

# CEMETERY HILL

**Cemetery Hill**, site of battles ancient. Something strange is in the air tonight -- some mystical alignment has allowed a dark power to be unleashed. Your party arrives to find innocent villagers from nearby wandering the hills as if in a daze. The undead wander among them, **zombies**, killing and gorging themselves on these unresponsive villagers, as even more claw their way up from the dirt of the hill. The scene is quickly becoming a bloodbath.

## Phase 1: The Shadow of Undeath

As the party approaches the scene, they feel the pull of a dark force that holds sway in the area. In the darkness, they think they can hear the voices of loved ones long departed, camping out to them.

- A **Wisdom Saving Throw** of 13 is required to realize this is all the work of dark magic; on a failure, players are Stunned as they they to contact their loved ones. They will have an opportunity to reroll at the end of their next turn, with advantage if a party member is calling to them, and once they make a save they no longer have to save from this effect.
- The dark powers that suffuse the area grant undead **Advantage on saving throws** to resist any paladin **Turn Undead** features used by the players.
- At **Initiative Count 10**, the entire map feels a rumbling in the earth, as though something large beneath it were struggling to free itself. The zombies wander mindlessly, attacking villagers and PCs without strategy.
- Prolong this phase for as many turns as you believe is necessary, perhaps waiting for your players to draw in close to where the zombie titan will emerge.

## Phase 2: Arm of the Beast

In the upper half of the map, at the top of the round, an enormous decomposing arm rises suddenly from the dirt, swinging and grasping, and joins the initiative order. Creatures within 5 feet of this spot are knocked prone.

- The stats for the creature this arm belongs to are included in a separate PDF.
- In this first round, with only the arm exposed, the titan cannot move or take reactions, but they can take a single attack at disadvantage at a creature within 5 feet -- and they do not distinguish friend from foe.

## Phase 3: Abomination Rising

This time, the zombie titan uses its move action to sit itself up from the earth. Again, creatures within 5 feet are knocked prone.

- The zombie titan can now attack any creature as normal, but cannot take a Move Action.
- The zombie titan, while sitting, has only 10 ft reach on attacks.

## Phase 4: Unleashed

At last the titan shakes itself free of the earth. Using its movement to stand, it can now go after any creature around it.

- The zombie titan now has **full use of its 15-foot reach for attacks**.
- The zombie titan has a unique hold over any of the smaller zombies that remain. As a **bonus action**, it bellows for their attention, seeming to communicate with them.
- The zombies stop attacking the villagers, and now attack with ferocity and strategy against the players, **seemingly no longer mindless**.

## Conclusion - Phase 5 and Beyond

With the included **Undead Titan token**, and the final phase map, you may add as many phases as you wish as this difficult-to-kill monstrosity chases your players across the map. In the end, the player may lose; they may win but at the cost of the lives of the villagers NPCs; or they might have saved many lives in a resounding victory.