

Second Chances:

A D&D 5e one shot

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Requirements

This one shot is designed to be played by four level ten characters and has been scaled as such, but the Nightwalker can easily be scaled back up to its original CR accommodate a higher level party or a party with more players.

The Hook

The Heroes of the Realm are perhaps the most spoken of adventurers in all Efreer. You can't go anywhere without hearing a song in honor of Asheroth the Brave or Helene the wise, ever since they "saved the world" five years ago. The only unfortunate bit is that adventurers often forget the help they enlisted along the way in favor of their own search for glory. Those people—the beloved NPCs—often get lost along the way and left out of songs. And those people are the characters your table will be playing.

The country is so grateful to the adventurers that, every year, in the city called Swindmore just North of where the Heroes of The Realm faced Tiamat, a festival is held in their honor. It's the night before that very festival, and our beloved NPCs are taking a moment to meet up with one another, sans heroes, before the celebration begins in the morning.

We begin in a Tavern. This building, jam packed in between cobblers and merchants and metalworkers, stands out due to the bright red paint that covers the entire front. A wooden sign hanging from the doorway says "The Red Dragon Inn", with a fairly good painting of Tiamat above the lettering. It's the only place in the city the Heroes won't step foot— although

they love the hero worship that comes with their position, going to this tavern means getting recognized and mobbed. So it's the *perfect* place for our NPCs to conduct their business without running into any "heroes".

Locations and NPCs

The Red Dragon Inn:

Gaudy. A single head of Tiamat is stuffed and placed at the head of the bar. Illustrations with greatly exaggerated renditions of the adventurers adorn the walls, suspiciously devoid of any NPCs. A bard in the corner is singing all the party's "greatest hits". They sell Cork the Barbarian plushies, and Phantom action figures with interchangeable weapons (These names can be changed out for your one shot if you'd like). Let your characters play with RP in the tavern, giving them checks to notice certain bits that would aggravate them, or letting them interact with NPCs who do or don't recognize them.

NPCs: There are a few NPCs that you can use in the tavern to give the world a bit of dimension before the "encounter" starts.

Gerald: A waiter at the inn and a HUGE nerd for the adventurers. He's the only one who knows the main players and their roles in the adventures of the Heroes. Could probably get them free drinks if he's persuaded well enough.

Tav: The bartender. They're harried and overworked as hundreds of tourists continue to flow in and out of their tavern. They love the business, but don't have a lot of extra time to talk.

Helman: The bard performing at the tavern. If there's a bard in your character's party, this

NPC could be singing songs that the bard composed, claiming them to be written by the bard in the Heroes' party.

The Heroes: Though names are provided, feel free to create your own, brainstorm personalities, etc. based on what you think would fit the characters and classes your players have decided to play! For my one shot, the heroes were: Helene, the cleric/bard, Asheroth the paladin, Cork the barbarian, and "Phantom" the rogue. Try to decide on Heroes and qualities that would specifically frustrate the members of your party.

The Conflict

Your party's lamenting and catching up in the tavern is cut short by the sounds of screams and general destruction, not far from the tavern. Should the party rush out, they are greeted with the sight of a massive creature, towering above the buildings, that is black as night and seems to swallow up light into itself. The party arrives just in time to see this creature crush the last of the "Heroes" as the townspeople run, before turning its gaze on them.

The Nightwalker has been weakened due to the previous Heroes' attacks, and so its HP and attacks are lower than normal. It retains all abilities and special attacks, and begins the fight recharged with its Finger of Doom.

(Note: the nightwalker is only resistant to *nonmagical* slashing, piercing, or bludgeoning attacks.)

LESSER NIGHTWALKER

Huge undead, Chaotic Evil

Armor Class 14

Hit Points 150

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	24 (+7)	6 (-2)	9 (-1)	8 (-1)

Saving Throws Con +9

Damage Resistances acid, bludgeoning, cold, fire, lightning, piercing, slashing, thunder

Damage Immunities necrotic, poison

Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 9

Languages —

Challenge 12 (9,200)

Annihilating Aura. Any creature that starts its turn within 30 feet of the nightwalker must succeed on a DC 21 Constitution saving throw or take 11 (3d6) necrotic damage and grant the nightwalker advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

Life Eater. A creature reduced to 0 hit points from damage dealt by the nightwalker dies and can't be revived by any means short of a wish spell.

ACTIONS

Multiattack. The nightwalker uses *Enervating Focus* twice, or it uses *Enervating Focus* and *Finger of Doom*, if available.

Enervating Focus. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 22 (3d8 + 6) necrotic damage. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount half the necrotic damage taken. This reduction lasts until the target finishes a long rest.

Finger of Doom(Recharge 6). The nightwalker points at one creature it can see within 300 feet of it. The target must succeed on a DC 21 Wisdom saving throw or take 20 (3d12) necrotic damage and become frightened until the end of the nightwalker's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the nightwalker's *Finger of Doom* for the next 24 hours.

Ending

As the party destroys the Nightwalker, the townspeople hail them as the *true* Heroes of the Realm. They are celebrated and taken to the festival, now rebranded in their honor.