

STORM KING'S THUNDER

A GREAT UPHEAVAL



DM's resources for Storm King's Thunder
Chapter 1: A Great Upheaval

CHAPTER 1: A GREAT UPHEAVAL

This document contains resources for running Chapter 1 of Storm King's Thunder, from the characters arrive in Nightstone to they rescue the villagers from the Dripping Caves. These resources include suggestions for running the adventure, monster rosters and keymaps for Nightstone and the Dripping Caves. It also contains monster index cards for most of the creatures your players can encounter in the first chapter of Storm King's Thunder.

It is recommended that you utilize the resources within in concert with the more thorough information that can be found in the first chapter of Storm King's Thunder.

SUGGESTED CHANGES

TIMELINE

The timeline in the adventure says that three days have passed since the giants' assault on Nightstone. This doesn't seem to mesh well with everything else. The goblins seem like they've just moved in, and why would Kella and the guards in Nandar Keep just sit idle for several days? The easiest fix to this is to simply move the timeline up two days: the giants' attacked yesterday, and the goblins came into town mere hours before the adventurers arrive.

DRIPPING CAVES TOO SOON

There are several ways your party can learn that the citizens of Nightstone are in the Dripping Caves, and potentially decide to go there before they're ready. Luckily, it requires only simple changes to prevent this.

Tracks. When the characters arrive at Nightstone, there's the villagers' tracks leading north towards the caves (DC 15 Survival). This one is simple to fix: the villagers' tracks have been removed by rain, and obscured by the goblin tracks going towards the city. This way the characters can still find the caves by following the goblins' tracks backwards, but won't be compelled to immediately follow them.

Interrogating a goblin. While some goblins will fight to the death, a captured goblin might be intimidated or persuaded to answer the party's questions. This could send your party towards the caves without exploring the rest of Nightstone. To avoid this, have the goblin attempt deception first. It can tell the party that apparently a floating castle dropped large stones on the city, but lie and say that the citizens fled to the keep, and not to the

Dripping Caves. If the party see through the lie, they'll learn the truth, but the goblin remembers to tell them that there are ogres in the cave. Hopefully, this warns the party not to dive in head first and get themselves killed.

A HELPING HAND

There's a lot of potential for TPK (total party kill) in Nightstone. Especially the Seven Snakes (one bandit captain, six bandits and potentially the spy Kella Darkhope) is a very dangerous encounter for a party that has already been worn out by the goblins in the town. If everything is going south quickly, consider having the four guards from Nandar Keep show up and help the party. If you do, you can even give your players control of the guards, so you don't have to roll against yourself. If your party are already in dire straits during the encounter with the worgs (and perhaps a couple of goblins) you can also have Kella Darkhope intervene on their behalf, potentially ingratiating herself with the party early on.

RESTING

If the party attempts to long rest in the city, before properly clearing the city, or before you would like them to, you can choose to interrupt them. First a pair of goblins (choose nearest goblins) rummage around the outside of the house they're in, or just walk straight in if the party hasn't protected their place of rest. When they spot the party, they attempt to flee to warn other goblins. If the party goes back to rest after at least one goblin has escaped to go for help, all the goblins remaining in the town go to the house, light it on fire from the outside, and wait for the party to appear. Be aware that this could be a deadly encounter, so again you can have the guards from Nandar Keep help the players if many goblins are still alive. This will also speed up the Nightstone segment significantly.

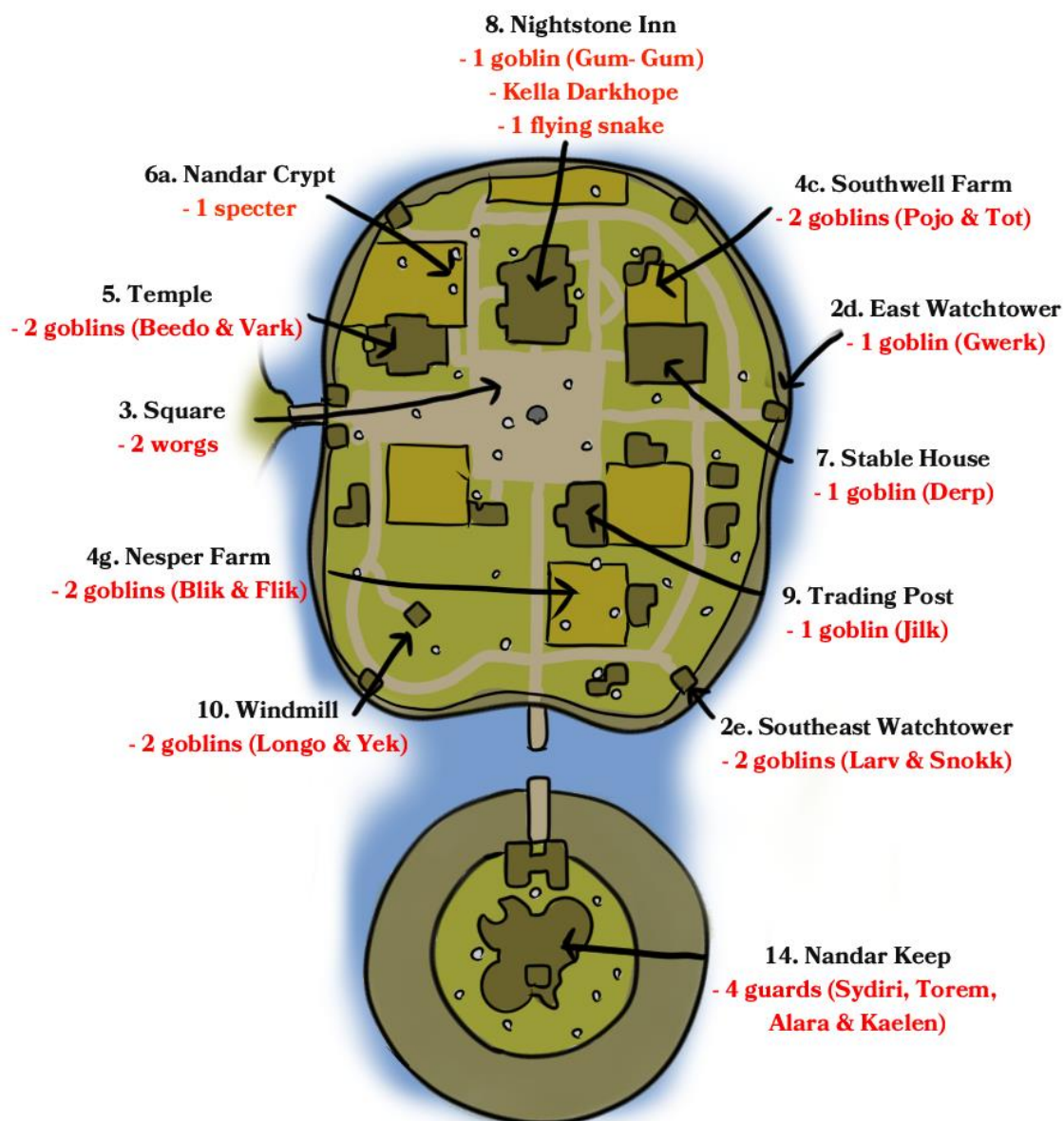
SKIPPING THE ORCS

The Ear Seekers encounter is probably the most challenging to run of the two optional encounters (Seven Snakes and Earseekers), while having a mostly irrelevant subplot. If none of your characters have a particular connection to this subplot of orcs vs elves vs Nightstone, and seem satisfied with just moving on to the Dripping Caves after a long rest, consider skipping the Ear Seekers entirely.

NIGHTSTONE

NIGHTSTONE ROSTER

Area	Creature(s)	Notes
2d	1 goblin	Gwerk is afraid other goblins will take her necklace
2e	2 goblins	Larv & Snokk will go to 4g if they hear combat there
3	2 worgs	If bell has been silenced, goblins from 4c and 9 joins fight
4c	2 goblins	Pojo & Tot are chasing chickens. If one dies, the other flees
4g	2 goblins	Blinded by pumpkins on their head, goblins from 2e joins fight
4h	1 tressym	Rillix tries to hide if characters search through the house
5b	2 goblins	Beedo & Vark are swinging on the bell, ringing it
6a	1 specter	Spectre appears if crypt is disturbed, can't leave graveyard
7b	1 goblin	Shoots from cover when characters enter 7a
8b	1 goblin	Tries to flee with her heavy bag when characters appear
8f	Kella Darkhope (spy), 1 flying snake	Kella tries to hide from characters, pretends to be a monk
9	1 goblin	Will fight to the death, goes to 3 if he hears combat there
10	2 goblins	Shoots at characters from rafters under the roof
14a	Sydiri, Torem, Alara & Kaelen (4 guards)	Will help characters and have information



DRIPPING CAVES

DRIPPING CAVES ROSTER

Area	Creature(s)	Notes
1	5 goblins & 2 ogres	Nob is mudbathing, Thog is sleeping, goblins cry alarm
2	6d6 goblin noncombatants	Goblins have no effective attacks and cries for mercy
3	1 black pudding	The blob is hidden in the stalagmite, ambushes the party
4	6 guards & 24 commoners	A swarm of bats fill the room if agitated by a loud noise
5	2 goblins	Blinded by pumpkins on their head, goblins from 2e joins fight
7	1 goblin	Snigbat will lead the party to Hark, she wants to be the leader
9	1 goblin boss, 2 goblins & 7 giant rats	Hark will negotiate for the prisoners, Daphne imprisoned

8. Boss Hark's Cave

- 1 goblin boss
- 2 goblins
- 7 giant rats
- 1 commoner

4. Bats and Prisoners

- 6 guards
- 24 commoners

7. Natural Chimney

- 1 goblin (Snigbat)

2. Goblin Warrens

- 6d6 goblin noncombatants

3. East Caves

- Black Pudding

1. Main Cavern

- 5 goblins
- 2 ogres



BANDIT

Medium humanoid (any race)

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str	Dex	Con
11 (+0)	12 (+1)	12 (+1)
Int	Wis	Cha
10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN

Medium humanoid (any race)

Armor Class 15 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

Str	Dex	Con
15 (+2)	16 (+3)	14 (+2)
Int	Wis	Cha
14 (+2)	11 (+0)	14 (+2)

Saving throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses Passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Ranged Weapon Attack:* +5 to hit, range 20 ft./60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

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

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

Str	Dex	Con
10 (+0)	15 (+2)	10 (+0)
Int	Wis	Cha
12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses Passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

FLYING SNAKE

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

Str	Dex	Con
4 (-3)	11 (+0)	10 (+0)
Int	Wis	Cha
2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages –

Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

<p>CULTIST <i>Medium humanoid (any race)</i></p> <hr/> <p>Armor Class 12 (leather armor) Hit Points 9 (2d8) Speed 30 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>11 (+0)</td> <td>12 (+1)</td> <td>10 (+0)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>11 (+0)</td> <td>10 (+0)</td> </tr> </tbody> </table> <p>Skills Deception +2, Religion +2 Senses Passive Perception 10 Languages any one language (usually Common) Challenge 1/8 (25 XP)</p> <hr/> <p>Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.</p>	Str	Dex	Con	11 (+0)	12 (+1)	10 (+0)	Int	Wis	Cha	10 (+0)	11 (+0)	10 (+0)	<p>CULT FANATIC <i>Medium humanoid (any race)</i></p> <hr/> <p>Armor Class 13 (leather armor) Hit Points 33 (6d8 + 6) Speed 30 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>11 (+0)</td> <td>14 (+1)</td> <td>12 (+0)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>13 (+1)</td> <td>14 (+2)</td> </tr> </tbody> </table> <p>Skills Deception +4 Persuasion +4 Religion +2 Senses Passive Perception 10 Languages any one language (usually Common) Challenge 2 (450 XP)</p> <hr/> <p>Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.</p>	Str	Dex	Con	11 (+0)	14 (+1)	12 (+0)	Int	Wis	Cha	10 (+0)	13 (+1)	14 (+2)	<p>INVISIBLE STALKER <i>Medium elemental, neutral</i></p> <hr/> <p>Armor Class 14 Hit Points 104 (16d8 + 32) Speed 50 ft., fly 50 ft. (hover)</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>16 (+3)</td> <td>19 (+4)</td> <td>14 (+2)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>15 (+2)</td> <td>11 (+0)</td> </tr> </tbody> </table> <p>Skills Perception +8, Stealth +10 Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft. passive Perception 18 Languages Auran, understands Common Challenge 6 (2,300 XP)</p>	Str	Dex	Con	16 (+3)	19 (+4)	14 (+2)	Int	Wis	Cha	10 (+0)	15 (+2)	11 (+0)
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<p style="text-align: center;">Actions</p> <hr/> <p>Scimitar. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) slashing damage.</p>	<p>Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:</p> <p>Cantrips (at will): <i>light, sacred flame, thaumaturgy</i> 1st level (4 slots): <i>command, inflict wounds, shield of faith</i> 2nd level (3 slots): <i>hold person, spiritual weapon</i></p> <p style="text-align: center;">Actions</p> <hr/> <p>Multiattack. The fanatic makes two melee attacks. Dagger. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.</p>	<p>Invisibility. The stalker is invisible. Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.</p> <p style="text-align: center;">Actions</p> <hr/> <p>Multiattack. The stalker makes two slam attacks. Slam. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one creature. <i>Hit:</i> 10 (2d6 + 3) bludgeoning damage.</p>																																				

COMMONER	GUARD	VETERAN																																				
<p><i>Medium humanoid (any race)</i></p> <hr/> <p>Armor Class 10 Hit Points 4 (1d8) Speed 30 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>10 (+0)</td> <td>10 (+0)</td> <td>10 (+0)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>10 (+0)</td> <td>10 (+0)</td> </tr> </tbody> </table> <p>Senses passive Perception 10 Languages any one language (usually Common) Challenge 0 (10 XP)</p> <hr/> <p style="text-align: center;">Actions</p> <hr/> <p>Club. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) bludgeoning damage.</p>	Str	Dex	Con	10 (+0)	10 (+0)	10 (+0)	Int	Wis	Cha	10 (+0)	10 (+0)	10 (+0)	<p><i>Medium humanoid (any race), any alignment</i></p> <hr/> <p>Armor Class 16 (chain shirt, shield) Hit Points 11 (2d8 + 2) Speed 30 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>13 (+1)</td> <td>12 (+1)</td> <td>12 (+1)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>11 (+0)</td> <td>10 (+0)</td> </tr> </tbody> </table> <p>Skills Perception +2 Senses passive Perception 12 Languages Common Challenge 1/8 (25 XP)</p> <hr/> <p style="text-align: center;">Actions</p> <hr/> <p>Spear. <i>Melee or Ranged Weapon Attack:</i> +3 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage.</p>	Str	Dex	Con	13 (+1)	12 (+1)	12 (+1)	Int	Wis	Cha	10 (+0)	11 (+0)	10 (+0)	<p><i>Medium humanoid (dwarf), lawful good</i></p> <hr/> <p>Armor Class 17 (splint) Hit Points 58 (9d8 + 18) Speed 25 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>16 (+3)</td> <td>13 (+1)</td> <td>14 (+2)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>11 (+0)</td> <td>10 (+0)</td> </tr> </tbody> </table> <p>Skills Athletics +5, Perception +2 Damage Resistances poison Senses darkvision 60 ft., passive Perception 12 Languages Common, Dwarvish Challenge 3 (700 XP)</p> <hr/> <p>Dwarven Resilience. The veteran has advantage on saving throws against poison.</p>	Str	Dex	Con	16 (+3)	13 (+1)	14 (+2)	Int	Wis	Cha	10 (+0)	11 (+0)	10 (+0)
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		<hr/> <p style="text-align: center;">Actions</p> <hr/> <p>Multiattack. The veteran makes two battleaxe attacks. If it has a handaxe drawn, it can also make a handaxe attack.</p> <p>Battleaxe. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.</p> <p>Handaxe. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) slashing damage.</p> <p>Heavy Crossbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 100/400 ft., one target. <i>Hit:</i> 5 (1d10) piercing damage.</p>																																				

GOBLIN

Small humanoid (goblin), unaligned

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

Str	Dex	Con
8 (-1)	14 (+2)	10 (+0)
Int	Wis	Cha
10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns

GOBLIN BOSS

Small humanoid (goblin), unaligned

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

Str	Dex	Con
10 (+0)	14 (+2)	10 (+0)
Int	Wis	Cha
10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

Str	Dex	Con
8 (-1)	14 (+2)	10 (+0)
Int	Wis	Cha
10 (+0)	8 (-1)	8 (-1)

Senses darkvision 60 ft. passive Perception 10

Languages –

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Actions

Multiattack. The goblin boss makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Actions

Bite. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

Str	Dex	Con
16 (+3)	12 (+1)	16 (+3)
Int	Wis	Cha
7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ORC WAR CHIEF

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

Str	Dex	Con
18 (+4)	12 (+1)	18 (+4)
Int	Wis	Cha
11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft. passive Perception 10

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ORC EYE OF GRUUMSH

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

Str	Dex	Con
16 (+3)	12 (+1)	16 (+3)
Int	Wis	Cha
9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft. passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The ore has the following cleric spells prepared:

Cantrips (at-will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bless, command*

2nd level (2 slots): *augury, spiritual weapon* (spear)

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

Str	Dex	Con
19 (+4)	8 (-1)	16 (+3)
Int	Wis	Cha
5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

Str	Dex	Con
16 (+3)	5 (-3)	16 (+3)
Int	Wis	Cha
1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses darkvision 60 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage.

Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, non magical wood or metal in 1 round.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

Str	Dex	Con
16 (+3)	13 (+1)	13 (+1)
Int	Wis	Cha
7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.