

THE FOG OF WAYMOOR



In this adventure, the characters enter the remote swamp town of Waymoor. They spend the night in a small, quaint inn before rising the next day to continue their adventures. Shockingly, they are greeted by an imposing wall of shifting fog that smells of death and decay and which threatens not only the characters, but the entire town.

Suggested Level: 3

Through a combination of investigation and role playing, the characters uncover a dark conspiracy and curse behind the fog. The adventure concludes with a harrowing encounter in an ancient crypt deep within the marsh, where the party must seal away the evil forces that assault the town.

BACKGROUND

Sixty five years ago, residents of Waymoor came across an ancient crypt deep within the Slumbering Marsh. Greedy and eager to see what was inside, they busted open its door, plundered anything of value, and returned to their homes.

Soon, a terrible fog surrounded the town. The inhabitants saw leering faces, gaunt limbs, and heard whispering voices moving through the vapor. Fear swept over the town as people's homes were overtaken, the bodies never recovered. Many local leaders perished in the fog, throwing the town into disarray. A local elf, Doctor Elmrik Sindara, banished the fog with the use of an artifact he had taken from the crypt—the *Orb of Banishment*. With no leaders of the town left alive, Doctor Elmrik stepped up as the new leader of Waymoor.

Over the next several years, the town's leadership changed. Doctor Elmrik was forced to step down and return to his medical duties. Chagrined, the doctor has stewed over his demotion for decades. With the latest council consolidating more power and making decisions Elmrik thinks will destroy Waymoor, he has decided it is time to act.

Having stolen the *Orb of Banishment* from its resting place in the town chapel, Elmrik plans to release the fog and kill the town's current leadership, thus positioning himself once again as leader of the town.

RUNNING THIS ADVENTURE

This adventure is divided into three chapters:

Chapter I: Trapped in Waymoor. The characters arrive in Waymoor. After a night, they wake to find the entire town covered in a thick and mysterious fog.

Chapter II: The Fog Attacks. Spirits within the fog attack anyone they can get a hold of. The characters race to find answers.

Chapter III: Banish the Fog. Properly armed, the characters seek out the source of the fog and work to banish it for good.

THE FOG

The fog of Waymoor is the result of a curse. Residents of the town plundered an ancient crypt and awakened the vengeful spirits within. The fog was sealed inside an artifact by Doctor Elmrik, but now he has unleashed it again in a bid to seize power of the town.

When a living creature is fully engulfed in the fog, that creature must make a DC 16 Constitution saving throw, taking 2d6 necrotic damage on a failed save and half as much on a successful one.

In addition, creatures in the fog are heavily obscured, forcing all ranged attacks against creatures within the fog to be made at disadvantage.

WELCOME TO WAYMOOR

The fetid quagmire of the Slumbering Marsh is an inhospitable place, where few dare to venture and fewer deign to inhabit. Over the millennia, settlements have come and gone, leaving faint traces of themselves poking through the murk. The most recent of which is Waymoor, a town sitting just above the swamp on a network of raised and half-rotten walkways. Beneath those walkways is a black murk that hides more than a few secrets.

The town's population is small, consisting of nearly 150 people of various races, predominantly human and halfling. For the most part, the locals are friendly enough, but visitors are rare. They view outsiders as a curiosity more than anything and are often eager to hear about the world outside the swamp. The only elf in town is Doctor Elmrik Sindara, who has spent the bulk of his adult life living in Waymoor.

Many of the buildings in town encircle a large rocky outcropping where the tavern stands. The trees around the town hover close and bugs circle the lanterns swinging from wooden posts.

The town currently brews whiskey in small batches from a moss that grows in the bog. While production hasn't ramped up yet, one of the councilors is trying to get a brewery up and running to streamline production and put Waymoor on the map. This brewery is, as of yet, just a lofty ideal.

STARTING THE ADVENTURE

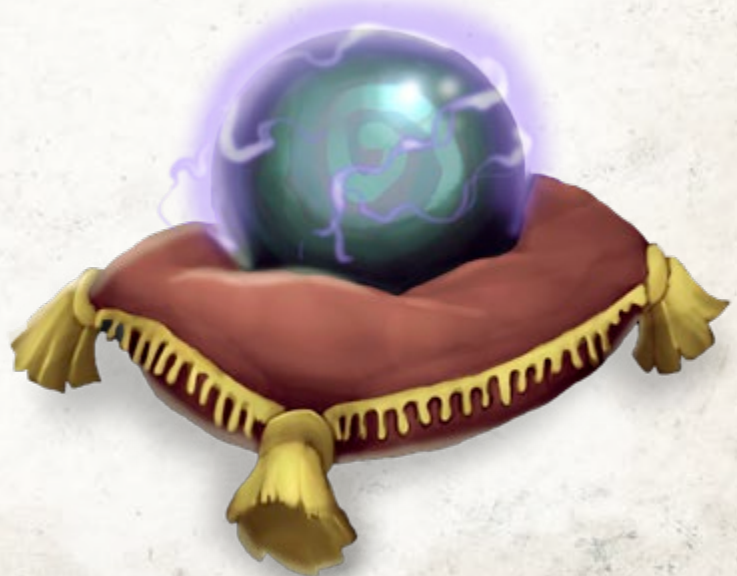
The adventure begins after the characters have spent one night in Waymoor. They may have stopped by on their way to somewhere else, or they heard talk of a delicious moss whiskey that could only be found here. Whatever the reason, the characters arise from their meager accommodations within The Haggard Haddock, the town's only public lodgings.

To the surprise of everyone, the characters awake to find the town surrounded by a thick fog that exudes the stents of death. Townsfolk skitter about, talking in hushed whispers, wondering if the fog is the same deadly fog they heard tell of from their elders.

The Orb of Banishment

Wondrous item

This crystal ball was crafted centuries ago by the shamans of the swamp that Waymoor residents now call home. It was made with the purpose of locking away evil spirits, and was kept safely in a crypt until, just several decades ago, it was stolen by Doctor Elmrik who used it to seal away the very spirits enraged at its theft. Since then, it had been locked away in the town church for safe keeping.



CHAPTER I

TRAPPED IN WAYMOOR

Characters must learn what they can about the fog and find a way to banish it. While the fog closes in, characters will move between locations, interviewing people that know bits about the fog. Some even have motives for bringing it back.

Once the characters have visited all of the locations in this chapter, visited the abandoned hut, or decide to confront the doctor, continue on to Chapter II.

CHAPTER LOCATIONS

The following locations are relevant to this chapter. While characters travel between locations, you can instill a sense of urgency with the “Events in Waymoor” section later in this chapter.

1A. HAGGARD HADDOCK

A tired looking halfling stands behind the bar cleaning a tankard, staring at you with widened eyes. The only other patron, a human woman wearing a rough woolen dress, makes an effort to ignore your looks.

The Haggard Haddock has seen better days. The wooden bar is chipped and pitted, and only three crooked tables fill the space, each with a ragtag assortment of chairs. At the far end of the tavern is a narrow staircase barely three feet wide that climbs sharply to the upper level.

Henry Farrowbottom. Henry (NG halfling **commoner**) is a simple man who wants peace, quiet, and a decent pint to get him through the day. He enjoys hearing adventurous stories, but would never want to leave Waymoor.

When the fog arrives, Henry is concerned and frightened. He recalls tales of a deadly fog from Father Grenson, and quickly begins to seal every window and door in the tavern with dirty rags. If asked for information about the fog, he

says that the characters should talk to the elders of the town; chiefly the town leaders Hedgewick, Hildegard, and Grenson, as well as a brief mention of Doctor Elmrik.

Jenna Hildegard. Jenna (LN human **commoner**) is the daughter of Councilor Hildegard. She is a quiet woman who helps Henry run the tavern when she can. She is distrustful of outsiders but will welcome their conversation. Should she warm up to the characters, she might confess to them that she loves Henry but is too afraid to tell him.

When the fog arrives, Jenna helps Henry seal up the windows and doors of the tavern. Being young, she has no memory of the last time the fog descended upon the town, but she recalls stories that her father told her. She suggests talking to her father for more information, and provides directions to her house.

Jenna can share any of the following snippets of local lore:

- Everyone in town is superstitious to a degree and makes offerings to placate the spirits of the swamp at the local chapel.
- The local cleric, Father Grenson, is a devout and holy man. Everyone in town loves him and he's the longest sitting member on the town council.
- The locals believe the swamp is haunted but no one's ever really seen a ghost to prove it.
- Councilor Hedgewick is a fine woman, but she's not the best person to have in a crisis. She's more likely to bake a cake than solve any problems.

1B. COUNCILOR HILDEGARD'S HOME

The fog swirls angrily around the edge of this well-kept building, pushed back by the waning torches that have been hastily fastened around its perimeter. The stench of decay lingers on the air while the sound of dragging furniture reverberates from within.

The characters are met by a haggard middle-aged man who opens the door swiftly. He is disappointed to see the characters, instead of his daughter. He invites them into a mess of a home, where furniture has been thrown about and chests have been hauled to fill much of the space. Clothes and belongings are piled beside them.

Treasure. Among the belongings are ten torches.

Damian Hildegard. Councilor Hildegard (LN human **noble**) was a small child when the fog last assaulted Waymoor, but he has vivid memories of the death it brought. He is terrified and plans to leave town as soon as he can find Jenna. He knows that fire keeps the fog at bay, so he plans on placing lit torches all around his carriage while he escapes from the town.

The councilor can be convinced to stay in town with a successful DC 14 Charisma (Persuasion) check. If characters fail to convince him to stay, he will impatiently refer them to Councilor Hedgewick and shoo them from his home.

If convinced to stay, he shares the following information:

- The fog kills anyone who enters into it, but it seems to shy away from open flames.
- Ghostly whispers can be heard coming from the fog.
- Doctor Elmrik banished the fog last time it assaulted the town using a magical artifact. Father Grenson keeps it in the chapel now.

1C. COUNCILOR HEDGEWICK'S HOME

You stand before one of the nicer huts in town. Smoke rises from a wooden chimney, and you can make out the sound of humming from inside. The smell of baked goods mingles with the scent of decay from the fog that looms behind the building.

The characters are met by a gray-haired halfling in wire-frame glasses. She greets them with a smile before inviting them out of the damp for some tea and cookies.

The inside of the home is modest, but packed full of baking tins and stacks of paper across several desks. A stone hearth blazes against a far wall beside two arm chairs. Councilor Hedgewick hangs a kettle over the flames and sits in one of the chairs to speak with the party.

Treasure. Inside of the councilor's desk drawer is a silver and ruby brooch worth 10gp.

Belinda Hedgewick. Councilor Hedgewick (LG halfling **commoner**) is a cheerful old woman who tries to mother the party. She seems more interested in ensuring the characters have enough to eat and drink than speaking of the fog. Her mantra is "all will be well" to pretty much every problem Waymoor faces, and this is no different.

When pressured to talk about the fog with a successful DC 12 Charisma (Intimidation or Persuasion) check, Hedgewick admits that she knows very little. She shares the following bits of information:

- The fog first appeared sixty five years ago, and many townspeople went missing—including the town's leaders.
- Doctor Elmrik stepped up and banished the fog using some sort of magical device. Belinda is not sure what happened to it, however.

1D. DOCTOR ELMRIK'S CLINIC

The fog coalesces around the clinic, prying at the windows with gaunt, ephemeral hands. From deep within the fog comes the sound of discordant humming and laughter. The clinic itself, a two story wooden building on the edge of town, has seen better days. Many of its wooden beams are covered in moss and rot.

As the characters open the door, a tiny bell jingles above them. Three empty medical beds with sterile white sheets are positioned in three corners. The fourth corner is taken up by a desk, behind which is an elf with an angular face and silver eyes. A set of stairs leading to an upstairs apartment is badly hidden behind a fraying curtain.

Treasure. In the apartment upstairs, three potions of healing are stashed away in a cupboard, and can be found with a DC 10 Wisdom (Perception) check.

Elmrik Sindara. Doctor Elmrik (LE elf **acolyte** with 16 intelligence) is bitter at the inept and short-sighted nature of the town's current leaders. He wants to take over the town again and lead it towards a brighter future. However, Doctor Elmrik needs the town to undergo a crisis that only he can solve in order to seize power.

When asked about the fog, the doctor shares the following information:

- Sixty five years ago, the fog descended upon the town without warning.
- He banished the fog using the Orb of Banishment, an artifact he discovered deep in the swamps, which is now kept inside the local church.

Unknown to the characters, the Orb of Banishment is currently in Doctor Elmrik's possession. He used it to summon the fog and plans on dousing the torches in town to strategically

murder the current leaders without incriminating himself. He'll then use the stone to banish the fog once again, claiming his status as the town's savior and leading Waymoor into the future.

While Elmrik has been careful not to detail his plan in writing, he can do little to hide his disdain for the current councilors. If asked for his opinions on the town's leaders, Elmrik shares the following beliefs:

- Hedgewick is useless and is more concerned about the perfect egg-to-flour ratio for a cookie recipe than any real problem the town faces.
- Hildegard is an ambitious man, but his ambition is shortsighted. He intends to bring trade to the village with a distillery but he cannot keep the roads safe from wolves, let alone any brigands that would be drawn here.
- Father Grenson is a humble man with much to be humble for. His niceties win over the hearts of everyone in town, but his political knowledge is lacking.

Be Our Hero. Undoubtedly, characters and townsfolk alike will want Doctor Elmrik to banish the fog once again. While it is well within his power, he is not ready to banish it just yet. If asked to use the Orb of Banishment, he states that it is kept in the church bell tower and will accompany the party as far as finding that it is missing. At that point, he will cast suspicion on a patient of his, Gendrick Thatch (see "Avoiding Detection" below). Once the party is out of sight, Elmrik will return to his office.

Avoiding Detection. If the characters know that the Orb of Banishment is missing, Doctor Elmrik says that one of his patients, Gendrick Thatch, has been muttering about getting back at the people who've wronged him. He then directs the party to the abandoned hut, stating that is where Gendrick lives.

EVENTS IN WAYMOOR

While the party is traveling between locations in Chapter I, consider using one or more of the following events to add a sense of urgency and atmosphere to the adventure.

EXTINGUISHING TORCHES

A child frantically rushes up to you. Tears run down her trembling face as she clutches a ratty stuffed bear with one hand, and points at the approaching bank of fog with the other.

The child, Anise Stoutfoot (LG halfling **commoner**), says that her father is inside a house at the edge of the fog and won't notice it coming. She begs the characters to help him. Characters then see a spectral hand reach out from the fog and snuff out the flame of a nearby torch. Slowly, fog begins to creep towards the next torch, and toward the house (area 1E on the included map) where Anise's father is located.

If the characters rush to aid the child's father, Barley Stoutfoot (NG halfling **commoner**), they find him inside the house packing a bag. The fog begins to fill the house and a spirit materializes behind Barley. The fog spirit attempts to grab Barley and will succeed unless the characters intervene.

Casting a light towards the spirit, lighting a torch, or grabbing Barley and dragging him away are all viable ways to save him. Should they fail to react fast enough, the spirit grabs Barley and drags him into the fog. They can still save him if they rush towards where they last saw him and push the spirit back with light. Otherwise, Barley will die and his body will be taken by the fog.

IT WHISPERS

A man is sitting on the edge of the walkway, his head held in his hands. As you pass you hear him sobbing and mumbling to himself. He looks up at you with pain in his eyes, his cheeks glistening in the flickering torch light.

The man, Gendrick Thatch (CN human **commoner**), is suffering from a bout of madness. He whimpers quietly under his breath until calmed. Characters can calm the man with a DC 13 Charisma (Persuasion) check.

If calmed, Gendrick will share the following information between halting words and deep breaths:

- The fog is full of spirits that told Gendrick he and everyone in town would die.
- The spirits promised him a painless death if he willingly joined them.

Gendrick is considering their offer. The party can convince him to go to the chapel and stay safe with a DC 10 Charisma (Persuasion or Intimidation) check. On a success, he will nod and go there without a word. On a fail he'll shake his head, saying he just wants it to be over quickly and will do his best to walk into the fog.

False Accusation. If the characters accuse Gendrick of bringing the fog into town, he will confess that he has been bitter about being fired from his job, but tells them that he did not bring the fog into town. He's terrified of it like everyone else.

AN AGITATED CROWD

Five people in leather jerkins stand and lean against the rotting frame of a nearby house. Each of them looks at you with distrust. One of the men spits in your direction and mutters under his breath.

Five **Waymoor thugs** blame the characters for the fog's arrival. If approached, they yell at the characters, demanding they leave town. They posture themselves aggressively and draw clubs from their belts.

The characters can talk them down with a successful DC 15 Charisma (Persuasion or Intimidation) check. On a success, the thugs back off. On a failed check, the group continues to accost the characters, making a scene loud enough for other townsfolk to overhear.

Soon enough a crowd has gathered to watch the altercation with the thugs loudly proclaiming that the fog returned because of the characters. They say that the characters have clearly done evil deeds to incur the wrath of the marsh and demand the townsfolk kick them out.

If the characters have saved Barley or Gendrick, some of the townsfolk stick up for the characters. The characters can make their case with advantage as murmurs of approval ripple through the crowd.

The party should make their case as to why they're helping the people and make a group DC 13 Charisma (Persuasion) check.

On a success, the thugs wander off and don't trouble the party any more. Otherwise, the thugs gather up the courage to attack the characters, intending to knock them unconscious and drag their bodies into the fog.

CHAPTER II

THE FOG ATTACKS

Once characters enter the abandoned hut or decide to confront Doctor Elmrik, the fog pushes into Waymoor in earnest. The fog floods through the town, causing mass panic as people flee towards the chapel, the only stone building in town.

CHAPTER LOCATIONS

The following locations are relevant to this chapter. After the encounter at the Waymoor Chapel, characters should be encouraged to race back to Doctor Elmrik's office to confront him. See "Confrontation" later in this chapter.

2A. ABANDONED HUT

The hut stands alone on the edge of town, the hands in the fog clawing at the rough edges of the building. Its windows are dark and filthy, caked with mud and grime. The air here smells of filth. Multiple voices whisper from inside the fog, pleading for you to come closer in soft, melancholic voices.

The characters have been directed here by Doctor Elmrik as he buys time to allow the fog to take over the town. The house is entirely abandoned, as will quickly become evident upon entering.

There is little in the way of furniture inside this hut, as most of it has either rotted away or been relocated elsewhere. There is a rotting bed mat made of decaying reeds underneath a filthy, mud smeared window. Characters can determine that the house has been abandoned for at least a year with a DC 12 Intelligence (Investigation) check.

Leering Spirits. As soon as the characters enter the hut, the fog begins to shift outside. Ephemeral faces gaze at them from the windows and tendrils of fog begin to spill through cracks in the walls, floor, and ceiling.

Outside, spectral hands reach out from the fog and extinguish nearby torches between spindly fingers. Three **fog spirits** lash out from the fog and attempt to slay the party.

2B. WAYMOOR CHAPEL

Throngs of terrified townsfolk press against each other as they push forward toward the light that spills from the chapel's open doors. A rusted bell looms like a shadow overhead, perched in its wooden tower, overlooking the fog that swirls against the stone walls.

The chapel has room to comfortably hold most of the town within its walls. Lines of aging wooden pews run down the length of the building. At the front of the chapel, a priest in simple black robes finishes leading a group of townsfolk in prayer.

Treasure. Atop the altar are golden candlesticks worth 20gp. Inside of Father Grenson's rectory is a set of hand-carved bone dice worth 5gp.

Father Grenson. Father Grenson (LG human **priest**) is a man in his late eighties with a good memory of the fog's last attack. He greets the characters and asks for their help in dealing with the fog. He says that the only person capable of doing it is the doctor or, failing that, the party themselves.

The fog attacks. Shortly after the party arrives, the fog finds a way inside the chapel. Four fog spirits move in to attack. Whenever one spirit is destroyed, another takes its place. Once seven are defeated, the fog retreats.

With the confrontation over, the characters are granted a moment of respite before making

their next move. Through the party's discoveries and interactions, it should become apparent that the fog's return is Doctor Elmrik's fault and the characters need to deal with him.

The Orb of Banishment. After the fog withdraws, Father Grenson gives the party the key to the bell tower, where he has stored the orb. He hands them the tower key and asks them to retrieve it, saying his knees can't make the climb anymore.

The orb, however, is missing. Doctor Elmrik has stolen it, using a *knock* spell to open the door in the night. He now has it and is attempting to control the fog.

There is no evidence of who may have taken the orb, but reporting the theft to father Grenson causes him to frown and pace back and forth. He says that he has no idea who may have taken the orb, but believes the fog's return was planned by someone or released by accident.

CONFRONTATION

The lack of habitation in the abandoned hut, combined with Gendrick's profession of innocence (if he was saved), should be enough to cast suspicion on Doctor Elmrik. Armed with knowledge on how to defeat the fog, the characters must run through it to confront the doctor.

They find the office full of fog and Doctor Elmrik dying, half consumed by the spirits. The doctor confesses his plan to control the spirits to get rid of the town's leaders and how he failed. He gives them the *Orb of Banishment* and tells them that they must go to the sunken crypt within the swamps of Waymoor and place it on an altar to channel the artifact's energy.

The characters can save Elmrik with a DC 16 Intelligence (Medicine) check, a *health potion*, or the use of healing magic. Should Elmrik die, the characters can relay his plot to any surviving councilors. Otherwise, the doctor will confess willingly.

CHAPTER III

BANISH THE FOG

With the *Orb of Banishment* in their possession, the party must make their way to an ancient crypt deep within the swamp. Out there, however, the fog isn't the only danger facing the party.

CHAPTER LOCATIONS

The follow locations are relevant to this chapter. Run this chapter of the adventure like a dangerous exploration. Travel through the marshland should be dangerous and uncertain, and can be used to either bolster or challenge players at your discretion.

THE SLUMBERING MARSH

The viscous currents of the fog obscure your vision of the marsh beyond several yards. The pervasive scent of decay mingles with that of mildew and mold. Far off noises of frogs and insects are punctuated by the sound of the moist ground sucking at your boots as you trudge onward, deeper into the looming shadows.

The Slumbering Marsh is vast and sprawling, and full of danger even on a normal day. The ubiquitous fog restricts visibility, and the soft ground makes for slow travel.

Use this section of the adventure to bolster or challenge your players as you see fit. If they've had too easy a time of it so far, throw a group of **will-o'-wisps** at them. If they've had a rough go of it, allow them to run across the corpse of an adventurer whose old leather pack still contains one or two *potions of healing* and other useful equipment.

You may also choose to use the environment against the characters in order to make their travel interesting.

Quicksand. One or more characters has stepped into quicksand. They must be pulled out by an ally or make a DC 15 Strength (Athletics) check to swim out. Otherwise, they will be submerged after two rounds.

Falling tree. The fog spirits have no intention of allowing the party to find the ancient crypt. As the characters pass by a tree that leans precariously over their path, spectral hands reach out from the fog and push the tree over. Characters must make a DC 15 Dexterity (Acrobatics) saving throw or take 2d10 bludgeoning damage.

Hungry mosquitoes. As the party travels along, they are assaulted by a **swarm of mosquitoes**.

THE CLEARING

You push through a curtain of hanging moss and enter into a clearing. Stone shapes jut out from the ground, overgrown by vines and worn by time. In the middle of the clearing, nearly obscured by fog, is a squat stone building built into the side of a hillock. The stone doors of the building lay broken. Discordant whispers echo upwards from the cavernous darkness beyond.

After traveling through the muck of the marsh for some time, characters find the crypt which is the source of the fog. Its stone doors were destroyed sixty-five years ago by the residents of Waymoor, who sought treasure within the darkness. The remains of ancient columns dot the landscape, each about 30 feet apart.

Approaching the crypt. No one has ever found the bodies of those killed by the fog. That is because they are brought here and buried in the clearing.

It is 100 feet between the edge of the clearing and the entrance of the crypt. When characters are 50 feet from the entrance, skeletal and decaying hands erupt from the ground. Each character must make a contested Strength check or be

grappled. Grappled characters are slowly pulled into the muck, and will be pulled under after four rounds. They may repeat their check at the start of each of their turns.

THE ANCIENT CRYPT

Fog fills the vaulted darkness of the crypt. Alcoves are carved into the stone walls, some holding the rotten remains of wooden coffins, others holding moldering corpses. At the center of the room, jutting up from the fetid ankle-deep water, is a decrepit stone altar.

The crypt was built nearly a thousand years ago. Curses were placed upon it to safeguard the dead and keep out intruders. It is one of these curses that has unleashed the fog, and that will cause the dead to rise to protect their final resting place.

The altar. At the center of the room stands an altar. Inscribed into its surface are instructions on how to channel the Orb of Banishment. The instructions are written in common, and can be interpreted without an ability check.

As soon as one character has read the inscription, five fog spirits materialize around the room, and three **swamp ghouls** climb out of the alcoves. When a spirit or ghoul is destroyed, another enters the fray on initiative count 20 of the following round.

The ritual. In order to dispel the fog, a character must use their action over three turns to channel the orb's energy. They must place the orb on the altar and recite the incantation that is carved into the stone.

If a character is knocked unconscious or killed while performing the ritual, another character can pick up where they left off. The amount of turns it takes to complete the ritual does not reset unless no one chants for two consecutive rounds.

Should the characters complete the ritual, the orb casts a blinding light, illuminating the entire crypt. The fog is rapidly sucked into the orb, dragging the spirits with it. After a few moments, the fog is gone, all undead fall where they stand, and sunlight filters in through the crypt door.

CONCLUSION

Once the fog has been dealt with, the subdued marshland sunlight returns to the town of Waymoor. Residents and any surviving council members thank the characters profusely. Each character receives a gold trade bar worth 120gp for their services as well as free food and lodging for life.

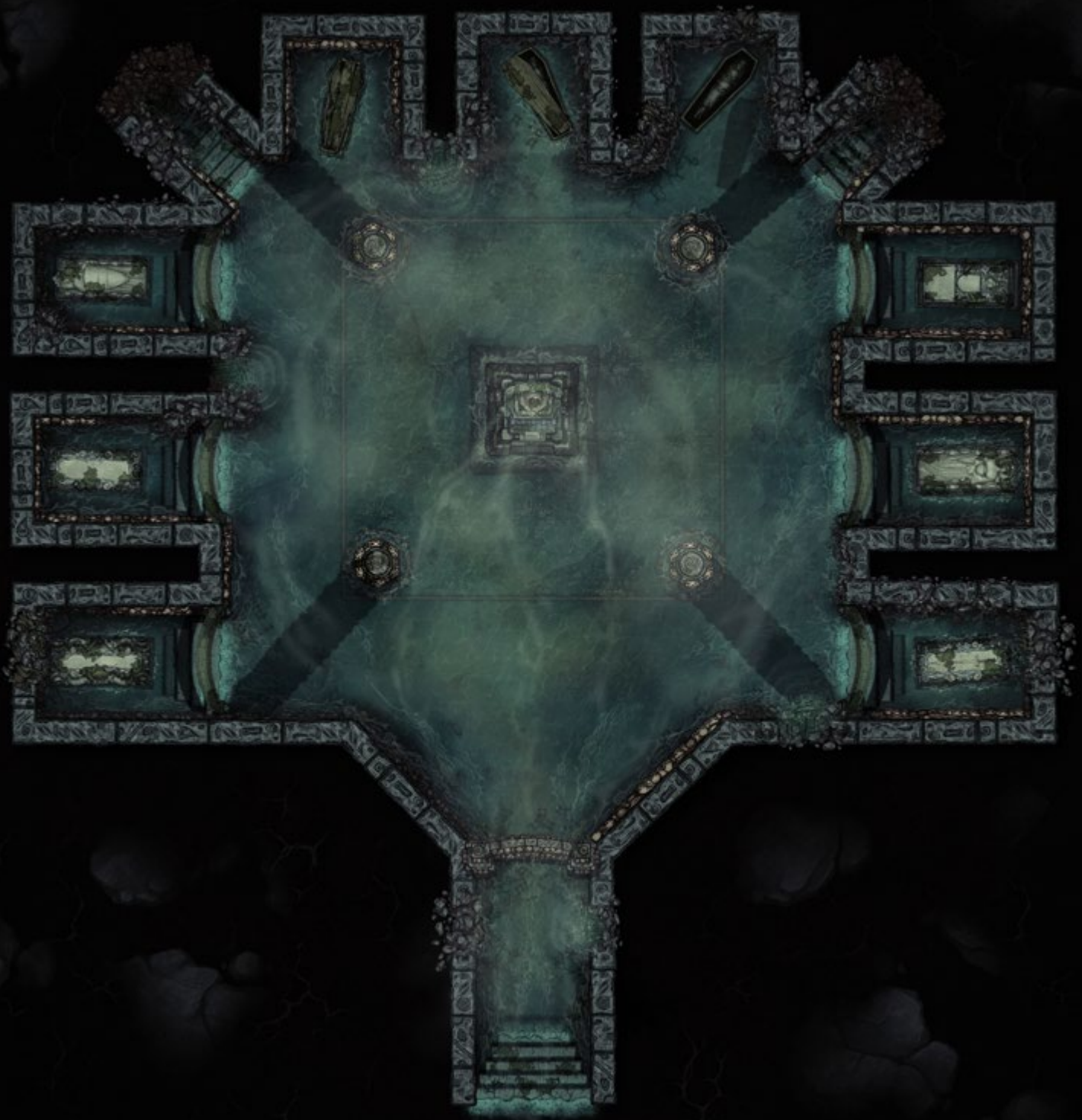
Father Grenson, if he survived, will take the *Orb of Banishment* and find a new safe place for it deep in the swamp where no one will find it again.

If Jenna and Henry survive, Jenna confesses her love and Henry reciprocates in turn. Should one of them die and the other survives, the survivor is wracked with grief.

If all of the councilors die, Jenna will step up as a leader for the town. Otherwise, things return to normal after a few weeks.



WAYMOOR



THE ANCIENT CRYPT

ADVENTURE STAT BLOCKS

CR
1/4

Acolyte

Medium Humanoid (Any Race), Any Alignment

Hit Points		AC	Prof. Bonus		Pass. Perc.
9		10	+2		12
STR	DEX	CON	INT	WIS	CHA
10	10	10	10	14	11
+0	+0	+0	+0	+2	+0

Languages: Any one language (usually Common)

Skill Bonuses: Medicine +4, Religion +2

Speed: 30 ft.

Features

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (3 slots):** *bless, cure wounds, sanctuary*

Actions

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

CR
1/2

Fog Spirit

Medium Undead, Chaotic Evil

Hit Points		AC	Prof. Bonus	Pass. Perc.	
20		12	+2	11	
STR	DEX	CON	INT	WIS	CHA
12	12	13	9	13	12
+1	+1	+1	-1	+1	+1

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

Damage Immunities: Necrotic, Poison

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

Languages: —

Senses: Truesight 60 ft.

Skill Bonuses: Stealth +5

Speed: 0 ft., fly 30 ft. (hover)

Features

Amorphous. The fog spirit can move through a space as narrow as one inch wide without squeezing.

Fog Stealth. The fog spirit can use a bonus action to hide while in fog.

Fog Bound. The fog spirit can not move more than 30 ft. beyond the fog.

Actions

Grapple Strike. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 1) necrotic damage. The target must succeed a DC 14 Strength saving throw or become grappled (Escape DC 14) by the fog spirit.

FOG SPIRIT

Fog spirits are the cursed souls of those who were laid to rest in the ancient crypt. They resemble gaunt humanoids made of swirling fog with elongated arms to strike from afar.

Cursed Undead. Fog spirits are cursed with a ceaseless drive for revenge. Their souls were laid to rest in an ancient crypt by the swamp's original inhabitants. There they slumbered for centuries until the residents of Waymoor desecrated the crypt. Now awake once again, the spirits are out for revenge. Those killed by a fog spirit become one in turn.

Impossible to Put Down. A destroyed fog spirit will return to the fog and reform after 1d4 minutes.

CR
1/8

Noble

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.		
9	15	+2	12		
STR	DEX	CON	INT	WIS	CHA
11	12	11	12	14	16
+0	+1	+0	+1	+2	+3

Languages: Any two languages**Skill Bonuses:** Deception +5, Insight +4, Persuasion +5**Speed:** 30 ft.

Actions

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

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.CR
2

Priest

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.		
27	13	+2	13		
STR	DEX	CON	INT	WIS	CHA
10	10	12	13	16	13
+0	+0	+1	+1	+3	+1

Languages: Any two languages**Skill Bonuses:** Medicine +7, Persuasion +3, Religion +5**Speed:** 30 ft.

Features

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (4 slots):** *cure wounds, guiding bolt, sanctuary*
- **2nd level (3 slots):** *lesser restoration, spiritual weapon*
- **3rd level (2 slots):** *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

CR
1

Swamp Ghoul

Medium Undead, Chaotic Evil

Hit Points		AC	Prof. Bonus		Pass. Perc.
25		12	+2		10
STR	DEX	CON	INT	WIS	CHA
15	13	10	7	10	6
+2	+1	+0	-2	+0	-2

Condition Immunities: Charmed, Exhaustion, Poisoned

Damage Immunities: Poison

Languages: —

Senses: Darkvision 60 ft.

Speed: 30 ft.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Putrid Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. On a hit, the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute.

CR
1/2

Swarm of Mosquitoes

Medium Swarm of Tiny Beasts, Unaligned

Hit Points		AC	Prof. Bonus	Pass. Perc.	
22		12	+2	8	
STR	DEX	CON	INT	WIS	CHA
3	13	10	1	7	1
-4	+1	+0	-5	-2	-5

Condition Immunities: Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Damage Resistances: Bludgeoning, Piercing, Slashing

Languages: —

Senses: Blindsight 30 ft.

Speed: 5 ft., fly 30 ft.

Features

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer. On a hit, the swarm is healed for 1 hit point.

CR
1/8

Waymoor Thug

Medium Humanoid, Chaotic Neutral

Hit Points	AC	Prof. Bonus	Pass. Perc.		
10	12	+2	10		
STR	DEX	CON	INT	WIS	CHA
12	10	10	8	10	10
+1	+0	+0	-1	+0	+0

Languages: Common**Skill Bonuses:** Intimidation +2**Speed:** 30 ft.

Features

Pack Tactics. The Waymoor thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

CR
2

Will-o'-Wisp

Tiny Undead, Chaotic Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.		
22	19	+2	12		
STR	DEX	CON	INT	WIS	CHA
1	28	10	13	14	11
-5	+9	+0	+1	+2	+0

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious**Damage Immunities** Lightning, Poison**Damage Resistances** Acid, Cold, Fire, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks**Languages** The languages it knew in life**Senses** Darkvision 120 ft.**Speed:** 0 ft., fly 50 ft. (hover)

Features

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed

on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).