

Hunting Demons

Introduction: Demons and cultists rampage through the countryside of Impiltur, causing much sorrow and loss to the common folk. Hardy adventurers collect bounties from what government remains in the Kingdom. Can the heroes track down and destroy the demon that is plaguing local farmers?

A 4-6 hour adventure for 5th-8th level characters

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Welcome!

Never trust a demon. He has a hundred motives for anything he does. Ninety-nine of them, at least, are malevolent.

—Neil Gaiman, *Preludes & Nocturnes*

Welcome to another adventure in the [Timbertown](#) Saga! In this Introduction, we discuss a few fundamentals which will help you run the adventure easily.

Basics

This adventure draws heavily from the author's Timbertown adventure area, [available from the DMs Guild](#).

The adventure is designed to be played using only the [5th Edition Basic Rules](#) as well as the [SRD](#). Of course, the hardcover rulebooks contain all the information required to run the adventure and more, and you are encouraged to use them to their fullest extent.

Monster names are highlighted in **bold** when first encountered in the text. For your ease of use, find full stat blocks at the links above or elsewhere online and save or print them for use during play.

Magic items and spells are highlighted in *italics*. New magic items are found in the Appendix.

Please familiarize yourself with the adventure by reading it thoroughly before play. The wise DM knows the adventure well enough to improvise if need be.

Highlighted text is to be read aloud to players. However, please do not be a slave to the read-aloud text. Feel free to paraphrase.

It is wise to print the pages containing the main body of the adventure double-sided and to print the Appendix pages single-sided. This assists ease of use in play.

Passive Knowledge Skills

In this adventure you will find something different than other 5e adventures. Our adventures feature Skill checks based on passive scores for knowledge-based skills like History, Arcana, and Religion, as well as Perception.

We have found that assigning passive scores to knowledge-based skills allows increased speed in play. Rather than rely on rolls when a character might know certain information, depending on a character's passive score, you can simply give that information. For example, consider this information scheme:

DC 10 Arcana: You sense an arcane aura on the large iron box.

DC 12 Arcana: The box is a magical device which is likely impervious to damage. It does not allow itself to be opened in any way. You have seen nothing which might be a key, but magical force might open it.

DC 16 Arcana: Dealing more than 12 points of magical force damage to the box "activates" it.

DC 18 Arcana: However, casting a spell or using any magic item in the room when it is not yet stabilized weakens the room.

Using the above DCs, if a character has a passive Arcana skill equal to or higher than 16, the knowledge from the first three entries simply occurs to the character. The character has the option to roll to see if she knows more; if she rolls 18 or higher, she gets the last bit of information.

If you want to read more about why we're in love with passive knowledge skills, [read this](#).

Encounter Difficulty

For your convenience, each encounter has been calculated per the 5e rules and a difficulty rating is listed in the encounter. For this adventure, our design standard is 5 player characters of 7th level. If you know your party breezes through a "Deadly" encounter, or if your party is larger (or smaller) or of a higher (or lower) level than 5 level 7 PCs, you should adjust the encounter to present the appropriate challenge for your players. Where applicable, suggestions on how to adjust the encounters are given.

Skill Challenges

Some encounters are social, some are combat, and others could be combat but are instead designed to let dice govern how the heroes interact with the adventure. We call these encounters "skill challenges." In them, the players can leverage their characters' skills to meet a defined set of victory criteria. Please note this is not to say you should just ask the players for skill checks. Set the scene, give the objectives, and let the players describe how they approach the problem. You may decide to grant them advantage for a good plan, an automatic success for a particularly good plan, etc.

The results of the skill challenges have an impact on the adventure's encounters, so keep careful track of them.

Introduction

In the Kingdom of Impiltur, demon-hunting can be a lucrative occupation for adventurers. With the help of adventurers, a few years ago Impiltur's corrupt government shattered the grip of the Fraternity of Tharos on the Kingdom. However, the Council in New Sarshel still cannot hold that powerful cult of demon worshippers in check, let alone protect the Kingdom's subjects in more remote, rural areas.

Raiding parties of demons and cultists remain common in the countryside. The Kingdom, merchants, and local governments all offer bounties for the destruction of demons.

A powerful glabrezu, Tul'geKun, has taken up residence in the countryside west of Timbertown. Like all of its kind, it enjoys chaos and lusts for suffering, carnage, and the taste of human flesh. This demon and its human cultist servants have been for several weeks pillaging the land around their lair.

Recent forays into the area by other adventurers has worked in Tul'geKun's favor; those adventurers have been blamed for the demon's raids against local farms. The farmers reason to each other over ale in such taverns as remain that if it weren't for those nosy adventurers the Fraternity wouldn't be out for reprisals; the cult would remain quiet and leave everyone alone.

Tul'geKun had hoped the cultists would make the countryside more pliable for conquest as the farmers' food stores, supplies, and numbers were depleted by frequent raids. Instead, the farmers are simply fleeing. Now he has chosen to call in demonic allies of his own and embed them with the cultists to finish off the settlers and claim the lands nearby as a kingdom to order as it wishes.

DM's Introduction

The heroes begin by rescuing a young woman and her children from raiders. After hearing her story, the heroes track the raiders back to their lair. There they clear out the lair, in which they find another family,

prisoners, who reveal Tul'geKun's role as the ringleader of the raids.

In the next encounter, they meet another party of adventurers which has already "staked a claim" to hunt Tul'geKun.

Finally, they must try to defeat Tul'geKun in its lair.

NOTE: This adventure makes clear the cruelty of demons and their cult followers and the suffering of their innocent victims.

Carefully consider the feelings and emotional state of your players, as some might find triggers in play. If the tone becomes too dark, do adjust accordingly.

Players' Introduction

Read or paraphrase the following to the players:

The Kingdom of Impiltur has a reputation as a lawless place, rife with demons and their servants. The farther rural citizens live from walled towns and castles, the more they live in fear of rampaging fiends.

But all is well for the moment in Timbertown, and Madoc Leafybanks, proprietor of the Dove and Trumpets public house, is having a birthday party. All adventurers in the town have been invited to attend.

You've been hearing stories lately about increased demonic activity and raids by cultists of the Fraternity of Tharos. You've also heard about adventurers collecting bounties for slain demons; the name "The Luminous Society" has figured largely in tavern tales you've heard.

Maybe it's a good idea to go to Madoc's party. Madoc knows all the adventurers in town. Maybe one of them can tell you more about the Luminous Society and how to collect those bounties.

A-Hunting We Will Go

Encounter 1 – Getting a License

The heroes are likely to speak to either Madoc Leafybanks or Dev Gavienus.

During the party, you hear many stories of the Baron's bounties for demons slain in the countryside. You are confident that you could claim one of these bounties if you knew how to proceed to legally hunt a demon and claim the bounty.

Both Madoc and Dev Gavienus, captain of the Baron's Warsword, are in attendance, Madoc the life of the party in his plaid waistcoat and Dev looking far less comfortable in her dress-uniform tunic than she does in her everyday chain mail and tabard.

Either may be able to assist you with more information about Impiltur's traditions and laws concerning demon hunting, so you can learn more about how to claim your share of these bounties. It's also probable that Federyc Serrell or the Baronial records at The Rock can throw more light on the subject.

Madoc is a friendly, jocular halfling who was once an adventuring companion of the Baron's. When Ferrand retired to become Baron of Timbertown, Madoc followed, taking over the proprietorship of the Dove & Trumpets. Madoc remains in close contact with Timbertown's adventurer population, as he loves sharing stories with them. Moreover, many of them – perhaps the heroes – rent rooms in his inn.

Captain Dev Gavienus should also be well known to the heroes, as she is the person with whom adventurers most often deal when they must interact with the local authorities.

Heroes who choose to do their own research might speak with Federyc Serrell or a scribe at the castle's archives, where public records are kept, in order to learn about Impiltur's laws and traditions.

No matter whom the heroes choose to question, if they ask about the laws and traditions of demon-

hunting in Impiltur, they learn the information in the Player's Handout.

Speaking to Madoc or Dev reveals the following information:

- The Fraternity of Tharos, though less powerful than before the Second Sundering, still exists and remains a thorn in the Kingdom's side.
- The most renowned demon-hunting society in the Kingdom is the Luminous Society, founded decades ago during the Spellplague.
- Madoc can provide a letter of introduction to heroes who wish to join the Luminous Society as he knows a few of the members.
- Not just anyone can join the Society. Prospective members must be sponsored by members in good standing.
- Madoc recommends the heroes journey overland to Guidodale if they want to try and collect any of the bounties being offered.
- A list of available bounties is posted at the Guildhall.
- The road between Timbertown and Guidodale, though regularly travelled, is a dangerous journey and travelling in a group is always wise.
- It is safest to set out in the morning and travel during daylight as those who prey on good folk favor the darkness. The trip to Guidodale takes several days to complete.

If the heroes have other questions about demons and how to best hunt and slay them, use your best judgement to determine what might be commonly known to adventurers of the heroes' levels, to a retired adventurer like Madoc, or a veteran soldier like Captain Gavienus.

When the heroes finish speaking with Madoc or Dev, or conclude their independent research, they should be preparing to leave Timbertown. If the heroes pursued different avenues of gathering information, they may still be separated.

When they gather at Deep Creek Bridge waiting to depart, the heroes notice a caravan of heavily-laden wagons preparing to leave the town.

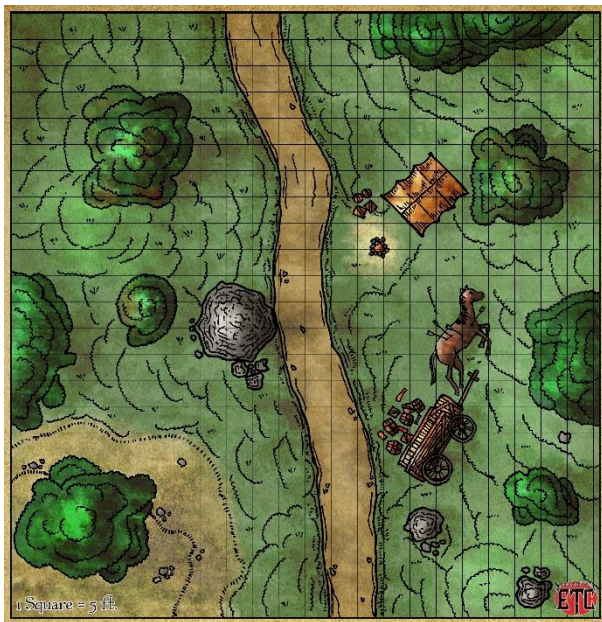
If the heroes ask to travel with the caravan, read or paraphrase the following:

A well-dressed man with a bushy beard steps from behind the wagon. "I was hoping you'd ask that," he says with a grin. "The more the better on this road. I could pay each of you a few gold coins for your trouble when we reach Guidodale."

The man's name is Artip. He leads a caravan of a half-dozen wagons, driven by non-combatant teamsters and loaded with fresh-cut lumber bound for Guidodale. He is prepared to pay each hero 25gp, though his initial offer is 10gp.

Encounter 2 – A Needy Family

Map: Road Encounter



Setup

This encounter includes the following monsters: 1 **vrock**, 3 **cultists**, 2 **death dogs**

A raiding party of cultists accompanied by one of Tul'geKun's demon servants has attacked a settler family at a campsite along the road.

Read or paraphrase the following:

It is morning on the morning of the second day of your journey, and already you have been walking for several hours. The air is clear and fine. The sun is warm, and there are few clouds. Suddenly, on the breeze which had been cooling your laboring bodies, you smell acrid smoke mingled with the blood-and-body-fluids reek of battle.

When the road tops a small rise, you see a campsite and an overturned wagon, to which the corpse of a horse is still attached. You hear screams of pain mingled with mocking laughter and snarls of fury.

When the heroes get closer, they're able to see the whole grisly scene:

Three humans in black and red clothing surround a bluish-gray demon with a vulture's head and huge, feathery wings. The claws and beak of the creature drip with gore, and the humans dance and shout praises to the fiend as they butcher a young man, carving the flesh from his still-living body. Suddenly the demon plunges its bill into the man's chest, ripping out his heart and other organs, before noisily gobbling them and letting out a horrific screeching noise.

Two large dogs, each with two heads and terrible, glowing red eyes, circle a terrified young woman and three small children who huddle around a campfire near a tent, crying out for help.

The caraveneers do not participate in fighting, and will go no further until the raiders are slain or driven off.

DC 10 Nature/Religion: The humans are cultists of the Fraternity of Tharos.

DC 12 Nature: The demon is a powerful fiend called a vrock.

DC 16 Nature: The dog-like creatures are death dogs.

Adjusting the Encounter

This is a **hard** encounter. For a stronger party, add one cultist. For a weaker party, remove one cultist.

Features of the Area

The trees and boulders may be used as **cover** and must be maneuvered around. The overturned cart and dead horse may be used as **cover** and count as **difficult terrain**.

Tactics

The vrock takes to the sky on its first turn and flies over and behind the heroes, where it uses its **stunning screech** attack. On subsequent turns it simply attacks by swooping down on the heroes and using its beak and talon attacks. If cornered, it uses its **spores** attack. Otherwise it fights until slain.

The cultists and death dogs heedlessly charge into melee and fight until slain.

Treasure: None.

Experience: As listed in monster stat blocks.

Encounter 3 – Derowyn's Lament

This encounter features Derowyn, an NPC survivor.

Once the combat is over, read or paraphrase the following:

The woman at the campfire quickly composes herself, wiping tears and her nose on her sleeve before comforting the children. She is a light-haired, freckled human woman in her early 20s.

While she fusses over the children, she glances over her shoulder at you while she speaks: "You have my thanks for saving us. If you stay, I will feed you. My name is Derowyn."

If any of the heroes help her with the children, her thanks become less perfunctory. If they turn to go, she begs them to stay for a while to help her get the children to eat and to bed. She doesn't reveal anything else until the children are bedded down in the tent.

Once everything is quiet, read or paraphrase the following:

Derowyn comes out from the tent and motions for quiet before coming over to you.

"Will you help me collect the bodies and hide them from the children? Their families are dead now, and they shouldn't have to see what must be done."

While the heroes help to pile up the corpses and build a cairn of stones over the heap of bodies, Derowyn tells her story:

Two families of settlers were virtually wiped out in the carnage, a total of a dozen people, all farmers headed toward Timbertown to try their luck there.

Throughout the conversation Derowyn blames adventurers for the demon attacks. Her bias against adventurers is very plain. She agrees with the settlers' perception that if it weren't for adventurers stirring things up in what should be settled lands, the demons would stay in their long-lost crypts.

Derowyn, her husband (now in the pile of corpses), and their children fled their farm the day before yesterday after seeing plumes of black smoke from neighboring homesteads and hearing the screams of the dying. Timbertown is the closest settlement of any consequence, so she and her husband decided to flee there.

The other people were families from neighboring farms. They were traveling warily, hoping to meet and join up with a caravan from either Timbertown or Guidodale. They didn't care which, or in which direction the caravan was travelling; they just wanted the protection of numbers.

Raids are common in these parts. Raiding parties composed of human cultists, demons, and other monstrosities strike poorly-defended homesteads to slay and devour all they can catch. Sometimes they take captives, but rarely. The few survivors of the massacres say the raiders have a camp or lair somewhere in the foothills to the north.

Derowyn heard the raiders who attacked her people say something about "meat for tonight's feast."

According to her, this is all the fault of adventurers interfering with what ought to be left alone. If it

wasn't for them digging up old terrors, they'd stay buried.

Derowyn saves her scorn and anger for demon hunters. Demon hunters are worse than useless in her eyes (and those of regular folk), for while the demon hunters scour the countryside in search of fiends in hopes of claiming bounties, the real threat – the raiding parties – runs roughshod over the land, slaughtering people and burning crops.

If the heroes told Derowyn that they're demon hunters (or hope to be), her attitude is one of bitter scorn. She calls into question their heroism. She makes them feel like the slaughter all about them is their fault, that adventurers are simply fools who don't understand the consequences of their actions.

The intent of her attitude is to inspire the heroes to prove her wrong. Some characters may react to her attitude with hostility. In that case, she appeals to the other characters for mercy. If the whole party is hostile, she changes from bitterness to fear. In this case, she offers the party such money and goods as remain in the belongings of her deceased companions as payment for their "help" and begs the characters to let her go along her way, even if it is a death sentence for her and her children.

If the heroes agree to help her, read or paraphrase the following:

"If you really want to help," she says. "Chase down their lair and kill them all. If you don't, then who will? How many more people, poor, innocent people just trying to live their lives, will die because stopping their killers isn't fashionable or profitable?"

She pauses and starts to cry again. "Besides," she says through sobs. "As if they don't owe me for my husband, they probably have living captives they're going to kill slowly before they eat them. 'More meat for the feast,' that's what they said. You can save them. Won't you?"

If the characters refuse or hesitate too long, read or paraphrase the following:

"Really? Such big heroes," she sneers. She stomps to the overturned wagon and begins pulling goods out of the wreckage. "Here," she says, holding up a pouch of coins and throwing it at your feet. "Here's some money. Take it," she spits.

"It won't do Mathi and Lowena any good anymore, because they're dead, over there under the cairn. Maybe you want their seeds and tools, too. Let me get them for you," she says while sobbing and rummaging through the flotsam.

In her muttering, broken by fits of sobs, you can make out the words "vultures" and "no better than goblins."

Artip observes there's room in the caravan for Derowyn and the children. She's content to go on to Guidodale with the caravan.

If the heroes say they'll go along with the caravan protect her, she urges them to be off after the raiders while the trail is still fresh.

Derowyn wakes the children and hands them up to the pale, horrified caravan men, pulls a flaming branch out of the fire, and throws it on the tent.

Depending on what she thinks of the heroes, she either thanks them sincerely or scornfully tells them they should start looking for the trail (even you ought to be able to find it, seeing as how it's so fresh).

Treasure: None, unless the "heroes" keep the Judas payment from Derowyn, which consists of 34gp, 95sp, and 189cp.

Experience: Award 100XP per character if the heroes help Derowyn deal with the bodies. Award another 100XP to each character who promises to rescue the captives and shows remorse for the arrogant actions of other demon hunters.

Tracking the Raiders

Tracking the raiding party is easy. The cultists rarely cover their tracks, so confident are they in their

power. It takes the heroes about 2 hours to follow the tracks back to the lair.

Make a note if the heroes take a part of the rock as a trophy, as it impacts NPC reactions in a later encounter.

Encounter 4: The Lair

Map: Fenced Camp



Setup

This encounter includes the following monsters: 10 **cultists**, 2 **cult fanatics**, 6 **dretch**, and 1 **priest**.

The cultist raiders have made their base camp atop a large hill in a range of foothills a few miles from the road.

As the heroes approach, read or paraphrase the following:

You smell the lair before you see it. A foul reek you have learned to associate with demons blows down the hill, mingling with the foul stink of meat that's spent too long in the sun. You hear the distinctive guttural snarls of demons, mixed with human laughter, ahead and up the hill.

As you peer intently up the hill, you see a rough-hewn wooden palisade ringing the hilltop. The reek is carried on campfire smoke to your nostrils. Two human men lounge to either side of the crude gate in the palisade, each occasionally peering into the enclosure rather than keeping strict watch.

There is sufficient undergrowth and tree cover for the heroes to approach carefully and cautiously, should they wish to.

Compare the heroes' **Stealth checks** with the **passive Perception scores** of the **cultists** on guard. If the heroes fail the check or choose to approach openly, start initiative when the first hero gets within 20 feet of the gate (the edge of the map if the heroes proceed up the path). If the heroes win the check, they get a surprise round starting 20 feet from the gate.

Once the heroes reach this point, read or paraphrase the following:

When you can see inside the palisade, you discover the source of the horrid smell. Inside the palisade is a bonfire between two crude huts. A pile of half-chewed bones and other offal litters the ground near the western hut, and a demon which looks like a cross between a great ape and a wild boar sits in the dust, gnawing on a humanoid femur. Humans in black tunics move about the eastern hut.

Adjusting the Encounter

This is a **deadly** encounter. For a stronger party, add 1 cult fanatic, 1 priest, and 2 dretch. For a weaker party, remove 2 dretch and 2 cultists.

Features of the Area

The trees may be used as **cover** and must be maneuvered around. The palisade may be used as **cover** and can be climbed with a successful **DC 10 Acrobatics or Athletics check**.

Tactics

The cult fanatics and priest stay out of melee range and cast spells. The cult fanatics cast offensive

spells from the beginning, and the priest casts beneficial spells on his allies.

The demons and cultists charge into melee and fight until slain.

When the tide begins to turn against the cultists, one of the cult fanatics (or the priest, if the cult fanatics are already dead) races to the eastern hut and emerges holding a knife to the throat of a female human child. He calls on the heroes to cease fighting and let the cultists flee. The man, named Tagetius, has no qualms about slitting the child's throat.

Treasure: The gang has accumulated a small hoard of treasure consisting of 600cp, 265sp, 180gp, and 6 gems valued at 100gp each, as well as a *javelin of lightning* and 2 *potions of healing*.

Experience: 25XP per cultist, 50XP per dretch, 450XP each for the cult fanatics and the priest. Award a bonus of 50XP per hero if they manage to save the child.

Encounter 5 – The Captives

This encounter features 4 NPC **commoners**: Rory Aspillan, his wife Carola, and their children, Renny and Geffry. (Note: If the cult fanatic took a hostage in Encounter 4, it was Renny.)

Rory is thankful to the heroes for rescuing him and his family. If a member of his family was slain in the battle, he is quivering with rage, which sometimes spills out in his speech.

Rory and Carola reveal the following:

About a week ago, raiders attacked their farm. The raiding party was human, led by some kind of powerful wizard or sorcerer.

The family, together with a couple of farmhands, was taken captive. The raiders tied rags over their eyes and marched them for the better part of a day.

When the journey ended, the captives' eyes were uncovered as they were thrust into a small stone

cell, the heavy wooden door of which was slammed and locked behind them.

They spent three days in the cell with little water and less food. When they were finally hauled into the light, they found they were being held in a small outbuilding in the courtyard of an old stone manor house.

Rory was afraid that the raiders were slavers, but even the terror of slavery wasn't as bad as what was really happening. Their captors, now dressed in black tunics, led them to the stairs leading up to the manor house's door and forced them to kneel. Before them stood a horrific fiend. The demon stood at least 12 feet tall, and its broad, muscular body was as large as a giant. It had two pairs of arms: the small pair was humanoid ending in normal-looking hands, while the other pair was massive and ended in a pair of crab-like pincers. Its canine head was horned and it had a muzzle full of sharp teeth. Its skin was deep red tinged with black, and its eyes glowed a deep violet even in the full light of day.

The creature spoke in a terrible, unknown tongue to another winged demon with the head of a vulture. The two demons spoke at some length before appearing to come to some sort of an agreement. Men roughly yanked the captives to their feet and led them away.

Accompanied by the winged vulture demon, the men marched the captives without rest for another day and night before arriving at this camp.

Before entering the camp, the men untied a farmhand and fed him to the winged demon, forcing their captives to watch as the man was devoured. The cultists laughed and drank wine while they mocked the captives. Then they took the family inside the hut and tied them up.

They took the second of the farmhands yesterday, and they forced the family to watch again.

On the forced march to this place, Rory took note of some landmarks, for the cultists failed to cover their eyes. He noted that he and his family were led over a wooden bridge across a fairly large stream. He is confident that he can guide the heroes toward the manor, or at least point them in the right direction.

He remembers the manor complex was quite large, consisting of the manor house, a mill house, and several cottages.

If any of Rory's family was slain, he insists on coming along to avenge them, even though he can barely stand. Treat Rory as a **thug** suffering from **level 4 exhaustion**. He complies with any reasonable plan the heroes develop.

As it is now afternoon, and they just endured a deadly combat, the characters will likely wish to take a long rest at this time. If not, they can certainly press on to Tul'geKun's main lair. There is plenty of food and water here, and the camp is relatively secure, though it is exceedingly unpleasant.

Treasure: The cultists' hut has a chest containing 2 *potions of healing* and a jar of *restorative ointment* (see SRD).

Experience: None.

Encounter 6 – Hey, Pal, You're On My Turf

Skill Challenge

The heroes encounter another, properly-licensed party of demon hunters.

Setup: The heroes meet a group of licensed demon hunters who are members of a powerful faction. The heroes must deal with the other adventurers peacefully.

Primary Skills: Insight, History, Arcana, Persuasion, Deception

Victory: The heroes and hunters arrive at a peaceful solution. The hunters do not hinder the heroes' application for membership in the Luminous Society. They must make 4 successes before 3 failures.

Failure: The heroes have earned the hunters' enmity. The hunters try to block every effort the heroes make to join their organization.

NPCs: Thamond, human male **knight**; Sigg, human male **berserker**; Erithriel, high elf female **mage**; Wilco, halfling male **spy** (see SRD for stat blocks in the unlikely event they become necessary)

These hunters, licensed by the Luminous Society, have heard rumors of a flying demon on the loose in the area, and have come from Guidodale to track it down, kill it, and collect the bounty.

Shortly after Derowyn and Artip left the campsite, the caravan encountered the hunters, who inquired whether anyone in the caravan had news of such activity. Artip told them the story of the fight at the campsite, though Derowyn remained sullenly silent in her hatred of hunters.

How the heroes acted in Encounter 3 impacts outcomes in this Encounter, where they meet licensed hunters.

- If the heroes took any part of the rock as proof of their kill, the hunters are inclined to regard the heroes as unlicensed poachers.
- If the heroes acted nobly toward Derowyn, she tells the hunters of it, and her testimony sways the hunters somewhat.
- If the heroes didn't take a trophy from the rock, the hunters realize that the heroes are not familiar with demon-hunting. They take the rock's head, intending to helpfully ensure the heroes receive their rightful bounty.

After parting company with Derowyn and Artip, the four hunters set off on the heroes' trail. They arrive at the fenced camp just as the heroes are preparing to leave, or meet the heroes on the road if they didn't stay at the camp. Read or paraphrase the following:

As you settle your packs and prepare to set out, a deep voice, clearly accustomed to shouting battle commands, rings out. "Ho, warriors! I am Thamond, paladin of Helm and sworn liegeman of the Luminous Society. My companions and I would speak with you."

Striding up the hill is a stocky human male in chain mail, holding up his open right hand with the palm toward you. On his left arm is a shield bearing the gauntlet and eye of Helm. Standing behind him at the foot of the hill is a mountain of a human man in skins, easily a full foot taller and equally as muscular; a slender elven woman in beautifully embroidered, deep blue cloak, leaning on a staff; and a grinning halfling who sits on a stump and smokes a pipe.

Thamond stops halfway up the hill. "We approach you seeking parley. What say you?"

This skill challenge establishes the right to the bounty on the vrock. The hunters don't know whether the heroes are legitimately ignorant of the rights and customs of demon hunting in Impiltur or whether they're deliberately poaching. The heroes' actions in Encounter 3 color the hunters' opinions, as noted earlier.

The heroes must achieve two goals: They must convince the hunters that they are dealing in good faith, and they must work out a way to resolve the hunters' claim with the heroes' effort in killing the demon.

Skill challenges work best if you run them as in-character conversation. Avoid simply asking for specific skill checks. Instead, call for appropriate skill checks based on what the heroes say and do.

The hunters have no interest in engaging in combat. They seek only a peaceful solution. They consider themselves honest professionals, doing their jobs as licensed agents of an established guild.

Be sure to include the name "The Luminous Society" in your in-character conversations. The heroes should recognize that name as the one given to them by Madoc/Dev. If the heroes mention their conversation with Timbertown NPCs, they gain advantage to their next Persuasion, Deception, History, or Insight check in the challenge. Even if they don't mention Madoc, they still get advantage on the first History check they make in the challenge.

If any of the heroes relate tales of fighting and slaying demons to the hunters, even if they're not tales of licensed hunts, the heroes get one automatic success in this skill challenge.

If the heroes acted nobly toward Derowyn, the heroes get advantage on the first Persuasion check they make in the challenge.

If the heroes took a part of the vrock as a trophy, they get disadvantage on the first Persuasion check they make in the challenge.

Depending on your table's dynamic, it is possible that your "heroes" eschew negotiations entirely and simply attack the demon hunters. Should they do so, the hunters use the Disengage action and flee. The heroes not only fail the skill challenge; they also earn the enmity and sanction of the Luminous Society. The Luminous Society forbids the heroes to sell demonic trophies anywhere in Impiltur, and if they try to do so they are arrested and fined 500gp each.

Each skill check has Success and Failure texts provided. Read or paraphrase as you like, depending on the result.

Arcana DC 14 (1 success; 1 maximum)

Success: You establish rapport with the hunters by sharing demonic lore.

Failure: Your incompetence causes the hunters to lose respect for you.

Deception DC 19 (1 success; no maximum)

Success: You deceive the hunters with a convincing story.

Failure: The hunters do not believe your yarn and become guarded and hostile. You have disadvantage on Deception checks for the remainder of the challenge.

Persuasion DC 14 (1 success; no maximum)

Success: You convince the hunters to deal fairly with you, promising to respond in kind.

Failure: Your lack of credibility causes the hunters to become suspicious of your motives.

History DC 14 (1 success; 1 maximum)

Success: The hunters appreciate the research you've done into Impiltur's demon-hunting laws and traditions. You recognize the hunters' claim is legitimate.

Failure: You can't establish the legality of the hunters' claim.

Insight DC 14 (1 success; 1 maximum)

Success: You discern that the hunters are telling the truth.

Failure: You doubt the hunters' honesty.

Success:

The heroes and NPCs resolve their conflict peacefully. The hunters offer to vouch for the heroes in their application for membership in the Luminous Society.

If the heroes mention their hunt for Kul'geKun, the hunters are impressed. In fact, the Luminous Society hunters know that a glabrezu is an enemy the heroes have little hope of defeating, especially if they have no magic weapons or offensive spells; you can foreshadow their almost-certain demise.

It is possible that the heroes try to recruit the hunters on their current mission. The hunters decline, considering the heroes have a fair claim on Tul'geKun. Moreover, they have a pressing mission elsewhere in the Dunwood.

Failure:

The hunters decide the heroes are simply poachers. They insist the heroes accompany them to Timbertown so an official can judge the case. If the heroes refuse to comply, the hunters return to Timbertown alone, where they report the heroes to the authorities. In the latter case, any attempt the heroes make to sell a trophy results in their being brought before a magistrate. In any case, the magistrate rules against them and they gain the

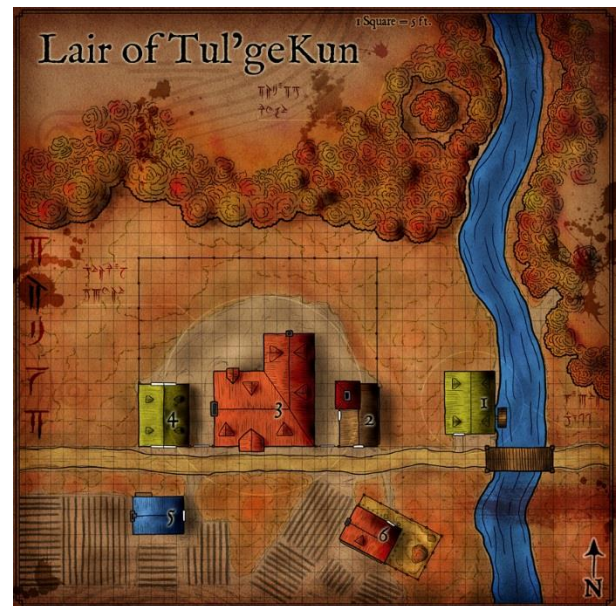
Society's sanction, which bars them from selling demon trophies for 1 year.

Treasure: None.

Experience: If the heroes succeed, each hero receives 100 XP.

Encounter 7 – Lair of Tul'geKun

Map: Manor House



Setup

This encounter includes the following creatures: Cynewald, a **mage**; Sozaz, his **quasit** familiar; 2 **dretch**; 8 **cultists**; and Tul'geKun, a **glabrezu**

This is a **deadly** encounter in two phases. First, the heroes encounter the glabrezu's servants and battle them before Tul'geKun makes his dramatic entrance.

Phase I:

The heroes initially approach on the road from the east. They start off the map, far enough away that they can spy out the lay of the land without exposing themselves. They may circle around the manor and approach from any direction they wish.

The woods to the north are guarded by 2 **dretch** who wander them on an irregular path. The heroes have a 2 in 6 chance of encountering them. If they do meet, they do so at the big tree in the clearing.

As soon as the heroes are spotted or battle begins, the occupants of the various parts of the complex rush to defend it. Thus, though each building has occupants listed, when the heroes enter them the buildings will likely be empty.

The manor complex itself (areas 2, 3, and 4) is surrounded by a 4-foot-high field-stone wall. Medium-sized and larger creatures treat this wall as difficult terrain. Small creatures must climb the wall by succeeding on a **DC 10 Athletics** or **Acrobatics check**.

1. Mill House. Sozaz (SOW-zazz) the **quasit** is watching the bridge from its lair in the mill house. If the heroes attempt to cross the bridge, Sozaz spots them, turns itself into a bat, and flees to warn Cynewald (KIN-uh-wahld) in the main house (3). A hero with a **passive Perception of 16 or higher** sees the bat flying toward the main house. There is nothing here save rotting sacks of rotting grain.

2. Milk House. The milk house has walls of thick stone. The portion with the red roof is partially sunk into the ground; in winter, ice from the stream is put into this portion of the building, and the ice, combined with the thick stone walls, keeps the entire building cool all summer. Rory and his family were held in the ice room.

There is no ice here now. Instead, this is where Cynewald the **mage** has made his abode and magical laboratory. There is a 50% chance Sozaz is with his master here.

There is a magical trap on the door (**DC 14 Perception** to spot) consisting of magical runes which invoke necrotic energy. Any creature which touches the door while the magic is active must succeed on a **DC 16 Constitution saving throw** or take 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. The trap can be destroyed by a hero succeeding on a **DC 18 Arcana check** or a successfully casting *dispel magic* (DC 15) on the door.

Scattered among the beakers, alembics, and other magical paraphernalia on a stone table is enough to make a complete *herbalism kit*. Mixed in with assorted tomes, scrolls, and written materials are *spell scrolls* of *arcane lock*, *identify*, *protection from energy*, and *stoneskin*.

Hidden in a secret drawer in the table (**DC 12 Perception** to spot, **DC 15 Investigation** to figure out the latch) is a *headband of intellect*. Also in the secret drawer is a small box containing 879cp, 578sp, and 265gp.

The drawer is trapped with a spring-loaded needle coated with a powerful poison. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 22 (4d10) poison damage, and must succeed on a **DC 15 Constitution saving throw** or be poisoned for 1 hour.

A successful **DC 20 Investigation check** allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful **DC 15 Dexterity check** using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

3. The Manor House. The house was once a snug, practical fortified dwelling, identical in concept to hundreds of others on Impiltur's frontier. Its thick stone walls now envelop a place of horror and squalor. Slime and rotting gore cover every surface. Bones, mostly humanoid, litter the floor. The stench is nearly visible. This is the dwelling of Tul'geKun the **glabrezu** and the dretches (currently patrolling the north woods).

If the heroes enter the manor house before Phase I combat begins, read or paraphrase the following:

The heavy wooden doors of the manor house open easily. Within is a scene of such horror that for a moment you feel your sanity lurch.

You see a great hall, easily 60 feet long by half that wide, with a vaulted ceiling from which hangs two wrought-iron chandeliers.

Any other furnishings which might once have existed have been destroyed. Any decorations have been defaced, scrawled on and spattered with blood, offal, and excrement. The flayed, nude corpse of a human woman has been nailed with spikes to the wall above an altar immediately opposite the main door. The skin from her face has been peeled off and stuffed into her mouth.

A terrifying, monstrous figure, matching the description of the demon Rory described, turns to face you. It is a being of terror and malice incarnate. It tilts its head back and roars, then looks at you. Purple fire flares from its eyes, and the massive pincers on the larger pair of arms clack together. "Ah," it says in a voice you can't hear outside your own head. "Fresh meat. I shall enjoy devouring you." Then it roars again and leaps to attack!

DC 12 Religion: You successfully read the runes scrawled in Abyssal as paeans to Baphomet.

DC 12 History: Cultists of the Fraternity of Tharos are particularly attached to Baphomet.

DC 15 Religion: Standing close to the altar will cause characters ill effects, but the altar can be cleansed (see below).

DC 18 Religion: The runes reveal Tul'geKun's true name – Tuldrukannasgerozeskunzrixaroth – and that he is a trusted lieutenant of Baphomet.

Any creature which begins its turn adjacent to the altar must succeed on a **DC 15 Constitution saving throw** or take 7 (2d6) necrotic damage and be poisoned until the end its next turn. The altar's effects can be ended by a character spending two rounds sincerely praying to a good deity and taking no other actions. That character suffers the ill effects for those two turns, and at the end of their second turn of praying the altar is cleansed. A cleric or paladin of a good deity need pray for but one round (suffering the ill effects in the process) to cleanse the altar.

The door is on the first floor of the manor house, reached by a wooden staircase designed to be burned away in the event of attack. Inside, stairs lead from the hall to the ground floor, where the kitchen and larders are located. The kitchen has not been used since the demons arrived.

Concealed in a hole under a flagstone in the kitchen's floor is the demon's treasure hoard:

800cp, 4000sp, 2100gp, 90pp, 8 gems worth 100gp each – Garnet, Amber, Tourmaline, Spinel, Spinel, Chrysoberyl, Garnet, Amber; a *bag of tricks*, an *efficient quiver*, and a *Sword of Righteousness* (new magic item).

Standing in a corner of the kitchen is a normal-looking broom. This is a *broom of flying*, though it will only be identified as magical if *detect magic* or a similar power is used in that room.

5. Cottage. This is where 4 of the **cultists** bunk. Their belongings are – somewhat surprisingly – neatly packed and stowed with almost military precision. Heroes who search the premises find 11cp, 14 sp, and 6gp.

6. Cottage. A couple of thoroughly-cowed human slaves tend vegetables in the fenced garden of cottage (6), overseen by a human male **cultist**. The cultist isn't really paying attention to anything, half-dozing and leaning against the side of the building near the door. **Stealth checks** against him are made with advantage.

Nailed onto the side of the cottage is a primitive lean-to, inside which is a pile of fetid straw. Chains are bolted to the cottage's stone wall. Clearly this is where the slaves are penned when they're "off duty." Heroes who search this area are exposed to **sewer plague** (see SRD).

Inside the cottage are another 4 neatly-arranged bunks. Heroes who search the premises find 25cp, 18 sp, and 10gp. In addition, tucked into the toe of one of the cultist's spare socks is a pair of engraved crystal dice worth 25gp.

NB: If you wish to build this into another quest hook, emphasize the oddness of demon cultists displaying military characteristics. Until now, the Fraternity cultists have been nearly as chaotic as their demonic masters. These bunks hint at a greater precision and regimentation, which characters with the Soldier background will recognize – and find worrisome. Surely the authorities in Timbertown will find this significant. And you can develop a new storyline from it!

The slaves cower in terror if they are attacked. Their minds are unhinged, having been witness to too

many atrocities. Treat them as **commoners**. See the madness rules in the SRD (pp200-202) if your players wish to help the slaves.

Combat & Tactics:

When the heroes attack the inhabitants of any one area, the inhabitants of the other areas come running (except Tul'geKun himself; he waits until the heroes disturb him or all his minions are dead).

When an attack begins, or when the trap on his front door is triggered, Cynewald casts *greater invisibility* on himself at attacks with spells. He targets other spellcasters first. If forced to use area spells, he cares little about his allies; if a few cultists have to die in the *fireball*, he's ready to make that sacrifice.

Sozaz transforms itself into a centipede until it can use its bite attack. As a last resort it uses its *scare* ability in its true form before rendering itself *invisible* and trying to escape.

The cultists attack with military precision, supporting each other with the Help action in melee.

The dretch lumber into melee, using their *fetid cloud* ability as soon as they get into range, then attacking with their claws and bite.

In all cases, the cultists and demons do everything in their power to prevent the heroes from breaching the manor house.

When the last foe falls, read or paraphrase the following:

You begin to clean your weapons, catch your breath, and bind your many wounds. But before you can finish these tasks, the double doors of the manor house explode outward in a shower of splinters. From the wreckage steps the creature Rory described, a being of terror and malice incarnate. It tilts its head back and roars, then looks at you. Purple fire flares from its eyes, and the massive pincers on the larger pair of arms clack together. "Ah," it says. "Fresh meat. I shall enjoy devouring you." Then it roars again and leaps to attack!

This is Tul'geKun the **glabrezu**. After battling the minions, the party should have its hands full with this fight. Several may fall. All may fall. If the heroes flee combat, Tul'geKun does not pursue them except with sneering laughter and mockery.

Tul'geKun fights until he is reduced to 50 hit points or less. If at that point the party is still strong and shows every likelihood of slaying him, he surrenders and bargains for his life.

In return for sparing his life, he offers them jobs: To replace the minions they slew. He tempts them with the joint rule of the small kingdom he is carving from the corpse of Impiltur. They will want for nothing. Slaves, the finest foods and wines, all is provided by the Fraternity of Tharos, who will send new cultists to replace the ones lying dead in the manor grounds.

If the heroes refuse, he roars in fury and fights to the death. If they agree, a certain amount of complication has arisen. Either way, move on to the Conclusion.

Concluding the Adventure

If you are using this adventure as a "one shot" adventure, congratulations. Once Tul'geKun is slain or driven off, the adventure is over. The heroes get to town – either back to Timbertown or on to Guidodale – without further travail.

If the heroes agree to become Tul'geKun's minions, you have your work cut out for you. He is a harsh master, demanding fresh meat multiple times per day. The "heroes" will be forced to range far and wide foraging for new victims. They will likely eventually slay the demon.

If you are using the Timbertown mini-setting, the outcome of encounters in this adventure may impact their future lives. They may gain reputation among the populace, or they may become professional demon hunters, for example.

Keep a record of the outcomes in this adventure by carefully noting what happened as exactly as you can. For example, their interaction with the Luminous Society party impacts whether or not the heroes can collect the bounty on Tul'geKun, or

indeed if they are permitted to remain at large when they return to Timbertown. As another example, how the heroes dealt with Derowyn has an impact on how the common people interact with the heroes in the future; if they were kind to her, their reputation improves. If they were unkind, they may find less success getting help from the common folk. They may even find increased prices for goods and services coupled with disapproving glances.

You can use these outcomes as methods of guiding your party gently away from the path of the

murderhobo. If they were nasty to Derowyn and/or the Luminous Society party, they find delicate (and lucrative) missions being given to other adventuring parties while they sit idle. They are called on the carpet by the ex-Paladin Baron of Timbertown, who sternly questions their honor - "Is this what we call 'heroes' nowadays?" In other words, it gives you the opportunity to show them that, if they want to have adventures other than simply wandering through the wilderness until they encounter a monster or fall into a hole, they have to consider their actions in the context of the society in which they operate.

Appendices

Sword of Righteousness

Weapon (Longsword), requires attunement

When attuned to a good-aligned character and used against an evil-aligned creature, the Sword becomes a +1 weapon. Against all other creatures, the Sword remains magical but carries no bonus.

For more new magic weapons, check out [Aristobulus's Armory](#). For more new magic items, check out [Aristobulus's Useful Items](#).

PLAYER HANDOUT

Laws and Traditions of Demon Hunting in Impiltur.

as codified by The Luminous Society.

Demon-hunting Laws are enforced by all officials of the Kingdom of Impiltur, including the demon-hunting guilds. Hereunder are the Laws as of the Year of the Rune Lords Triumphant, being 1487 in the Dale-Reckoning.

Item, Hunters who seek license and to register their right to hunt for known demons shall present themselves in person to an appropriate licensing authority. It is unlawful to collect a bounty on any demon without license and registration.

Item, All bounties, rights, and responsibilities associated with the slaying of a demon rightfully belong to that party or their heirs, successors, and assigns.

Item, All treasures recovered from a slain demon shall immediately be turned in to guild or local authorities. If the rightful owner(s), heirs, successors, or assigns of the said treasure can be ascertained, the said treasure shall be returned to the said person or his or her heirs, successors, or assigns. Any treasures unclaimed may be claimed by the licensee who turned in the treasures after one tenday has passed after the treasure is turned in.

Item, All damages to property, public or private, caused in the pursuit of a demon by a licensee must be reimbursed to the owners by the licensee or his or her heirs, successors, or assigns. If the licensee or his or her heirs, successors, or assigns cannot afford to reimburse damages out of pocket, the licensing authority retains the right to escrow the bounty or bounties of that licensee or his or her heirs, successors, or assigns until such time as sufficient funds are accumulated to repay the debt.

Item, To claim a bounty, the licensee or his or her heirs, successors, or assigns must present proof positive of the demon's demise. This may be in the form of the demon's head or entire corpse, or presentation of testimony of at least six disinterested witnesses of sound mind.

Demon-hunting Traditions do not carry the force of law, but are honored by all ethical demon hunters in pursuit of the demon and its bounty.

Item, In the event a demon is slain in self-defense by unlicensed others and not purposely slain in an attempt to steal a licensee's bounty, the licensees assign their registered bounty to those who have slain the demon. If the unlicensed others' true motivations are in doubt, both parties appear before a disinterested magistrate, noble, or guild official, where the case will be heard and arbitrated.

Item, Licensees who have the means reimburse damages associated with their pursuit of demons to the fullest possible extent with their own resources even if such sum exceeds that of the bounty.

Item, Licensees offer aid to one another if multiple demons hunted by different licensees are in the same location.

Item, Licensees grant assistance to the limit of their capabilities to those injured or threatened by demons irrespective of the possibility of bounty.

Bounties On Offer:

Item – A vrock, known to inhabit the area of Gerzen's Gulch, between Timbertown and Guidodale, in the company of vile cultists. 500gp in gold and gems.

Cultist

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+0	+0	+0

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

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

Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+1	+2

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.
Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Death Dog

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	-4	+1	-2

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The dog makes two bite attacks.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Dretch

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	-3	-1	-4

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 1/4 (50 XP)

Actions

Multiattack. The dretch makes two attacks: one with its bite and one with its claws.

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Glabrezu

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	+4	+3	+3

Saving Throws Str +9, Con +9, Wis +7, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities Poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting: The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *Darkness*, *Detect Magic*, *Dispel Magic*
1/day each: *Confusion*, *Fly*, *Power Word Stun*

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

Actions

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+2	+0	+3	+1	+0

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *Fire Bolt, Light, Mage Hand, Prestidigitation*

1st level (4 slots): *Detect Magic, Mage Armor, Magic Missile, Shield*

2nd level (3 slots): *Misty Step, Suggestion*

3rd level (3 slots): *Counterspell, Fireball, Fly*

4th level (3 slots): *Greater Invisibility, Ice Storm*

5th level (1 slot): *Cone of Cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	+1	+3	+1

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

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.

Quasit

Tiny fiend (demon, shapeshifter), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+3	+0	-2	+0	+0

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities Poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapeshifter. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Claws (Bite in Beast Form): *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become Poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day): One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be Frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns Invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is Invisible with it.

Vrock

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+4	-1	+1	-1

Saving Throws Dex +5, Wis +4, Cha +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

Actions

Multiattack.

The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

About the Author

R P Davis is a freelance writer, editor, and adventure designer. He's been a tabletop gamer the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games. Most of it sucked, but he likes to think he learned from the process.

You can find him at [The DM's Guild](#), [his website](#), and on [Facebook](#).

Credits

Thanks to all the playtesters.

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