the back of the trade wagon, he approaches the characters and offers his aid, assuming them to be looking to do business.

Once characters reveal they are here about the advertisement, Gavin's tone changes from one of jovial greetings to somber recollection. He reveals that each year around this time, children from the village go missing, never to be seen again. The village has a reward of 300 gp in place for those who can solve their mystery, but the party is the first group to have bothered responding to the advertisements. He suggests they head to The Guilty Goose to find a room for the next few nights, advising that, should they be serious about this investigation, it is likely they are going to be in Helm's Grove for a while.

If asked for directions to begin the investigation, Gavin suggests speaking with Sarah Acorns at The Seafarer's Blade, explaining that she has lived in the village far longer than anyone else he knows, so might be able to offer some insight on its history.

## Sarah Acorns

Sarah, the village's sole halfling, excels as a weaponsmith and trader, crucial for the smithy's recent success. She's the lone living person who remembers Marken's grandfather and the impact of Marian Mosely's vanishing on past generations. Unlike others, she recalls that Marian was a less-than-powerful witch, a detail dismissed by the village.

Sarah doubts the wolf-fate tale surrounding Marian's disappearance but lacks an alternative theory. She's also wary of Henrietta Woodsworth, as the disappearances coincided with her arrival, though she has no concrete evidence; just a nagging suspicion. She's hesitant to voice her concerns to Marken due to his connection with Henrietta but readily shares information when he's not around.

Following the village's first attack, Sarah began researching how to break the curse. She's recently compiled limited evidence suggesting a konkorrack's involvement in the disappearances. She'll seek the characters' help if they earn her trust by saving a kidnapped boy in Chapter II or express an interest in the occult. Sarah knows the following information about the konkorrack:

**Life-Eaters.** Konkorracks are created by magic, and exist to feed on the life-force of other creatures. They can live for an extremely long time, and are driven to feed around the same time each year. Though they prefer to feed in a single spot, some konkorracks might move every few years in order to keep themselves hidden.

**Hidden Amongst Us.** Konkorracks are social creatures that choose most often to live amongst their prey, adopting a quiet, unassuming lifestyle to remain unnoticed.

**Bringers of Mischief.** When a konkorrack kills a creature, that creature is reborn as a cursed, goblin-like entity called a neltaps, which serves the konkorrack as a minion, spy, or messenger. Neltaps are considered to be extremely troublesome and mischievous, but very well-hidden.



# CHAPTER II

## A WOLF IN SHEEP'S CLOTHING

The first night the characters stay in the village or its surrounding area, they awake to shrieks of panic. The shrieks lead the characters to a panic-stricken woman, Elaina (NG human **commoner**), shouting for help. If the characters intervene, she begs them to help find her son, Johnny, whom she saw get dragged away through a hole in the village walls behind her house.

Investigating the hole, characters discover small claw marks in the dirt, suggesting a dog-sized creature was responsible for the attack. Analyzing the tracks by succeeding on a DC 15 Intelligence (Nature) check reveals the prints don't match those of local wolves or other creatures, suggesting the culprit is something not native to the area.

## THE RESCUE

If characters follow the trail of the kidnapped boy, they find him hiding inside an overturned log in the forest roughly a mile outside of the village, whimpering to himself and covered in scratches and bruises. He explains that he doesn't know what grabbed him, but it seemed to run away into the darkness after he started trying to fight it off.

As Johnny is telling his story, the characters are ambushed by a pack of 1d6+1 **wolves**, who attempt to attack the boy and drag him away. The pack retreats after being reduced to half their number or fewer.

## INVESTIGATING THE TRACKS

Upon locating the boy, a DC 15 Wisdom (Perception) check reveals a set of clawed footprints leading away deeper into the forest towards The Abandoned Farmhouse. If the characters follow the tracks and investigate the farmhouse at night, they are attacked by 1d4+1 **neltaps**, which flee if reduced to half their number or fewer. When defeated, the neltaps assume the form of missing Helm's Grove guards.

## RETURNING TO HELM'S GROVE

Elaina is waiting at The Guilty Goose for Johnny's return, whereupon she praises the characters for their quick action and offers them a *potion of healing* as a reward.

Additionally, Henrietta thanks the characters for their intervention, using the opportunity to blame the wolves for the disappearances, much to Sarah's disdain. Henrietta then offers aid to the mother and son, helping bandage Johnny and ensuring the pair feel safe before heading back to her own house to rest for the night.

If the characters speak with Sarah after the boy's retrieval, she voices her suspicions about Henrietta, revealing that she spotted her sneaking out of the village during her work break in the direction of an abandoned farmhouse, which Marken stumbled across a few nights ago when looking for his missing tools (see "Marken Grilow").

If the characters haven't explored the farmhouse by this point, Sarah recommends they investigate it first thing in the morning and see if they can find any clues.



# CHAPTER III

## THE KIDNAPPING

The night after visiting the abandoned farmhouse, the characters are invited to celebrate the safe return of the missing boy in The Guilty Goose with the rest of the village. After a few hours of celebration, Henrietta offers to take a few drunk patrons home, and staggers out of the door with them. Suspicious of her, Sarah leaves to follow Henrietta, only to be ambushed by a group of 6 invisible **neltaps** and dragged towards the abandoned farmhouse. Characters outside the tavern, or character inside with a passive Perception score of 14 or higher hear her screams clearly. Should nobody hear Sarah, Gavin hears her cries for help and raises the alarm before giving chase.

When characters arrive at the farmhouse, they find the **konkorrack** feeding on Sarah, surrounded by a group of 2d4 neltaps. If they detect the characters, they attack.

Once the characters have been detected, the konkorrack sends the neltaps to attack the characters it deems to pose the biggest threat. When one of the neltaps dies, it reverts back into the dead body of one of the missing children taken by the konkorrack over the years. If Marken joins the encounter, the konkorrack orders five of the neltaps to drag him away from the conflict, and targets characters attempting to free him.

At the beginning of each round of combat, make a Death Saving Throw for Sarah, re-rolling a result of a 1 or 20. Sarah continues to bleed out until a character successfully stabilizes her, or she dies.

If the Konkorrack is reduced to 10 hit points or fewer, it attempts to flee into the forest, using any surviving neltaps to cover its escape. If successful, it flees Helm's Grove and does not return. If she is killed, she reverts back to the form of Henrietta Woodsworth for one minute before reverting back to the original form of Marian Mosley.

**Treasure.** The konkorrack carries 10 gp and a dagger. The neltaps carry, altogether, 5 sp, 10 cp, 6 buttons, and a raggedy stuffed bear.





# CONCLUSION

The ending of this adventure can play out in different ways depending on who lives and dies during the confrontation with the konkorrack. Feel free to improvise how things go if your players have bonded with other NPCs, such as Gavin or Elaina.

## THE KONKORRACK DIES

Upon its death, the konkorrack reverts back to the form of Henrietta before slowly transforming into the elderly Marian Mosely. The village, shocked to learn Marian was behind the wave of disappearances, praises the characters as heroes and awards them a large chest filled with 300 gp. Additionally, characters are offered a free one-way ride to any settlement of their choice, either by coach or boat.

Any surviving neltaps revert back to their humanoid form and immediately seek to be reunited with their families within Helm's Grove. Each family reunited with a child rewards the characters with an additional 20 gp or mundane item of your choice.

If Marken survives the encounter, he is visibly shaken by the experience, but thanks the characters for their aid in saving the village. If Sarah also survives, the two take joint ownership of The Seafarer's Blade and offer characters access to any weapon from The Player's Handbook at a 50% discount before they leave the village.

If Sarah dies, Marken leaves to become an adventurer, opting to keep other settlements like his safe from such evil in the future.

## THE KONKORRACK ESCAPES

If the konkorrack escapes, the villagers assume that it killed Henrietta before attacking Sarah. They hold a wake in her honor, and rename the settlement's bridge after her. They refuse to entertain any possibility that Henrietta could have been behind the disappearances.

If Marken survives the encounter, he enters a period of mourning after which he leaves to become an adventurer. He swears to hunt down the konkorrack and kill it to avenge Henrietta's death.

If Sarah survives the encounter, she takes over The Seafarer's Blade and makes a name for herself crafting quality weaponry. She offers the characters access to any weapon from The Player's Handbook at a 25% discount.

The konkorrack, meanwhile, reestablishes herself under a new name in a nearby settlement, where it continues the yearly cycle of missing children.



# ADVENTURE AREAS

There are a few notable locations characters can investigate during their time in Helm's Grove. These locations offer tidbits of information that, once investigated, eventually point towards the culprit behind the mysterious disappearances that have plagued the village.

## 1. THE GUILTY GOOSE

When entering The Guilty Goose for the first time, read or paraphrase the following:

A wash of warm air from a crackling fireplace can be felt upon opening the door to this bustling tavern. Inside, locals and passing traders alike laugh heartily with one another, clinking glasses over agreed deals, or drowning their sorrows in one of the establishment's many ale selections. A young woman can be seen behind the bar, laughing and joking with patrons while occasionally slipping through the crowd to collect empty glasses.

The Guilty Goose tavern acts as the central hub for news, rumors and many trade deals in Helm's Grove. It offers a selection of fine spirits and ales, as well as cheap cuisines brought in from distant waterborne traders. The second floor of the tavern acts as a general store and inn. The inn has six rooms available for rent, and also sells items from the Player's Handbook at double their noted prices.

The woman seen collecting glasses and working behind the bar is the owner, a **konkorrack** assuming the identity of Henrietta Woodsworth.

### Henrietta Woodsworth

Henrietta shows herself to be a happy-go-lucky soul with a zest for life. She wishes to move out of Helm's Grove with her partner Marken and onto pastures new, citing the constant disappearances in the village as a reason for her departure. However, Henrietta Woodsworth is merely a facade of the konkorrack to hide its true identity and purpose: to leave Helm's Grove for larger food sources in larger settlements.

**The Disappearances.** If asked about the disappearances, she attempts to divert the character's attention away from their investigation by blaming a pack of roaming wolves, claiming she saw a humanoid figure leading them a few nights ago, though claims nobody believes her. If challenged, she doubles down on the lie, explaining the humanoid was the size of a small child or halfling, alluding to it being Sarah Acorns (see "The Seafarer's Blade").

**The Farmhouse Painting.** If characters present Henrietta with the faded painting (see "The Abandoned Farm House"), Henrietta laughs it off, claiming someone must have put the painting there as a joke, and quickly changes the subject. If pressed further, she lies, admitting that she is actually the granddaughter of Marian Mosely, the woman in the painting, and came to the village to investigate her disappearance. However, after finding out Marian's death was at the hands of the roaming wolf pack, she decided to take over her old job running The Guilty Goose.

## 2. THE SEAFARER'S BLADE

When entering The Seafarer's Blade for the first time, read or paraphrase the following:

A clang of metal-on-metal can be heard from within this well-constructed establishment, its owner hard at work on a suit of iron armor. A burly man with a thick mustache can be seen working the forge, his large form reminiscent of a giant. With a heave, he rotates the hammered plate on the anvil, adjusting it slightly before beginning the heavy clangs once again.

The Seafarer's Blade is a small, family owned smithy, located near the river. It is run by Marken Grillo (CG human **veteran**) and his aide Sarah Acorns (NG halfling **commoner**). Each is hard at work when the characters arrive, but happy to take a brief pause from the day's project to offer their services.

The smithy sells all weapons and armor from the Player's Handbook at double their noted costs, and also offers a silvering service for weapons and ammunition.

Various hammers, chisels and other tools can be seen hanging from the smithy's thatched roof, which sports many scorched holes under closer examination.

### Marken Grillo

Marken Grillo is a large, intimidating man with a powerful build. He is a relaxed, easygoing individual who is more than happy to help with the character's investigation. He spends most of his nights drinking by the river or passing the time in The Guilty Goose if Henrietta is working.

**What Marken Knows.** Aside from knowing what all other locals know, if asked about the disappearances, Marken reveals he came across an abandoned farmhouse last winter when out hunting, which contained tools he lost earlier that spring. He suspects the tools wound up there after being stolen by the village children, which often happens when they get into mischief during the summer months. After asking around, he found the farmhouse belonged to an old woman named Marian Mosely, who disappeared from the village long ago. He recalls Marian vanished from the village when his great grandfather was just starting work as an apprentice blacksmith, and hadn't been seen since.

**The Scorch Holes.** If asked about the scorch holes, Marken explains that during The Springtime Curse, strange things seem to happen around the smithy (see "The Neltap's Mischief"), such as tools going missing or small fires starting. Fortunately Sarah lives close by the smithy and is always on hand to put out the fires if he is away, and usually manages to locate his lost tools before they're needed again.



### 3. ABANDONED FARMHOUSE

When entering the farmhouse for the first time, read or paraphrase the following:

A battered wooden gate leans overgrown with moss, beyond which sits a crumbling, forgotten farmhouse. Long since reclaimed by nature, the structure is buried beneath sheets of green ivy, the foliage pushing its way out from cracks between the dull, gray stone. The remnants of a wooden door hangs limply at the building's entrance, open wide as if offering an invitation to curious travelers.

This old structure once belonged to Marian Mosely before her disappearance. The farmhouse contains five rooms, each of which is covered in vines, moss, and the last remnants of an abandoned life. Three rooms, containing a kitchen, living room, and store room make up the ground floor, connected by a single corridor which leads to a collapsed staircase. The top floor is made up of a landing, bedroom, and bathroom. The house is filled with hanging charms, crafted from dried animal pelts or carved from bone, and its wooden walls are decorated with arcane sigils, long since expended of their magic.

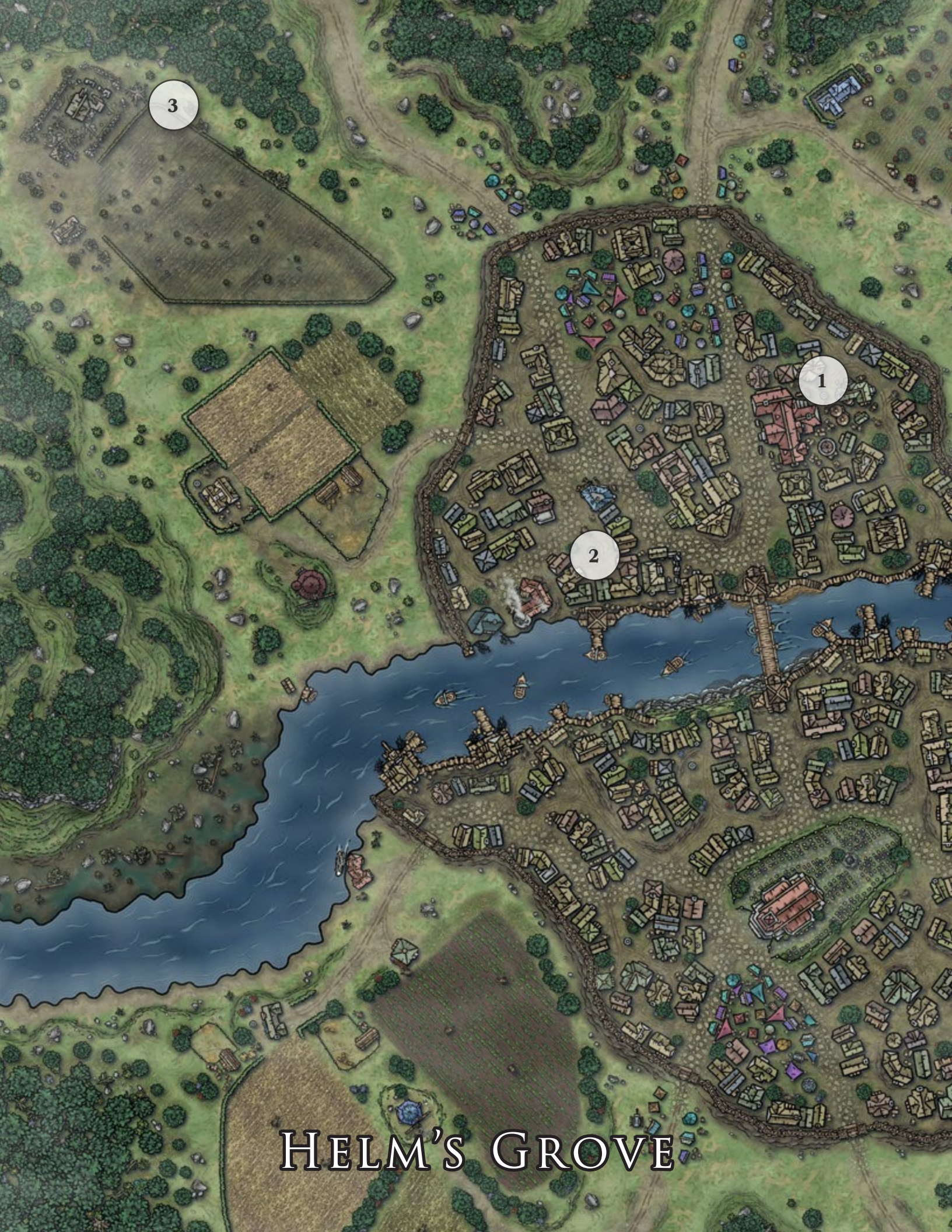
### INVESTIGATING THE FARMHOUSE

**The Mysterious Footprints.** A DC 15 Wisdom (Perception or Survival) check reveals the ground floor to be filled with child-sized humanoid footprints, which span the length of each room and lead to and from the front door. A set of larger, elongated humanoid footprints can be seen in the living room, also leading to and from the entrance to the farmhouse.

**Marken's Missing Tools.** Lying around the grounds of the farmhouse are multiple small hammers, chisels, and other tools belonging to The Seafarer's Blade. The tools are not difficult to spot. A DC 10 Intelligence (Investigation) or Wisdom (Survival) reveals them to have been left in the area within the last few weeks.

**The Old Painting.** Characters investigating the upper floor find a faded painting in the bedroom, nestled beneath the overgrown ivy protruding from the walls. The painting is of a group of young men and women standing next to the half-finished structure of The Guilty Goose, recognizable by the wooden sign held by one of the women. A DC 13 Intelligence (History) or Wisdom (Insight) check reveals the woman in the picture to be the spitting image of Henrietta Woodsworth (see "The Guilty Goose"). If presented to anyone in the village, it is revealed the woman in the painting is of a young Marian Mosely, who helped construct the tavern over a hundred years ago.





3

1

2

HELM'S GROVE



# ADVENTURE STAT BLOCKS

## THE KONKORRACK

Konkorracks are created when a creature consumes the life force of other beings. These individuals become capable of living for hundreds of years, but at a terrible cost - they become twisted, cursed husks of their former selves, plagued by an unending desperation to consume the youth of others. This desperation becomes stronger the closer the konkorrack gets to spring, driving many to feed throughout the first month of that season to help stave off its hunger for the rest of the year.

**Integrated Socialites.** Konkorracks are social creatures who opt to live safely out of harm's way. These creatures often inject themselves into communities like a silent virus, assuming the role of friendly neighbor, loving spouse, or caring traveler, and live out their lives as any other creature would, forming friendships, bonds, and enemies along the way. However, such societal integration is naught but an elaborate facade - for the konkorrack sees all other creatures as nothing more than healthy stock from which to draw its next source of youthful fuel.

**Corrupted Forms.** A konkorrack's true form is a twisted mockery of its past self, becoming more grotesque the more life force it consumes. Even when a konkorrack changes its shape, cracks and creaks of its contorted form can be heard beneath the surface of its skin, forcing many to assume the form of beggars or heavily-clothed nobles in order to remain undetected. Those that choose to retain a youthful appearance do so with a deep seated paranoia their facade might be exposed, often socializing in noisy, crowded areas where the audible popping of bone cartilage is easily masked.

**Generators of Chaos.** A konkorrack's magic leaks out into its surroundings like a fine, invisible mist - a raw, untapped power the creature draws upon to bestow its followers with magical boons. To many, a konkorrack's magic is misunderstood as divine in nature, making it easy for a konkorrack to masquerade as a holy pilgrim or healer. A konkorrack might even offer this magic to passing adventurers as a means to alleviate suspicion from itself, or bargain for its life should its true nature be revealed.

**Bringers of Mischief.** When a konkorrack steals the life force from a creature, it magically ages that creature - sometimes even killing it outright. Should a creature die as its life-force is sapped away, its body undergoes a rapid transformation, reanimating again as a goblin-like creature known as a neltap. Neltaps are bound to the konkorrack that created them, acting as messengers, spies, and even bodyguards for their master. Neltaps possess an innate ability to become invisible, and are commonly found all over communities chosen to be konkorrack feeding grounds. When their master is threatened, the neltaps leap into action with complete disregard for their own safety, allowing the konkorrack to make a hasty retreat while its minions savage any pursuers.

1d6	Chaotic Boon
1	The creature gains a +1 bonus to its attack rolls.
2	The creature's speed increases by 10 feet.
3	The creature can't be frightened or charmed.
4	The creature has a +1 bonus to its saving throws.
5	The creature regains 2 (1d4) hit points.
6	Roll twice on this table and apply both results, re-rolling results of a 6.



CR  
3

## Konkorrack

*Medium Aberration, Neutral Evil*

Hit Points	AC	Prof. Bonus	Pass. Perc.		
55	13	+2	13		
STR	DEX	CON	INT	WIS	CHA
12	17	12	16	12	14
+1	+3	+1	+3	+1	+2

**Damage Resistances:** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Languages:** Common, Sylvan

**Senses:** Darkvision 60 ft.

**Skill Bonuses:** Deception +4, Perception +3, Stealth +5  
**Speed:** 30 ft.

### Features

**Age Sense.** The konkorrack magically knows the location of any living creatures within 1 mile of it, and can immediately discern their age, though it doesn't know any other information about them.

**Magic Resistance.** The konkorrack has advantage on saving throws against spells and other magical effects.

**Agent of Chaos.** The konkorrack exudes an aura of chaotic magic in a 10-foot-radius sphere centered on itself. At the start of its turn, the konkorrack can target 1 willing creature in the aura (excluding itself) and bestow it with an effect from the Chaotic Boon table, which lasts until the start of the konkorrack's next turn.

### Actions

**Multiattack.** The konkorrack makes a maximum of two claw attacks, provided it is not using a claw to grapple.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 13). Until this grapple ends, the konkorrack can't use that claw on another target. The konkorrack has two claws. Each claw can grapple a separate target.

**Change Shape.** The konkorrack magically polymorphs into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment the konkorrack is wearing or carrying isn't transformed.

### Bonus Actions

**Consume Youth (Recharge 4 - 6).** The konkorrack attempts to drain the youth from a target it has grappled. The target creature must make a DC 13 Charisma saving throw. The target takes 7 (2d6) necrotic damage and is magically aged by 1d4 years on a failed save, or takes half as much damage and isn't aged on a successful one. If this damage would kill the target, it rises 2d4 hours later as a neltap under the konkorrack's control. The konkorrack regains hit points equal to the damage dealt, and grows younger by the number of years the target was aged by.



CR  
1/8

## Neltap

*Small Aberration, Neutral Evil*

Hit Points	AC	Prof. Bonus	Pass. Perc.
22	19	+2	12

STR	DEX	CON	INT	WIS	CHA
1	13	10	13	14	11
-5	+1	+0	+1	+2	+0

**Languages:** Understands Common but cannot speak**Senses:** Darkvision 60 ft.**Skill Bonuses:** Stealth +3**Speed:** 30 ft.

## Features

**Pack Tactics.** The neltap has advantage on an attack roll against a creature if at least one of the neltap's allies is within 5 feet of the creature and the ally isn't incapacitated.**Quick-Footed.** The neltap can take the disengage or dodge action as a bonus action.

## Actions

**Claws. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.**Magical Mischief (2/Day).** The neltap turns invisible. The invisibility lasts for 1 hour, or until it attacks.CR  
3

## Veteran

*Medium Humanoid (Any Race), Any Alignment*

Hit Points	AC	Prof. Bonus	Pass. Perc.
58	17	+2	12

STR	DEX	CON	INT	WIS	CHA
16	13	14	10	11	10
+3	+1	+2	+0	+0	+0

**Languages:** Any one language (usually Common)**Skill Bonuses:** Athletics +5, Perception +2**Speed:** 30 ft.

## Actions

**Multiattack.** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.**Longsword. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.**Shortsword. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.**Heavy Crossbow. Ranged Weapon Attack:** +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.CR  
1/4

## Wolf

*Medium Beast, Unaligned*

Hit Points	AC	Prof. Bonus	Pass. Perc.
11	13	+2	12

STR	DEX	CON	INT	WIS	CHA
12	15	12	3	12	6
+1	+2	+1	-4	+1	-2

**Languages:** —**Skill Bonuses:** Perception +3, Stealth +4**Speed:** 40 ft.

## Features

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.**Pack Tactics.** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



