

DUNGEONS & LAIRS #54: WIGHT CEMETERY

Wight Cemetery is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers details for the **5th-level version**. For the full adjustments for all level ranges, sign up for the [DMDave Patreon](#). Strange occurrences at the local cemetery draw the characters to the location. They quickly discover something sinister lurks within the old graveyard—and perhaps below it, too.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold type**, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Editing and Layout. Tony Casper

Cartography. Tom Cartos

Artwork. Midjourney

to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

ADVENTURE HOOKS

The table in the full version offers some ideas if you don't have a reason for the characters to investigate the wight cemetery. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.





WIGHT CEMETERY

This gothic cemetery is a short walk from the largest gothic cathedral in the land. It was initially conceived by the cathedral's builder, Becket Stonewright, to raise funds. Wealthy families paid to have a mausoleum and crypt constructed to house their loved ones' remains on consecrated ground. In turn, Stonewright used the money to pay for the materials and labor to start the cathedral.

Fifty years after the cemetery and cathedral were built, both fell into ruin during a skirmish. The site remained abandoned for forty years until the cathedral's current leader, Dean Moffat, restored the site to its former glory. Unfortunately, the time the cemetery spent vacant allowed denizens of darkness to spoil the site. Moffat kept this a secret from the public, but it's only a matter of time before the evil that lurks within spills into the surrounding region.

GENERAL FEATURES

The cemetery has the following features unless stated otherwise in the area descriptions.

Outdoor Area. Most of the cemetery is outdoors and subject to current weather conditions and day and night cycle. The wights operating out of the graveyard will not leave their tombs during daylight hours unless it is cloudy or raining.

Perimeter Wall. A 7-foot-high wall surrounds the cemetery. Some wall sections are made from solid stone, while others are wrought iron bars. Climbing the wall requires a successful DC 10 Strength (Athletics) check, regardless of the material.

Illumination. When the sun sets, *continual flame* spells ignite candles and braziers positioned throughout the complex. Still, there are many deep shadows within which terrifying creatures might hide.

Sealed Doors. Many of the doors to buildings with passages that lead below the cemetery are magically sealed with *arcane locks*. There are various ways for the characters to open these doors:

- ▶ All the doors unlock when the characters solve the tangram puzzle in **area 2**.
- ▶ Casting *knock* on a door suppresses its *arcane lock* for 10 minutes, during which time the door can be opened and shut normally.
- ▶ A character can pick the lock with a successful DC 25 Dexterity check using proficiency in thieves' tools. When a character fails a check to pick the lock, they can't try again until they finish a long rest.
- ▶ A character can break down the door with a successful DC 30 Strength (Athletics) check. When a character fails to break down the door, they can't try again until they finish a long rest.

Desecrated Grounds. Once a hallowed place for the wealthy to inter their families, the cemetery now exudes evil. Undead creatures in the cemetery have advantage on all saving throws. A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a *hallow* spell purifies the entire site.

Puzzle Pieces. The top of the sarcophagus in **area 2** has a carved depression within which eight specific stone pieces will fit. The eight pieces are hidden around the graveyard (**areas 3, 4, 6, 8, 9a, 9b, 9c, and 10**). Any character with an Intelligence score of 13 or higher who finds a piece and then sees the top of the sarcophagus in **area 2** immediately recognizes that the pieces must fit together on top of the sarcophagus.

Optional: Crypt Entrances. A future installment of *Dungeons & Lairs* will focus on a series of crypts below the cemetery. Various staircases and trapdoors hidden throughout the grounds offer access to these crypts. However, if you don't wish to include that adventure, omit the staircases or explain that the staircases lead to empty subterranean tombs.

KEYED LOCATIONS

The following locations are keyed to the map of the wight cemetery, as shown on page 5.

01 – Main Gate

When the characters approach the main gate outside the cemetery, read the following:

This large iron gate is molded in a relief pattern resembling weeping men. A thick iron chain securing the gate makes it look like they're bound. Two small shrines flank the entrance.

Moffat placed the chain here to hold some of the creatures back, and little good that did (see **area 5**).

A pair of winged stone grotesques stand just inside the entrance.

Encounter: Animated Gate. Ironically, the evil creatures inside the cemetery don't want creatures to enter the area. After Moffat placed the chains and left, they used their dark magic to animate the gate to protect the area. The **animated gate** (see the appendix) shrieks when a target comes near, alerting the wights in **area 10** to the presence of intruders. The gate then attacks. Until the characters destroy the gate, it blocks the way through the front entrance.

02 – Unmarked Grave

A grave raised on a small mount and fenced off stands out among the other graves. There is no name on the stone.

The mud around the mount is curiously red.

Hazard: Blood Pool. The ground surrounding the central sarcophagus is so saturated with evil that it turns into a pool of blood whenever a living creature sets foot in the 5-foot area surrounding it. The target sinks 1d4 + 1 feet into the blood pool, becomes restrained, and must make a DC 13 Constitution saving throw. On a failed saving throw, the target takes necrotic damage, the amount of which depends on the level of the adventure, as shown in the table below. The target's hit point maximum is also reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie.

Blood Pool Damage

Adventure Level	Blood pool Damage
5th	1d10
8th+	Available in the full adventure

Investigation: Tangram Puzzle. There are two stone discs carved into the stone of the sarcophagus at the center of the mount. Each disc has a half-inch-deep depression shaped like a cross at its center. When the players discover this, give them the Unmarked Grave Puzzle handout included in the appendix.

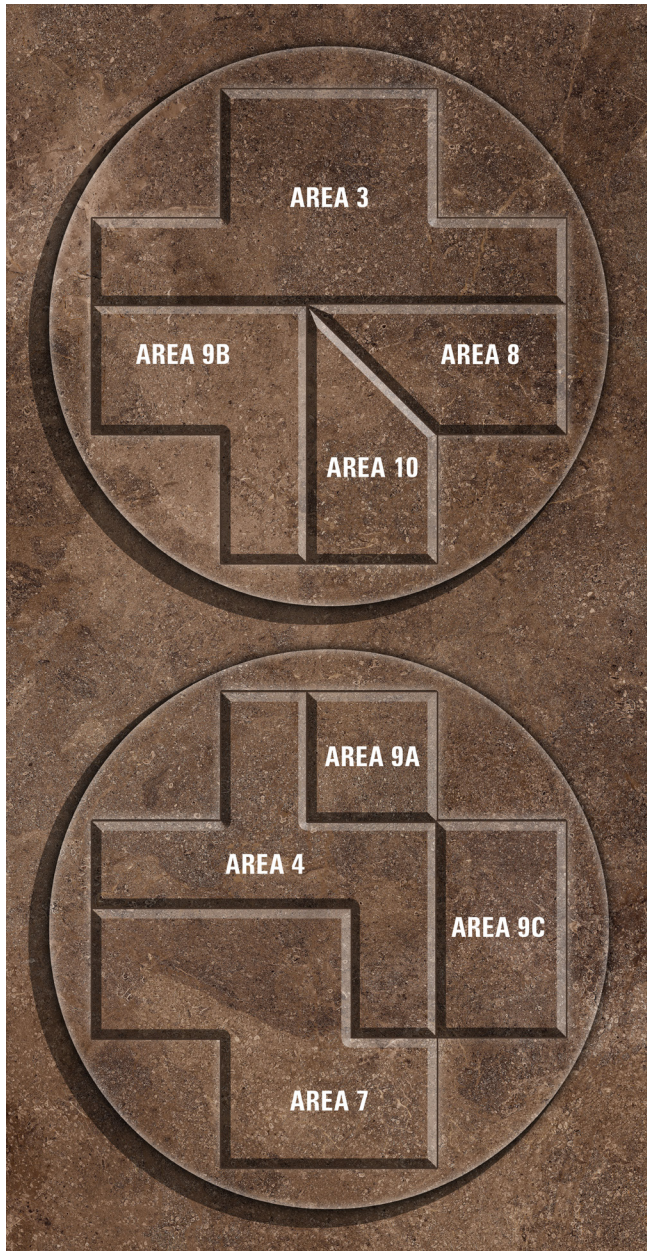
Eight pieces of stone are hidden throughout the graveyard in **areas 3, 4, 6, 8, 9a, 9b, 9c, and 10**. When these eight pieces are correctly placed into the cross-shaped depressions, the sarcophagus opens, revealing a hidden passage below this grave. In addition, it suppresses the *arcane locks* on all the doors in the graveyard. The grave and the doors return to normal if any pieces are removed.

To properly place the pieces, the characters must follow these rules:

- ▶ The pieces must all be connected.
- ▶ They must be flat.
- ▶ No pieces may overlap.
- ▶ The pieces may be rotated and/or flipped to form the shape.
- ▶ All eight pieces must be used.
- ▶ The crosses must contain all eight stone pieces (four each).
- ▶ There cannot be any gaps in the design.
- ▶ The pieces cannot go outside of the cross's borders.

The diagram on page 4 shows how to place the pieces properly.

Secret: Crypt Entrance. Completing the tangram puzzle detailed above reveals a hidden ladder that leads down to the crypts below the cemetery. If you don't wish to add in the cemetery level, it instead reveals a cache of 2,500 gp.



03 – Indera Family Mausoleum

The Indera family is among the wealthiest families in the area, so accordingly, they have the grandest mausoleum in the cemetery. A shrine to the family's chosen gods dominates the east end of the shrine.

Encounter: Wights. Wights linger inside this mausoleum, using it as a guardpost. Unless the characters are careful, the wights will likely hear the characters coming and prepare for a fight, hiding behind the statues that flank the entrance. The table below shows the number of wights encountered and any zombie minions they have. The zombies rise from shallow graves and dark corners hidden around the graveyard and are under the wights' control. They start at least 30 feet away from the door to the mausoleum. Creatures marked with an asterisk are new monsters detailed in the appendix.

Area 3 Encounter

Adventure Level	Encounter
5th	1 wight and 4 zombies
8th+	Available in the full adventure

Treasure: Puzzle Piece. One of the puzzle pieces used to unlock the tangram puzzle in **area 2** sits on the shrine.

Obstacle: Crypt Entrance. A pair of locked doors block the way to a staircase that leads to the family crypt. These doors are magically sealed and will only open once the puzzle in **area 2** is solved (see the "General Features" section on page 2 for details).

04 – Font

A raised platform offers a stone basin filled with clean water.

Treasure: Puzzle Piece. One of the puzzle pieces used to unlock the tangram puzzle in **area 2** sits in the water.

05 – Back Gate

Numerous gravestones dedicated to communities who could not afford a plot in the cemetery proper line the pathway to the cemetery's northeastern entrance. Gruesome claw marks cover the interior of the gate.

The gate makes a loud creaking sound when opened.

Development: Drawing Attention. If the characters aren't careful, entering through this gate will alert the wights and their minions hidden in **area 10**.

06 – Shrine

The door to this shrine is locked (but not *arcane locked*). Picking the lock requires a successful DC 15 Dexterity check using proficiency in thieves' tools. Alternatively, a successful DC 20 Strength (Athletics) check breaks the door down.

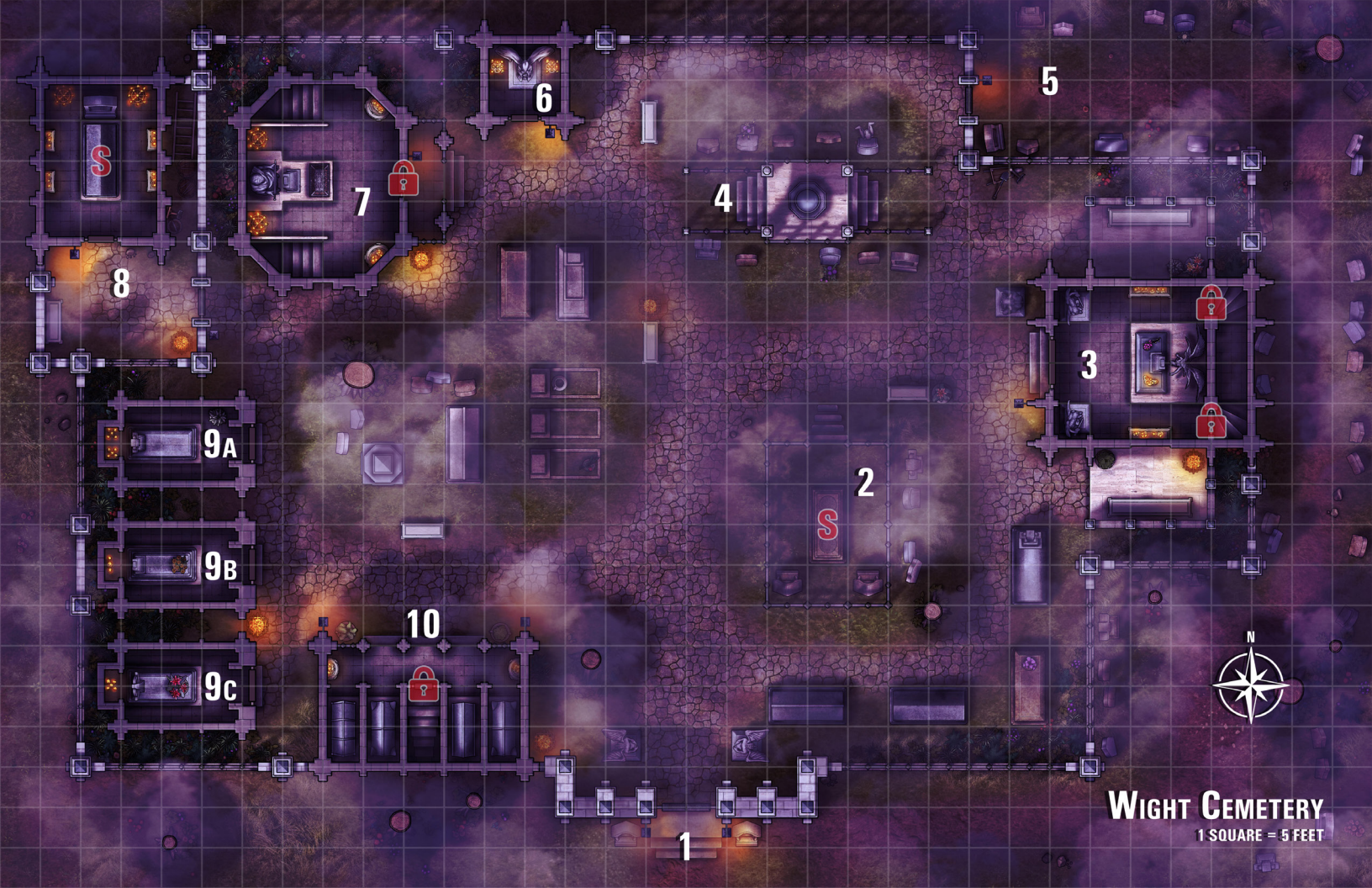
This small building is dedicated to a regional death god. Locals believe this deity watches over the spirits of those who have passed and keeps them safe on their journey.

Encounter: Hungry Ghost. The wights locked a **hungry ghost** (see the appendix) in this shrine. Once the door opens, it escapes and attacks any creature it sees (including other undead).

Treasure: Puzzle Piece. One of the puzzle pieces used to unlock the tangram puzzle in **area 2** sits at the foot of the death god statue.

07 – Longtide Family Mausoleum

The door to this mausoleum is kept *arcane locked* (see "General Features" on page 2 for details).



The building belongs to the Longtide family, whose ancestors' names cover a tall stone tablet at the base of an angelic statue.

Encounter: Wights. Wights and their minions guard this mausoleum. Although they can pass through the *arcane locked* door without any issue, they won't leave the building. The number and types of creatures here depend on the adventure, as shown in the table below.

Area 7 Encounter

Adventure Level	Encounter
5th	1 wight and 3 shadows
8th+	Available in the full adventure

Investigation: Stone Tablet. A character who inspects the table and succeeds on a DC 10 Intelligence (Investigation) check notices that some names have been scratched away.

Crypt Entrance. A pair of staircases flanking the family monument lead down to the Longtide family tombs.

08 – Locked Mausoleum

Both the gate and the door to this mausoleum are locked and lack markings to indicate the family to which it belongs. These portals aren't *arcane locked*,

so they only require a successful DC 15 Dexterity check using proficiency in thieves' tools to pick or a successful DC 20 Strength (Athletics) check to break open.

The interior is kept clean and tidy. There is a large stone sarcophagus at the center. A headstone at the north end of the mausoleum bears the name "chester kinKomeT" with both Ts and the second K capitalized. Show the characters the Chester Kinkomet handout included in the appendix.

Puzzle: Knock Three Times. A character who examines the headstone and succeeds on a DC 13 Intelligence (Investigation) check suspects that the bottom is hollow, potentially hiding a compartment. There doesn't seem to be any way to access the compartment beyond breaking the headstone.

The name on the headstone, Chester Kinkomet, is an anagram for "knock three times." If the characters follow these instructions and knock on the headstone three times, a hidden compartment pops open, revealing one of the eight puzzle pieces needed for the tangram in **area 2**.

Secret: Crypt Entrance. The sarcophagus at the center of this building hides a secret entrance to the crypts below the cemetery. The lid is *arcane locked*, but slides open when the puzzle in **area 2** is solved, revealing a secret staircase that leads to the crypts below the cemetery.

09 – Theris Family Mausoleums

Three smaller mausoleums claim the southwestern corner of the cemetery. The name above each tomb reads “Theris.” A character familiar with the area knows that the Theris family famously doesn’t get along, hence the separate mausoleums.

9a. Encounter: Shrapnyl. The latent magic and raw emotion in this section of the cemetery gave rise to a dangerous creature known as a **shrapnyl**. As soon as the characters open this tomb, it leaps out and attacks, hoping to possess any spellcasters in the party. The shrapnyl is a new monster detailed in the appendix.

9a. Treasure: Puzzle Piece. One of the eight pieces needed to assemble the puzzle in **area 2** makes up part of the shrapnyl. The characters can claim the piece if they destroy the creature or force it to surrender.

9b. Trap: Laughter Curse Trap. A magical trap is placed on the middle tomb door. Spotting the trap in advance requires a successful DC 13 Intelligence (Investigation) check. A creature with proficiency in Arcana immediately recognizes it as an arcane trap. A *dispel magic* spell permanently removes the trap.

When triggered, each creature within 10 feet of the door must make a DC 13 Wisdom saving throw. On a failed saving throw, the target becomes cursed for 1 minute. While cursed, the target perceives everything as hilariously funny and falls into fits of laughter. The target falls prone, becomes incapacitated, and can’t stand up for the duration. A creature with an Intelligence score of 4 or lower isn’t affected. If the target takes damage, it can repeat its saving throw, ending the effect on itself on a success. The trap resets 24 hours after being triggered.

9b. Treasure: Puzzle Piece. One of the eight pieces needed to assemble the puzzle in **area 2** rests on the sarcophagus inside the centermost tomb.

9c. Encounter: Angry Spirit. Guillermo, the eldest brother of the Theris family, was buried in the southernmost tomb. During the night, he sits on top of the sarcophagus and grumbles to himself, eternally angry at his other two siblings. During the day, Guillermo rests with his bones in the coffin. If the characters disturb him—including trying to take away the puzzle piece in his tomb—he attacks. The stat block Guillermo uses depends on the level of the adventure, as shown in the table on the next page.





Area 9c Encounter

Adventure Level	Encounter
5th	1 wraith
8th+	Available in the full adventure

9c. Treasure: Puzzle Piece. One of the eight pieces needed to assemble the puzzle in **area 2** rests on the sarcophagus inside the southernmost tomb.

10 – Sandweaver Family Mausoleum

This open-air building features four alcoves, each with a large stone sarcophagus. The plaque above the entrance reads “Sandweaver.”

A character who examines the building and succeeds on a DC 15 Intelligence (Investigation) check recognizes that the building was originally constructed for a single family, so the alcoves and staircase were late additions.

Encounter: Wight Guards. Thanks to the proximity to the front gate and the open-air nature of this shared tomb, a group of wights stand guard here. Unless the characters are careful, they quickly respond to any disturbances in the graveyard. The table below shows the number of wights encountered plus any zombie minions they have with them. The zombies rise from shallow graves and dark corners hidden around the graveyard and are under the wights’ control. They start at least 30 feet away

from the mausoleum. Creatures marked with an asterisk are new monsters detailed in the appendix.

Area 10 Encounter

Adventure Level	Encounter
5th	2 wights and 4 zombies
8th+	Available in the full adventure

Obstacle: Crypt Entrance. An arcane locked door blocks access to the crypt below the cemetery.

Treasure: Puzzle Piece. A character who searches the westernmost alcove and succeeds on a DC 13 Intelligence (Investigation) check discovers one of the eight puzzle pieces needed for the tangram puzzle in **area 2**.

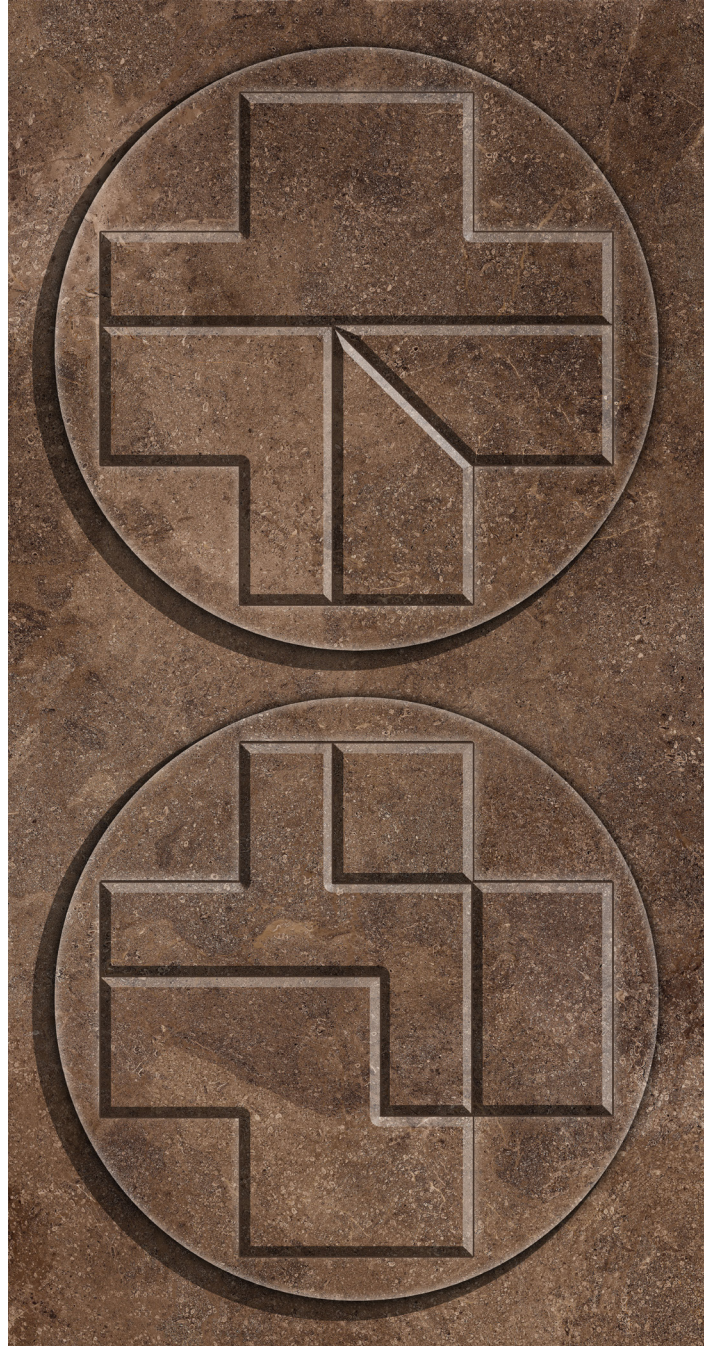
AFTERMATH

If the characters unlock the tangram puzzle in **area 2**, they will either find a way into the crypts below the cemetery or, if you choose to ignore the second part to this adventure, a huge treasure hoard. Either way, any surviving wights will swear vengeance on the characters, possibly respawning as revenants to hunt the would-be heroes down. Ω

APPENDIX

The following pages contain the handouts for the adventure and statistics for new monsters.

Tangram Puzzle Handouts



Suggestion: Cut the pieces out of the right image as you find them, placing them in their corresponding place in the left image as you fill in the tangram puzzle.

CHESTER KINKOME T

Notes:

Animated Gate

Large Construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Antimagic Susceptibility. The gate is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the gate must succeed on a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance. If the gate is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the gate move or act, that creature must succeed on a DC 18 (Intelligence) check to discern that the gate isn't an object.

Unusual Nature. The gate doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Shriek. The gate emits a shriek audible within 300 feet of it. The gate continues to shriek until the start of its next turn.

Hungry Ghost

Medium Undead, Chaotic Evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	17 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6

Skills Perception +4

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages any languages it knew in life

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Aura of Famine. If a creature starts its turn within 10 feet of the ghost, it is overwhelmed by a hunger that dissolves fat and atrophies muscle. It must make a DC 14 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

Gluttonous Attraction. At the start of its turn, if a creature can see the ghost, it must make a DC 14 Wisdom saving throw. On a failure, it is overcome with a desire to kill and eat the ghost, and it must move as close to the ghost as it can.

Hungry Frenzy. The ghost has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Incorporeal Movement. The ghost 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.

Unusual Nature. The ghost doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The ghost makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage.

Spit Acid. *Ranged Weapon Attack:* +7 to hit, range 15/30 ft., one target. *Hit:* 21 (6d6) acid damage.

Shrapnyl

Large Construct, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 15 ft., fly 15 ft. (hover)

STR
21 (+5)

DEX
14 (+2)

CON
18 (+4)

INT
13 (+1)

WIS
16 (+3)

CHA
10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages understands Common but doesn't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

False Appearance. If the shrapnyl is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the shrapnyl move or act, that creature must succeed on a DC 15 (Intelligence) check to discern that the shrapnyl isn't an object.

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

Unusual Nature. The shrapnyl doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The shrapnyl makes six Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Takeover (Recharge 6). The shrapnyl makes a Slam attack against a Large, Medium, or Small creature it can see. If the attack hits, the target must succeed on a DC 11 Wisdom saving throw or the shrapnyl wraps itself around the target, and the target becomes dominated by the shrapnyl, as if by the *dominate monster* spell (no concentration required).

While dominated in this way, the creature has a +5 bonus to its AC, but it doesn't make a new Wisdom saving throw against the effect whenever it takes damage. While wrapped around the creature, the shrapnyl takes only half the damage dealt to it (rounded down), and the dominated creature takes the other half. The shrapnyl can make a Slam attack only against the dominated creature, and it has advantage on the attack roll. The shrapnyl can detach itself by spending 5 feet of its movement. A creature, including the target, can use an action to detach the shrapnyl by succeeding on a DC 18 Strength check.

While wrapped around a creature, the shrapnyl counts as a manufactured metal object for the purposes of the *heat metal* spell, and if it is targeted by a *heat metal* spell, it is forced to detach from the creature. The shrapnyl also detaches from the creature if it becomes incapacitated or dies.

Explode (1/Day). The shrapnyl can only use this action while wrapped around a creature by its Takeover ability. When it does so, it explodes outward. Each creature within 10 feet of the shrapnyl, excluding itself and its host, must make a DC 16 Dexterity saving throw. A target takes 22 (4d10) piercing damage on a failed saving throw, or half as much damage on a successful one.

Zombie Mob

Gargantuan Swarm of Medium Undead, Neutral Evil

Armor Class 8

Hit Points 150 (20d8 + 60)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +1

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Mob. The mob takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the mob's Engulf and has disadvantage on the saving throw.

Creatures inside the mob have three-quarters cover against attacks made from outside the mob.

A creature within 5 feet of the mob can take an action to pull a creature or object out of the mob. Doing so requires a successful DC 20 Strength check. If the target fails the check by 5 or more, it is pulled into the mob's space and is subjected to the mob's Engulf.

The mob can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

The mob can move through any opening large enough for a Medium zombie. The mob can't regain hit points or gain temporary hit points.

Disband. If the mob is reduced to 0 hit points, four zombies rise from its remains.

Unusual Nature. The mob doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) bludgeoning damage.

Engulf. The mob moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the mob enters a creature's space, the creature must make a DC 20 Strength or Dexterity saving throw (the target's choice).

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the mob. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the mob enters the creature's space, and the creature takes 23 (4d6 + 9) bludgeoning damage and is engulfed. The engulfed creature is restrained and takes 37 (8d6 + 9) bludgeoning damage at the start of each of the mob's turns.

An engulfed creature can try to escape by taking an action to make a DC 20 Strength or Dexterity check (the target's choice). On a success, the creature escapes and enters a space of its choice within 5 feet of the mob.

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