

C3

Classic Adventure
Module Conversion



The Lost Island of Castanamir

Stan Shinn

For Character Levels 1-3



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

C3 THE LOST ISLAND OF CASTANAMIR

CONVERSION GUIDE

Introduction: In 1984, TSR published the module named “The Lost Island of Castanamir” with the module code “C3”. It was written by Ken Rolston and illustrated by Jeff Easley, and consisted of a 32 page booklet and cover folder containing maps. “The Lost Island of Castanamir” was the third of TSR's competition series of tournament adventures. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 1st–3rd level characters

STAN SHINN



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, AND ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES.

THIS WORK CONTAINS MATERIAL THAT IS COPYRIGHT WIZARDS OF THE COAST AND/OR OTHER AUTHORS. SUCH MATERIAL IS USED WITH PERMISSION UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

STAN SHINN

C3: THE LOST ISLAND OF CASTANAMIR

Introduction

To use this conversion guide you will need a copy of “C3 The Lost Island of Castanmir”, originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of encounters and a summary of Castanmir's unusual home provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. A few creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'The Lost Island of Castanmir' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

Five years ago an island mysteriously appeared in the sea. Ships that attempted to investigate the island were wrecked on invisible rocks or developed holes in the hulls. A magician that heard of the island conducted an investigation and was certain the island belonged to Castanmir the Mad.

Castanmir was an archmage, and hero of the Goblin Wars, that became leader of the wizard's guild and the ruling council. However he was stubborn and willful, and soon became unpopular despite his fame. Feeling betrayed, he retired to an island, where he built a sanctum in which he could continue his research unbothered. His friends that still saw him occasionally reported that he was growing eccentric and had fallen in with characters of an unsavory reputation. One day his island simply vanished. Those who knew him assumed he had warded the island to keep intruders away.

Castanmir was known to be a master of traditional spellcasting as well as a skilled enchanter. By the time his island disappeared, he was a rich man with an amazing collection of arcane lore.

Believing Castanmir to be dead, and that this accounts

for the reappearance of the island, the magician has hired the adventurers to explore the island and bring back whatever treasure and lore they can find. The magician has promised the adventurers fully half of the treasure as payment for the task.

Finding a ship to go to the island, and finding the island were easy tasks. The ship was anchored a safe distance away, and the adventurers took a dinghy to shore. Unfortunately the dinghy was holed by an impact, leaving the adventurers to swim to shore, with only the equipment on their backs. When the adventurers looked back, the ship that brought them there was sinking, with no cause immediately apparent.

The island was disappointing to say the least, being mostly barren of all but rocks and short grass. Things looked desperate until one of the adventurers discovered a stone door set in a shallow depression. When opened, a stairway was revealed, leading down to another door made of an unfamiliar material. With no other options, the adventurers proceeded down.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “The Lost Island of Castanmir” into the Forgotten Realms world of Faerûn.

Castanmir's island can be located virtually anywhere in Faerûn. On the Sword coast, it could be located in the Sea of Swords, approximately halfway between Waterdeep and the Korinn Archipelago. For colder seas matching the original module, it could be several days voyage northwest of Neverwinter.

In the Realms, Castanmir could have been a senior member of the Watchful Order of Magists and Protectors in Waterdeep until his decision to retire and go into seclusion. The magician who hires the adventurers in this case is a member of that order.

Another possibility is Castanmir was secretly a member of the Arcane Brotherhood, and used the resources of that organization to aid his personal research projects. In this case, Castanmir's withdraw was a tactical retreat to avoid the wrath of that organization when they discovered he used them for his own ends. In this case, the magician that hires the party is an ex-member of the brotherhood looking for items or magical lore Castanmir took.

GM Notes

Special rules and tactics to brush up on prior to the game:

- The **Lost Island of Castanamir** was originally a **one-shot**, tournament **module** for convention play. The module has quite a lot of **powerful magic items** as treasure, since they are intended to be used as **payment** to the **naranzim** (pg. 22). Also, the adventure was never intended to be part of an **ongoing campaign**. The DM is advised to use sound judgment in deciding whether to award some of these magic items, or **substitute lesser ones** in their stead.
- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Know rules for throwing a lit **flask of oil**.
- Know how to use **perception** rules for noticing **traps**, **secret doors**, and **stealthed** creatures.
- Determine **spell tactics** for spellcasters.
- Become familiar with how the **teleportals** connect the rooms together.
- The **challenges** on the island **vary** wildly in **difficulty**. Some encounters are not meant to be **fight**s.

Visuals

Suggested visuals to create:

- Prepare **maps** of each room, either sketched or printed, for the players.
- Print the picture of the **gingwatzim exhibit** (pg. 10).
- Print the picture of the **library** (pg. 12).

Planned Encounters

Living Quarters

- 1A.** Leprechauns (2), a DC 14 Intelligence (Investigation) check will reveal the illusions.
- 1B.** Thugs (2).
- 2.** Hobgoblins (15), four are awake, the rest are asleep when the party enters.
- 3.** Giant rats (20).
- 4.** Berserkers (2).
- 5.** Feral slasher (1), ogres (2).
- 6.** Characters who succeed at a DC 14 Intelligence (Investigation) check will see through the illusions.
- 7.** Tim (1), Pakim (1), Graegzim (1).
- 8c.** Lizardfolk (2).
- 9c.** Disease - treat as sewer plague (**DMG pg. 257**).
- 9d.** Heavy crossbows trap.

Laboratories and Workrooms

- I.** Bradvig. Books that are fire trapped or have explosive runes inflict 2d10 fire damage to anyone touching them. This also destroys the book.
- II.** Naranzim (1). Illusions can be seen through with a successful DC 15 Intelligence (Investigation) check.
- IIIA.** Giant wolverine (1).

- IIIB.** Flesh golem (1).
- IV.** Hippogriffs (2).
- V.** Arriflex.
- VIA.** Ghoul (1).
- VIIC.** Iron Men (2).
- VIII.** The items in this room are ready to be enchanted, but do not function.
- IX.** Pakim (3).

Magic Items

1. *Amulet (+1 to saving throws against spells)
2. Amulet of the planes (replace with amulet that casts teleportation circle once, to return adventurers home)
3. **Arrow +1
4. Arrows +1
5. Belt of flying (make into a part of the room, not removable without ruining it)
6. **Boots of elvenkind
7. Bracers of defense (replace with scroll of mage armor)
8. **Bracers of defense
9. **Chain mail +2 (downgrade to +1)
10. *Charm (+1 to saving throws against spells)
11. *Dagger +1
12. *Dagger +2 (downgrade to +1)
13. Dust of appearance (replace with dust of disappearance)
14. Figurine of wondrous power: ebony fly
15. Gloves of fire resistance (replace with potion of fire resistance)
16. **Javelin of piercing (replace with javelin +1)
17. Javelin of lightning
18. Longsword +1
19. **Longsword +1
20. Philter of love
21. **Potion of clairaudience (replace with potion of clairvoyance)
22. **Potion of extra-healing (replace with potion of greater healing)
23. **Potion of healing
24. Potion of animal control (replace with potion of animal friendship)
25. Potion of climbing
26. Potion of diminution
27. Potion of ESP (replace with potion of mind reading)
28. Potion of extra-healing (replace with potion of greater healing)
29. Potion of fire resistance
30. Potion of healing
31. Potion of levitation (replace with potion of flying)
32. Potion of longevity
33. Potion of speed
34. Potion of water breathing
35. *Quarterstaff +1
36. *Quarterstaff +3 (downgrade to +1)
37. Ring of free action
38. **Ring of protection
39. **Scroll of arcane lock, suggestion
40. **Scroll of blindness, blur
41. **Scroll of raise dead
42. Scroll of cure wounds (2), protection from energy, sanctuary

43. *Scroll of invisibility, fly, tongues*
44. *Scroll of protection from demons (replace with protection from fiends)*
45. ****Shield +1**
46. ***Shortsword +2 (downgrade to +1)**
47. ****Spear +1**
48. ****Splint armor +2 (downgrade to +1)**
49. ****Wand of fireballs (replace with wand of magic missiles)**
50. ****Warhammer +2 (downgrade to +1)**

*The DM will want to consider whether to allow **Gingwatzim** items.

These **items are in the **pool** guarded by the **Naranzim**, which the adventurers are **not likely to kill**.

Traps

- **Heavy Crossbows Trap (pg. 11):** Triggered when someone breaks the tripwire just inside the door. DC 15 passive Wisdom (Perception) check to spot the tripwire or DC 12 Wisdom (Perception) check if actively searching. DC 11 Intelligence (Investigation) check to determine how to disarm, followed by a DC 13 Dexterity check using thieves tools to disable it. The triggering creature suffers 4 attacks at +3 to hit, 1d10 piercing damage per hit.

Monsters

1. **Arriflex:** (See Special Creatures)
2. **Berserker:** (MM 344, CR 2, 450 XP)
3. **Bradvig:** (See Special Creatures)
4. **Feral slasher:** (as hook horror, MM 189, CR 3, 700 XP)
5. **Flesh golem:** (MM 169, CR 5, 1800 XP)
6. **Ghoul:** (MM 148, CR 1, 200 XP)
7. **Giant rat:** (MM 327, CR 1/8, 25 XP)
8. **Giant wolverine:** (as giant weasel, MM 329, CR 1/4, 50 XP)
9. **Graegzim:** (See Special Creatures)
10. **Hippogriff:** (MM 184, CR 1, 200 XP)
11. **Hobgoblin:** (MM 186, CR 1/2, 100 XP)
12. **Iron Man:** (as animated armor, MM 19, CR 1, 200 XP)
13. **Leprechaun:** (as pixie, MM 253, CR 1/4, 50 XP)
14. **Lizardfolk:** (MM 204, CR 1/2, 100 XP)
15. **Naranzim:** (See Special Creatures)
16. **Ogre:** (MM 237, CR 2, 450 XP)
17. **Pakim:** (See Special Creatures)
18. **Thug:** (MM 350, CR 1/2, 100 XP)
19. **Tim:** (See Special Creatures)

Special Creatures

Arriflex

Medium humanoid (human), lawful evil

Armor Class 11

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	17 (+3)	11 (+0)	10 (+0)

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Spellcasting. Arriflex is a 6th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *fire bolt, light, mage hand, mending*

1st level (4 slots): *identify, magic missile, unseen servant*

2nd level (3 slots): *invisibility, knock, web*

3rd level (3 slots): *fireball, Leomund's tiny hut, tongues*

Actions

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

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Bradvig

Medium humanoid (human), neutral evil

Armor Class 10

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Spellcasting. Bradvig is a 4th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *light, mage hand, mending, ray of frost*

1st level (4 slots): *color spray, mage armor, sleep, unseen servant*

2nd level (3 slots): *blindness, hold person, web*

Actions

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

Ray of Frost. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 4 (1d8) cold damage.

Eoluzim (Gingwatzim)

Medium aberration, neutral

Armor Class 15 (natural armor)

Hit Points 36 (8d8)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	6 (-2)	8 (-1)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Actions

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Graegzim (Gingwatzim)

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 21 (6d6)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	3 (-4)	6 (-2)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Actions

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Maronzim (Gingwatzim)

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 54 (12d8)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	12 (+1)	10 (+0)	17 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1100 XP)

Actions

Multiattack. The maronzim makes two life drain attacks.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Naranzim (Gingwatzim)

Large aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 88 (16d10)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	16 (+3)	12 (+1)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 6 (2300 XP)

Actions

Multiattack. The naranzim makes two life drain attacks.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) necrotic damage.

Pakim (Gingwatzim)

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 14 (4d6)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	3 (-4)	6 (-2)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Actions

Life Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) necrotic damage.

Tim (Gingwatzim)

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 7 (2d6)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	1 (-5)	6 (-2)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Actions

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

C3 The Lost Island of Castanmir Reference Sheet

Planned Encounters

Living Quarters

- 1A. Leprechauns (2), a DC 14 Intelligence (Investigation) check will reveal the illusions.
- 1B. Thugs (2).
2. Hobgoblins (15), four are awake, the rest are asleep when the party enters.
3. Giant rats (20).
4. Berserkers (2).
5. Feral slasher (1), ogres (2).
6. Characters who succeed at a DC 14 Intelligence (Investigation) check will see through the illusions.
7. Tim (1), Pakim (1), Graegzim (1).
- 8c. Lizardfolk (2).
- 9c. Disease - treat as sewer plague (DMG pg. 257).
- 9d. Heavy crossbows trap.

Laboratories and Workrooms

- I. Bradvig. Books that are fire trapped or have explosive runes inflict 2d10 fire damage to anyone touching them. This also destroys the book.
- II. Naranzim (1). Illusions can be seen through with a successful DC 15 Intelligence (Investigation) check.
- IIIA. Giant wolverine (1).
- IIIB. Flesh golem (1).
- IV. Hippogriffs (2).
- V. Arriflex.
- VIA. Ghoul (1).
- VIIc. Iron Men (2).
- VIII. The items in this room are ready to be enchanted, but do not function.
- IX. Pakim (3).

Magic Items

1. *Amulet (+1 to saving throws against spells)
2. Amulet of the planes (replace with amulet that casts teleportation circle once, to return adventurers home)
3. **Arrow +1
4. Arrows +1
5. Belt of flying (make into a part of the room, not removable without ruining it)
6. **Boots of elvenkind
7. Bracers of defense (replace with scroll of mage armor)
8. **Bracers of defense
9. **Chain mail +2 (downgrade to +1)
10. *Charm (+1 to saving throws against spells)
11. *Dagger +1
12. *Dagger +2 (downgrade to +1)
13. Dust of appearance (replace with dust of disappearance)
14. Figurine of wondrous power: ebony fly
15. Gloves of fire resistance (replace with potion of fire resistance)
16. **Javelin of piercing (replace with javelin +1)
17. Javelin of lightning
18. Longsword +1
19. **Longsword +1
20. Philter of love
21. **Potion of clairaudience (replace with potion of clairvoyance)
22. **Potion of extra-healing (replace with potion of greater healing)
23. **Potion of healing
24. Potion of animal control (replace with potion of animal friendship)
25. Potion of climbing

26. Potion of diminution
 27. Potion of ESP (replace with potion of mind reading)
 28. Potion of extra-healing (replace with potion of greater healing)
 29. Potion of fire resistance
 30. Potion of healing
 31. Potion of levitation (replace with potion of flying)
 32. Potion of longevity
 33. Potion of speed
 34. Potion of water breathing
 35. *Quarterstaff +1
 36. *Quarterstaff +3 (downgrade to +1)
 37. Ring of free action
 38. **Ring of protection
 39. **Scroll of arcane lock, suggestion
 40. **Scroll of blindness, blur
 41. **Scroll of raise dead
 42. Scroll of cure wounds (2), protection from energy, sanctuary
 43. Scroll of invisibility, fly, tongues
 44. Scroll of protection from demons (replace with protection from fiends)
 45. **Shield +1
 46. *Shortsword +2 (downgrade to +1)
 47. **Spear +1
 48. **Splint armor +2 (downgrade to +1)
 49. **Wand of fireballs (replace with wand of magic missiles)
 50. **Warhammer +2 (downgrade to +1)
- *The DM will want to consider whether to allow Gingwatzim items.
**These items are in the pool guarded by the Naranzim, which the adventurers are not likely to kill.

Traps

Heavy Crossbows Trap (pg. 11): Triggered when someone breaks the tripwire just inside the door. DC 15 passive Wisdom (Perception) check to spot the tripwire or DC 12 Wisdom (Perception) check if actively searching. DC 11 Intelligence (Investigation) check to determine how to disarm, followed by a DC 13 Dexterity check using thieves tools to disable it. The triggering creature suffers 4 attacks at +3 to hit, 1d10 piercing damage per hit.

Monsters

1. **Arriflex:** (See Special Creatures)
2. **Berserker:** (MM 344, CR 2, 450 XP)
3. **Bradvig:** (See Special Creatures)
4. **Feral slasher:** (as hook horror, MM 189, CR 3, 700 XP)
5. **Flesh golem:** (MM 169, CR 5, 1800 XP)
6. **Ghoul:** (MM 148, CR 1, 200 XP)
7. **Giant rat:** (MM 327, CR 1/8, 25 XP)
8. **Giant wolverine:** (as giant weasel, MM 329, CR 1/4, 50 XP)
9. **Graegzim:** (See Special Creatures)
10. **Hippogriff:** (MM 184, CR 1, 200 XP)
11. **Hobgoblin:** (MM 186, CR 1/2, 100 XP)
12. **Iron Man:** (as animated armor, MM 19, CR 1, 200 XP)
13. **Leprechaun:** (as pixie, MM 253, CR 1/4, 50 XP)
14. **Lizardfolk:** (MM 204, CR 1/2, 100 XP)
15. **Naranzim:** (See Special Creatures)
16. **Ogre:** (MM 237, CR 2, 450 XP)
17. **Pakim:** (See Special Creatures)
18. **Thug:** (MM 350, CR 1/2, 100 XP)
19. **Tim:** (See Special Creatures)

Special Creatures

Arriflex

Medium humanoid (human), lawful evil

Armor Class 11

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	17 (+3)	11 (+0)	10 (+0)

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Spellcasting. Arriflex is a 6th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *fire bolt, light, mage hand, mending*

1st level (4 slots): *identify, magic missile, unseen servant*

2nd level (3 slots): *invisibility, knock, web*

3rd level (3 slots): *fireball, Leomund's tiny hut, tongues*

Actions

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

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Bradvig

Medium humanoid (human), neutral evil

Armor Class 10

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Spellcasting. Bradvig is a 4th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *light, mage hand, mending, ray of frost*

1st level (4 slots): *color spray, mage armor, sleep, unseen servant*

2nd level (3 slots): *blindness, hold person, web*

Actions

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

Ray of Frost. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 4 (1d8) cold damage.

Eoluzim (Gingwatzim)

Medium aberration, neutral

Armor Class 15 (natural armor)

Hit Points 36 (8d8)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	6 (-2)	8 (-1)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Actions

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Graegzim (Gingwatzim)

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 21 (6d6)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	3 (-4)	6 (-2)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Actions

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Maronzim (Gingwatzim)

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 54 (12d8)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	12 (+1)	10 (+0)	17 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1100 XP)

Actions

Multiattack. The maronzim makes two life drain attacks.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Naranzim (Gingwatzim)

Large aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 88 (16d10)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	16 (+3)	12 (+1)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 6 (2300 XP)

Actions

Multiattack. The naranzim makes two life drain attacks.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) necrotic damage.

Pakim (Gingwatzim)

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 14 (4d6)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	3 (-4)	6 (-2)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Actions

Life Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) necrotic damage.

Tim (Gingwatzim)

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 7 (2d6)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	1 (-5)	6 (-2)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Actions

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