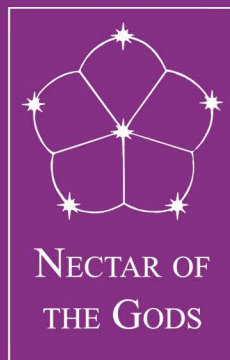


All New 5th ed. D&D Adventure

THE CRYSTALLINE CAVES OF BLACK LEAF FOREST

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The Crystalline Caves of Black Leaf Forest

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This is a fifth edition Dungeons & Dragons adventure for level 8-9 characters. The adventure takes place in a network of caves under Black Leaf Forest in 913 in the Common Era.

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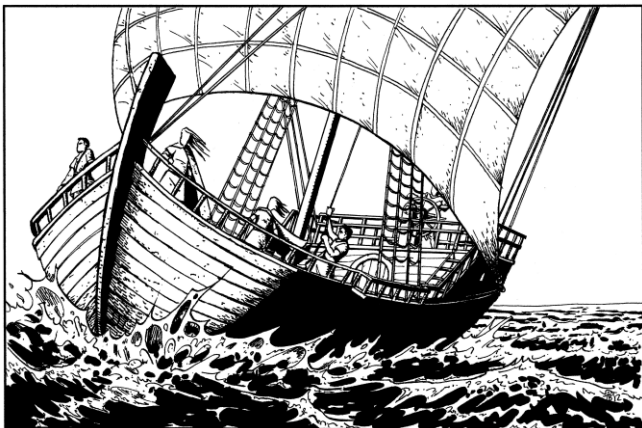
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DM'S BACKGROUND

In the Crystalline Caves of Black Leaf Forest there is an entrance to the dark elf city of Ithilanx, a city radiant with precious gems and minerals far beneath the earth. The entrance is a set of gold double doors that have magical writing on them, and it is protected by drow of the House of Imazress, a dark elf house of Ithilanx. The magical writing describes how to open the gold double doors, and beyond them is a tunnel that is miles and miles long that goes to the dark elf city of Ithilanx.

The party has been hired to enter the caves, find the entrance to the dark elf city of Ithilanx, make a copy of the magical writing on the gold double doors, and return to the city of Alobal. The magical writing will then be deciphered by wizards through research in arcane tomes and scrolls of secrets. This information will then be sold to the enemies of the drow.



DM'S SUMMARY

The party may fight the evil treant in *Black Leaf Forest* at 1.

The party must find the entrance to the Crystalline Caves at a *Sinkhole* at 2.

The party may negotiate or fight with the ants in *The Grotto of the Ant Queen* at 4.

The party may fight the umber hulk in a *Side Gallery* at 5.

The party must fight a gang of slaadi in a *Basin* at 7.

The party may help a mushroom-man in *The Fungi Garden* at 8.

The party must go through the *Cavern of Suffocating Smoke* at 9.

The party must solve a riddle from a fairy slug in the *Cavern of the Fairy Slugs* at 10.

The party must cross a rocky gorge in *The Vast Cavern* at 11.

The party must fight an inquisition of mind flayers from the *Cavern of the Swirling Pool* at 12.

The party must fight a group of dark elves in *The Plaza* at 14.

The party may fight the wererats and kuo-toa on the merchant ships on the *Underground Lake* at 15.

The party may free a svirfneblin gardener, a pech, and an elf wizardess from the cells at 18.

The party may fight or negotiate with some dark elves and a group of merchants in a *Meeting Room* at 19.

The party may raid the *Armoury* of the drow at 27.

The party must fight the dark elf hero and a displacer beast at a *Pillared Court* at 39.

The party must fight a gibbering moulder in the *Cavern of Gibberish* at 41.

The party must fight the dark elf priestess and some other monsters in the *Shrine of the Goddess of the Dark* at 42.

The party must solve some riddles to reveal the gold double doors to the dark elf city of Ithilanx in the *Cavern of the Pretty Wilderness* at 43.

DM'S NOTES

Trap/Trick

In the Crystalline Caves all magical light produces only dim yellowish-coloured illumination. The range of the light is not affected. This is a permanent magical effect.

START

About a month ago, the party met a man called Isander in the city of Alobal. He gave them a special mission. "I want you to go to the Crystalline Caves of Black Leaf Forest and find an entrance to the dark elf city of Ithilanx, a city radiant with precious gems and minerals far beneath the earth. The entrance is protected by one of the dark elf houses of Ithilanx, nobody knows which one. The entrance is a set of gold double doors that have magical writing on them, and the magical writing describes how to open the gold double doors. Beyond these doors there is a tunnel that is miles and miles long that goes to the dark elf city of Ithilanx. I want you to find the

gold double doors, make a copy of the magical writing on them, and return to the city of Alobal. The magical writing will then be deciphered by wizards through research in arcane tomes and scrolls of secrets. This information will then be sold to the enemies of the drow. I will reward your party with 10,000 gp”.

Isander was able to find out the following information which might be useful to the party: “The dark elven underground city of Ithilanx is a matriarchal theocracy, ruled by a priestess-queen called Arushnee who worships the spider goddess Loth. There are numerous noble houses in Ithilanx, and the most respected of them are entrusted to protect the entrances to their city. These families have formed alliances with other creatures in the caves, but not all wish to ally with the drow and the dark elves have powerful enemies”.

Isander gave the party a map that shows where the entrance is to the Crystalline Caves of Black Leaf Forest. “This map was recovered from an adventurer called Tiliqua, who is a high elf from the forests of Namarie. She is the only one who has returned from Black Leaf Forest with any useful information about the Crystalline Caves. I don’t know where she is now, but I’m sure this map will help you”. [Show the illustration on page 26].

Isander arranged for the party to sail on a ship called ‘The Wild Strawberry’ captained by a man called Amyntas. They made their way by ship from the city of Alobal across the Watery Sea to the mouth of the Enchanted River. The party then made their way by foot into Black Leaf Forest. ‘The Wild Strawberry’ will return to the mouth of the Enchanted River in two weeks and every morning for another two weeks before returning to the city of Alobal.

1 *Black Leaf Forest*

There are dark and sad trees here, and they make a low wail as a cool wind blows through them. The leaves shiver and the branches tremble in the breeze. No birds chirp or flit among the trees.



Monster

Strychna Omica the Treant (see page 44)

‘It resembles a tree with dark green leaves and is 20 feet tall. It has two dark green eyes, two arms that look like branches, and two legs that resemble the split trunk of the tree’.

Tactics

The treant will hide among the trees and use *Animate Trees* before attacking.

2 *Sinkhole*

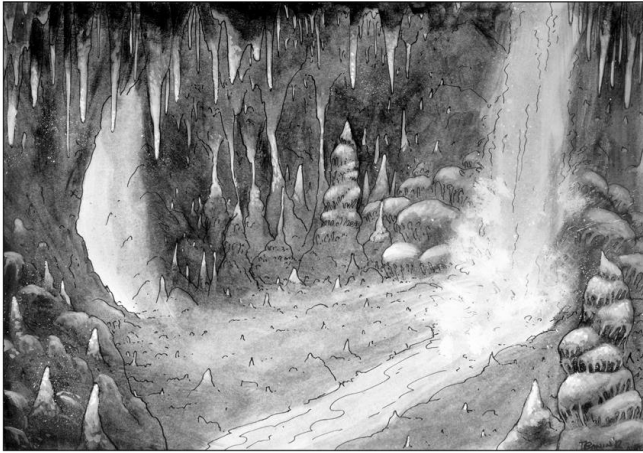
There is a stream here among the trees that flows into a huge sinkhole in the rock. [Show the illustration on page 27].

[The stream is 10 feet wide]

[The sinkhole is 300 feet in diameter and goes down for 200 feet into the cavern at 3]

3 *Cavern of Scintillating Colours*

There are rock formations here of translucent rock of many scintillating colours. A waterfall falls out of the ceiling and forms a stream that flows along the floor of the cavern from east to west.



[The rock here is reflective and has the natural effect of quadrupling the radius of illumination from a light source]

Trap/Trick

If anyone enters this cavern then they will be scried upon by Mezzedria the drow priestess using her Crystal Ball of Mind Reading.

[Crystal Ball of Mind Reading

Wondrous item, very rare (requires attunement)

This crystal ball is a transparent sphere with dark, swirling shapes within it and is about 6 inches in diameter. While touching it and maintaining concentration, you can scry upon a particular area with which you are familiar for up to 10 minutes. You create an invisible sensor in the area, and you can see and hear through the sensor as if you were there. A creature that can see invisible objects sees the sensor as a luminous orb about 6 inches in diameter. You can read the surface thoughts of all creatures in the area, although any creature that has an Intelligence of 3 or lower or doesn't speak any language is unaffected. As an action, you can probe deeper into these creature's minds. All creatures in the

area must make a Wisdom saving throw against DC 17. If a creature fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If a creature succeeds, the effect ends. Either way, the target knows that you are probing into its mind, and the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the effect ends]

4 *The Grotto of the Ant Queen*

This large cavern has a flat and even floor. There are some large stalagmites rising out of the floor along the north and south walls. The ceiling of the cavern is covered with small stalactites.

[‘There are maybe 100 glossy black giant ants here. Most of the giant ants are in the centre of the cavern, but some of them are herding some giant caterpillars out of the cavern through a tunnel in the east wall. The giant caterpillars have lemon yellow bodies and are 10 feet long. In the west wall of the cavern there is a set of stairs that goes up to a raised area. There are giant ants here that are standing on their two rear legs and each of these ants has a shiny silver helmet, a shiny silver breastplate, and a shiny silver spear. At the top of the stairs there is a giant ant dressed in dark brown hooded robes and it is holding a plain wooden quarterstaff in one of its limbs. Against the west wall in the raised area is a brilliant golden throne, and atop the throne sits a larger glossy black giant ant. She is dressed in plush blue robes, is wearing a gold crown, and is holding a gold wand in one of her limbs. By one side of the throne there is a small table atop which is a glass jar filled with an orangey-red jelly-like substance’ [Show the illustration on page 28]]

[Intelligence check against DC 11 to recollect some lore about giant ants. They live in highly organised colonies, consisting of workers, warriors, magicians, and a queen. They communicate with nearby members of the colony by using a complex combination of pheromones. These pheromones are highly acidic, and the giant ants also use them to damage foes. Giant ants have a symbiotic relationship with giant caterpillars. The giants ants herd the giant caterpillars, take them to their feeding grounds, and then bring

them back into their colony. In return, the giant caterpillars secrete honeydew, which is harvested by the giants ants]

Monster

6 Giant Caterpillars (see page 44)

‘They are giant caterpillars with lemon yellow bodies and are 10 feet long’.

92 Giant Ants (see page 45)

‘They are glossy black giant ants and are 4 feet long’.

16 Giant Ant Warriors (see page 45)

‘They are glossy black giant ants and are 5 feet tall. They stand on their two rear legs. Each has a shiny silver spear, a shiny silver helmet, and a shiny silver breastplate’.

Giant Ant Magician (see page 46)

‘It is a glossy black giant ant and is 5 feet tall. It is dressed in dark brown hooded robes and is holding a plain wooden quarterstaff’.

Giant Ant Queen (see page 47)

‘She is a large glossy black giant ant and is 10 feet tall. She is dressed in plush blue robes, is wearing a gold crown, and is holding a gold wand’.

[The giant ant magician will say in Undercommon to any intruder: “Why have you come here? This is the grotto of the ant queen. You are not ants. Leave immediately”]

[The umber hulk in the cavern at 5 is an enemy of the giant ants in the caverns, and if the party kill it, then the giant ant queen will offer each member of the party a dose of Royal Jelly]

[If any giant ants are attacked the giant ant magician will say in Undercommon: “Defend the grotto and your queen”, and then every giant ant in the grotto will attack any intruder]

Tactics

All the giant ants will fight if they or the giant ant queen is attacked.

Treasure

By one side of the throne there is a small table atop which is a glass jar filled with an orangey-red jelly-like substance. This substance is a special sugar called Royal Jelly.

Magic Item

Royal Jelly

Wondrous item, rare

This glass jar is 3 inches in diameter and contains 5 doses of a jelly-like substance that is orangey-red in colour. The jar and its contents weigh 1/2 pound. As an action, one dose of the jelly can be swallowed. The creature that receives it regains 50 hit points, ceases to be poisoned, and is cured of any disease.

[The tunnel in the east wall goes up 150 feet to the feeding grounds of the giant caterpillars in Black Leaf Forest]

5 Side Gallery

The floor of this long narrow cavern is uneven. There are piles of debris along the walls of the cavern.

[Wisdom (Perception) check against DC 13 to notice that there are markings on the walls that indicate that this cavern has been enlarged by some clawed creature]

[The floor of the cavern is difficult terrain and walking speed is halved]



Monster

Umbur Hulk (see page 47)

‘It is an insect-like monster, and is 8 feet tall and 5 feet wide. Its body is covered with dark grey chitin, shading to yellowish-grey at the front, and it has two pairs of eyes and two massive mandibles’.

[Intelligence check against DC 14 to recollect some lore about umber hulks. They are abominable horrors from deep beneath the earth, and they burrow through solid rock into cave complexes, dungeons, or Underdark settlements in search of food. Those lucky enough to survive an umber hulk attack often remember precious little of the incident, thanks to the umber hulk's mind-scrambling gaze]

Tactics

The umber hulk will move as quickly as it can into melee, attacking its nearest foe.

Treasure

Among some debris against the south wall of this cavern there is a pile of treasure including a leather belt with a beautiful gold clasp, 116 sp, 48 gp, and 8 pp (Wisdom (Perception) check against DC 6 to find).

Magic Item

Belt of Protection

Wondrous item, rare (requires attunement)
This leather belt has a beautiful gold clasp. While wearing the belt, you gain a +1 bonus to AC if you are wearing no armour and using no shield.

6 Cavern of the Gushing Stream

A stream flows through this cavern from east to west, and ends in a waterfall in the west wall. Water also drops onto the floor from stalactites in the ceiling, making the floor glisten with moisture. The walls of the cavern are made of translucent blue rock.

Trap/Trick

The floor here is wet and slippery (Dexterity (Acrobatics) check against DC 10 to avoid slipping over).

[The waterfall has a drop of 50 feet and then cascades and slides down the rock face for 100 feet before another drop of 50 feet into the cavern at 7 (Strength (Athletics) check against DC 15 to climb)]

7 Basin

There is a large natural basin here. The rock is dark and glistens with water. A waterfall cascades down the east wall into the basin and forms a stream that flows along the floor of the basin from

east to west. There is also mist in the basin. The ceiling is covered with small stalactites. The floor is flat except for a clutch of large stalagmites rising from the centre of the basin. The stalagmites are partly concealed in the mist.

[The water in the basin is 3 feet deep and the water in the stream is 1/2 foot deep]

[The stalagmites are 15 feet tall and give half cover, granting a +2 bonus to AC and Dexterity saving throws]

[The fog obscures vision. A creature in a lightly obscured area has disadvantage on Wisdom (Perception) checks that rely on sight]

[The slaadi are afraid of the mushroom-man and will stay away from the cavern at 8]



Monster

Gang of Slaadi (see pages 48-52)

Red Slaad

'It is a large red frog-like humanoid with clawed hands and feet, and is 9 feet tall'.

Blue Slaad

'It is a large blue frog-like humanoid with clawed hands and feet, and is 10 feet tall'.

Green Slaad

'It is a large green frog-like humanoid with clawed hands and feet, and is 10 feet tall'.

Grey Slaad

'It is a grey frog-like humanoid with clawed hands and feet, and is 6 feet tall'.

Black Slaad

'It is a black frog-like humanoid with clawed hands and feet, and is 7 feet tall'.

[Intelligence (Arcana) check against DC 20 to recollect some lore about slaadi. They are creatures of utter chaos. Slaadi have no formal hierarchy, although weaker ones obey stronger slaadi under threat of annihilation. They have horrific cycles of reproduction. Slaadi reproduce either by implanting humanoid hosts with eggs that grow into slaadi tadpoles that chew their way through vital organs and out of the host's chest or by infecting them with a disease called chaos phage that transforms them into a slaad]

Tactics

The slaadi will hide in the mist among the stalagmites in the centre of the basin. The grey and black slaadi will use ranged spell attacks, and the red, blue, and green slaadi will then engage in melee.

Treasure

Among the stalagmites in the centre of the basin there is a pile of treasure including 220 sp, 81 gp, 18 pp, a dagger, 2 +1 javelins, a delicate silver chain from which hangs a brilliant-cut black diamond, and 3 potions of yellowish liquid.

Magic Item

Periapt of Proof against Poison

Wondrous item, rare (requires attunement)

This delicate silver chain has a brilliant-cut black diamond hanging from it. While you wear it, poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

3 Potions of Healing

Potion, common

This liquid is yellowish in colour. You regain 2d4 +2 hit points when you drink this potion.

8 The Fungi Garden

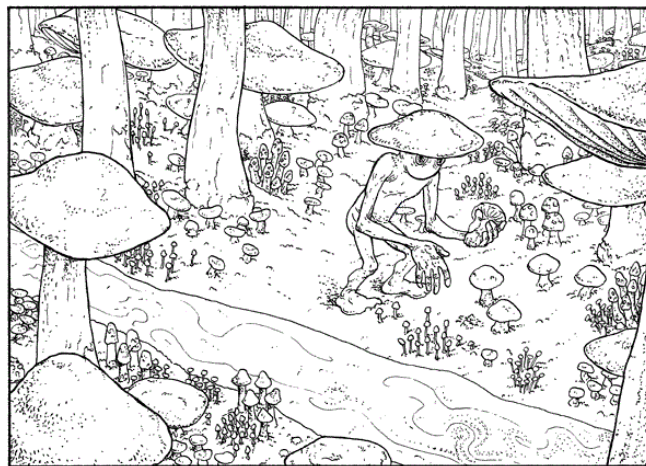
There is a faint white light in this cavern. A stream flows through here from east to west, and the light shines off the water. The air is moist and there is a smell of wetness. A layer of loam covers the floor and there is a beautiful garden of mushrooms growing out of it all around the cavern. There are tiny mushrooms that grow in clumps on the floor of the cavern and huge mushrooms that grow most of the way to the ceiling of the cavern.

[‘There is a pile of large rocks that is blocking the tunnel in the west wall of the cavern. The stream that flows through the cavern is stopped here by the large rocks. Water has submerged this part of the cavern’]

[Intelligence (Nature) check against DC 11 to know that the faint white light is produced by some of the tiny mushrooms which are bioluminescent]

[Intelligence (Nature) check against DC 13 to tell that the fungi are cultivated]

[Intelligence (Investigation) check against DC 6 to tell that the large rocks fell from the ceiling during a cave-in]



Monster

Mushroom-man (see page 52)

‘It resembles a mushroom in humanoid form and is pale mocha in colour. It has two arms, two legs, and two large shiny black eyes’.

[The mushroom-man tends the fungi garden]

[The mushroom-man will try to indicate through gestures that it wants the help of the party. It wants to move the large rocks blocking the tunnel in the west wall of the cavern so that the stream can flow again. Each large rock takes two or more people to move. It will take about one hour to move all the large rocks. If all the large rocks are moved then the stream will flow again and before long that part of the cavern will no longer be submerged. The mushroom-man will then be able to restore its fungi garden to that part of the cavern]

[The mushroom-man will give anyone who helps it two tiny brown magical mushrooms to imbibe which are an antidote to the nauseating effects of the smoke in the cavern at 9. The effects of each of these mushrooms last for one hour]

[The mushroom-man will also give anyone who has been affected by the diseases of the slaadi a tiny purple magical mushroom to imbibe which will cure the disease]

9 Cavern of Suffocating Smoke

This cavern is filled with a swirling thick black smoke that obnebulates any features the cavern may have.

[The smoke in this cavern is a permanent magical effect]

[A moderate wind will disperse the smoke for 1 round and a strong wind will disperse the smoke for 2 rounds]

[A crevice goes through the cavern from east to west. The crevice is 10 feet wide and 30 feet deep. The natural rock walls of the crevice are steep and rough (Strength (Athletics) check against DC 11 to climb)]

[The smoke does not fall into the crevice but just hangs in the cavern]

[The stream that flows through this cavern from south to north falls into the crevice and flows out of a tunnel in the west wall at the bottom of the crevice. The sound of splashing water can be heard in the cavern (Wisdom (Perception) check against DC 3 to hear)]

Trap/Trick

The smoke blocks vision entirely. A creature in a heavily obscured area can't see and automatically fails any ability check that requires sight.

Trap/Trick

The smoke conceals the crevice in the cavern and a creature who falls into the crevice takes 1d6 bludgeoning damage for every 10 feet it falls.

Trap/Trick

The smoke is dangerous to inhale (Wisdom (Survival) check against DC 15 to tell). If a creature inhales the smoke then it must succeed on

a Constitution saving throw against DC 15 or become poisoned for 1 hour. A poisoned creature is blinded.



Treasure

At the bottom of the crevice close to the east wall there is the skeleton of a wood elf. It has a long bow, a quiver with 3 arrows in it, a rotted cloak fastened with a gold clasp, 6 sp, and 2 gp. Some of the bones are broken from when the elf fell into the crevice.

Magic Item

Elven Clasp

Wondrous item, uncommon (requires attunement)

This gold clasp is for fastening a cloak. While wearing the clasp, you have advantage on Dexterity (Stealth) checks made to hide or move silently.

10 Cavern of the Fairy Slugs

A stream flows through here from east to west. The air here is moist. The rock is dark and glistens with water. In the centre of the north wall there is a set of stairs that go up to a door. [Show the illustration on page 29].

Monster

3 Fairy Slugs (see page 53)

'They are slugs with delicate fairy wings, and are 5 feet long. One is pale orange with red spots and has yellow wings. Another is vibrant green with brilliant blue streaks and has violet wings. Another is pale red with white flecks and has indigo wings'.

[One of the fairy slugs will ask a riddle by telepathy]

*What enters a place that is enclosed in shade
And as it goes in only a click is made
And then it persuades the guard to step aside
And the way to the treasure is open wide?
A key.*

[If someone fails to solve the riddle then they will be teleported to the cavern at 9]

[If someone solves the riddle then the door will click open]

Trap/Trick

The door can be opened only by solving the riddle.

11 The Vast Cavern

There is a faint white light in this vast cavern, but darkness hides behind rock formations and under rock projections and threatens to envelop the light. A current of cold air goes through here from west to east. The cavern is cut through by a rocky gorge and an underground river flows through the gorge from west to east. On the north side of the gorge there is an underground stream that flows through the cavern. The underground stream flows around rock formations, over rock draperies and curtains, and into a waterfall that falls into the rocky gorge to join the underground river. There is a narrow rock bridge going across the gorge. On the north side of the gorge the bridge goes to a plaza. To the west of the plaza there is an underground lake. To the north of the plaza there is a natural column that goes from the floor to the ceiling of this vast cavern. A ramp has been carved into the natural column and winds around it, going up 200 feet to where some delicate porticoes have been cut into the rock. Another narrow rock bridge goes from here to a wall of the vast cavern. In this wall of the cavern there are archways, porticoes, and balconies that have been cut into the rock. It resembles an underground fairy wonderland. [Show the illustration on page 30].

Trap/Trick

The faint white light in this cavern is a permanent magical effect.

12 Cavern of the Swirling Pool

In the centre of this cavern there is a pool of swirling greenish-grey fluid. Phials of glass hang on cords from the ceiling, and they have a mysterious substance in them that gives a faint yellowish-green light to the cavern. 13 niches have been cut into the walls around the cavern.

Trap/Trick

The entrance to the cavern is hidden by an illusion, which is dispelled if the mind flayer mastermind is killed.

[‘There is a silver disc that is 1/2 foot in diameter that is set into the rock in the floor of the cavern and it is inscribed with the figure of a disembodied brain with trailing tentacles’ (Intelligence (Religion) check against DC 21 to recognise that it is a symbol of the mind flayer god Ilensine)]

Treasure

Silver disc (150 gp).

[Intelligence (Nature) check against DC 11 to know that the phials of glass contain a bioluminescent substance]

[The pool of swirling greenish-grey fluid is magical. It contains the brains of two dead mind flayers who had been part of the inquisition. Many of the mind flayers who had been part of the inquisition have been killed but the bodies of only two have been recovered, allowing their brains to be extracted]

Trap/Trick

The magic of the pool of swirling greenish-grey fluid protects the cavern against scrying and divination magic.

Monster

Inquisition of Mind Flayers (see pages 53-55)

Eledone the Mind Flayer Mastermind

‘It is a humanoid monster whose head resembles an octopus with four purplish-black tentacles. It has faint mauve rubbery skin and its fingers are faint red. Its eyes are white, and they do not have pupils. It is wearing a sleek, hooded black leather robe’.

4 Mind Flayers

‘They are humanoid monsters whose heads resemble octopuses with four purplish-black tentacles. They have faint mauve rubbery skin and their fingers are pale red. Their eyes are white, and they do not have pupils. Each has a scimitar and a leather robe – one red, one yellow, one green, and one violet’.

[Intelligence (Arcana) check against DC 19 to recollect some lore about mind flayers. They are insidious masterminds that hatch plots as far-reaching and evil as their fathomless minds can conceive. With their psionic powers, mind flayers subjugate, warp, and shatter the minds of other humanoid races for their own twisted ends. They subsist on the brains of humanoids, extracting and devouring their brains once they have grabbed them with their tentacles. Mind flayers will, however, sometimes harvest a brain rather than devour it, using it as part of some alien experiment. They communicate via telepathy, although they also often understand languages spoken in the Underdark. Mind flayers sometimes gather in small groups called inquisitions. Colonies of mind flayers, organised around mighty disembodied intellects known as elder brains, lurk in the deepest portions of the Underdark. Mind flayers are also called illithids]

Tactics

The mind flayer mastermind will use *Id Insinuation* to try to gain control of a creature's mind and interpose this creature between itself and any other creatures who are attacking it. The mind flayer mastermind will then use *Mind Blast* and *Ego Whip*. The mind flayers will protect the mind flayer mastermind.

[There is a niche in the south part of the wall that has a folded blue leather robe in it. There is a niche in the east part of the wall that has a folded orange leather robe in it. The other niches are empty]

13 The Bridge over the Gorge

This narrow rock bridge goes across the rocky gorge in the vast cavern.

[The current of cold air that goes through the vast cavern from west to east becomes a strong cold wind here, imposing disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by non-magical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall]

Trap/Trick

The dark elf archeress is hiding behind a stalagmite in the plaza at 14 (Wisdom (Perception) check against DC 26 to spot). If she is not spotted, the dark elf archeress will attack with surprise with her long bow and arrow when her target is within 60 feet of the plaza. She will say to her target: "I am Acushia the dark elf archeress and you have entered the realm of my lady Mezzedria. We hold this side of the bridge. Our enemies, the illithids, hold the other side and they will soon block off your escape. You will not leave these caverns alive". An inquisition of mind flayers will come out from the cavern at 13 and attack the target from behind once the target gets most of the way across the bridge.

14 The Plaza

The plaza is paved with large blocks of white stone. The floor of the plaza is flat and even, although there are numerous large stalagmites in it, especially around the sides of the plaza. In the centre of the plaza there is gushing fountain with the statue of a beautiful naked female drow. [Use battle map 1].

[The current of cold air that goes through the vast cavern from west to east becomes only a moderate cold wind here]

Trap/Trick

The dark elves and the mezzodemon are hiding behind stalagmites and will attack any intruders who enter the plaza. If there is fighting in the plaza then the creatures on the merchant ships on the underground lake at 15 may come to aid the dark elves.

[The stalagmites are 15 feet tall and give half cover, granting a +2 bonus to AC and Dexterity saving throws]

Monster

Acushia the Dark Elf Archeress (see page 55)

'She is a dark elf with black skin, long straight white hair, and pointed ears, and her eyes are all iris and pupil. She has a long bow, a quiver of arrows, and is wearing leather armour'.

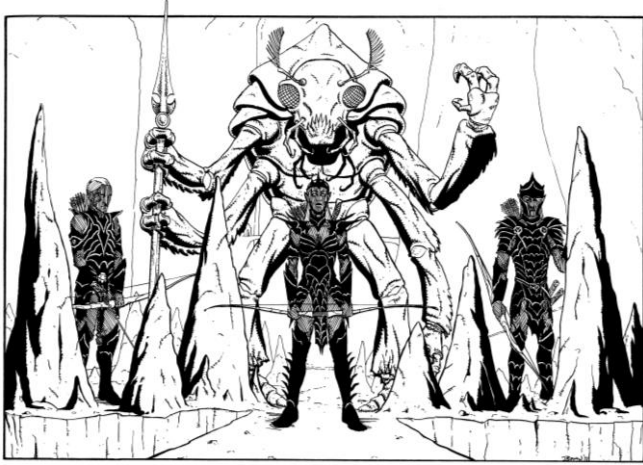
11 Dark Elf Warriors (see page 57)

'They are dark elves with black skin, long straight white hair, and pointed ears, and their eyes are all iris and pupil. They each

have a short sword, a long bow, a quiver of arrows, and leather armour’.

Mezzodemon (see page 58)

‘It is an insectoid demon and is 10 feet tall. It is bluish-black in colour and has luminous green eyes. It is holding a large spear in two of its limbs’.



Tactics

The dark elf archeress will attack from cover with her long bow and arrows. The dark elf warriors will attack with their long bows and arrows before drawing their short swords to protect the dark elf archeress. The mezzodemon will move as quickly as it can into melee.

15 Underground Lake

The underground lake is large, and its clear, bright blue waters splash softly against its rocky shores. A current of cold air goes across the underground lake from west to east and lightly distresses the water.

[‘Along the east shore of the underground lake there are 4 merchant ships’]

[If there is fighting in the plaza, the wererats will row their ship out onto the lake to await a signal from their captain, while the kuo-toa will leave their ship and go to help the drow]

[The captains of both the wererat and the kuo-toa ships are meeting with a dark elf merchant at the cavern at 19]

A This drow merchant ship is ‘The Lantern-fly’, and this is written on it in Elvish. On this merchant ship there is 100’ rope, a 10’ pole, an empty bucket, a spare sail, and an anchor.

B This drow merchant ship is ‘The Will-o’-the-Wisp’, and this is written on it in Elvish. On this merchant ship there is 100’ rope, a 10’ pole, an empty bucket, a spare sail, and an anchor.

C This wererat merchant ship is ‘The Drowned Rat’, and this is written on it in Undercommon. On this merchant ship there is 100’ rope, a 10’ pole, a spade, a lamp, 3 large empty sacks, a barrel of dried meat, a barrel of water, a small wooden chest, an empty bucket, a spare sail, and an anchor.

Monster

5 Wererats (see page 59)

‘They are rat-like humanoids with brown fur and each has a long hairless tail. They are dressed in tattered brown cloaks and each has a short sword, a light crossbow, and a quiver of bolts’.

Treasure

The small wooden chest is locked. It can be opened by using the key with the symbol of a rat on it, by picking its lock (Dexterity check against DC 20), or by breaking it open (Strength check against DC 20). It contains 6 small sacks each containing 50 gp.

D This kuo-toa merchant ship is ‘The Hungry Eel’, and this is written on it in Undercommon. On this merchant ship there is 100’ rope, a grappling hook, 3 harpoons, a small wooden chest, an empty bucket, a spare sail, and an anchor.

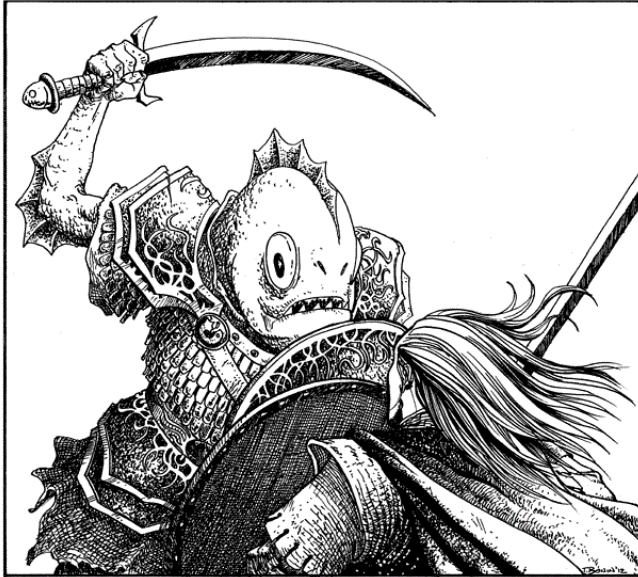
Monster

Kuo-toa Whip (see page 60)

‘It is a fish-like humanoid with greenish scales, long arms with broad clawed hands, and long legs with flipper-like feet. It has large black eyes and a wide mouth filled with small sharp teeth. It is wearing a silver necklace with a crystal flask hanging from it that contains a clear liquid. It is also wearing a belt of pearl and crystal. It is wielding a pincer staff’.

7 Kuo-toa (see page 61)

‘They are fish-like humanoids with greenish scales, long arms with broad clawed hands, and long legs with flipper-like feet. They have large black eyes and wide mouths filled with small sharp teeth. Each has a scimitar, a javelin, scale mail, and a shield’.



Treasure

The small wooden chest is locked. It can be opened by using the key with the symbol of a fish on it, by picking its lock (Dexterity check against DC 20), or by breaking it open (Strength check against DC 20). It contains 10 pearls (100 gp each).

16 Double Doors

There is a 15-foot-high set of double doors here made of a silvery metal.

[The double doors are locked. They can be opened by using the key with the symbol of a spider on it, by picking their lock (Dexterity check against DC 29), or by breaking them open (Strength check against DC 29)]

17 Anteroom

In the centre of this cavern there is a wooden table with a drawer and a wooden chair, and atop the table there is a brass candle-stick with a red wax candle in it.

[In the drawer of the wooden table there are two tiny stoppered bottles of black ink, two writing pens, a seal with a crocus emblem on it, two red wax candles, some sheets of paper, a folded piece of paper, and a key with the symbol of a python on it]

[The crocus emblem on the seal is the symbol of the House of Imazress, one of the great dark elf houses of the city of Ithilanx (Intelligence (History) check against DC 25 to recall)]

[The folded piece of paper contains writing that is in Undercommon. It is a transfer order for a female drider to be taken from the Crystalline Caves to the city of Ithilanx for games in the great amphitheatre in one month that are to be sponsored by the House of Imazress. It has been signed by Mezzedria and has been stamped in red wax with the seal with the crocus emblem on it (Intelligence (Arcana or Religion) check against DC 20 to recollect some lore about driders. When a drow shows great promise, the dark elf goddess Lolth sometimes subjects them to a test of faith and strength. Those who pass the test rise higher in the Spider Queen’s favour. Those who fail are transformed into driders – a horrid hybrid of a drow and a giant spider. Only drow can be turned into driders, and the power to create these creatures resides with Lolth alone. Twisted and debased, a drider often disappears into the Underdark to become a hermit or a hunter, either wandering alone or leading a cluster of giant spiders)]

18 Cell

This cavern has a tiny window that looks out into the vast cavern and there is a cool breeze blowing in through the window.

[The metal door to each cell is locked. It can be opened by using the key with the symbol of a python on it, by picking its lock (Dexterity check against DC 22), or by breaking it open (Strength check against DC 25)]

[Each of the metal doors has a letter inscribed into it and has a metal panel that can be slid up to look into the cell]

A Monster

Shambolie the Svirfneblin Gardener (see page 62)

‘He is a small gnome-like humanoid and is 3 feet tall. He has pale skin, large dark grey eyes, and no hair on his head except for white eyebrows and a short pale white beard. He is wearing a green cloak’.

[The svirfneblin has been a captive of the dark elves for 2 weeks. He was collecting mushrooms in the caves when the drow captured him. If he is freed he will want nothing more than to try to return to his home to the east]

B **Monster**

Mesh-he the Pech (see page 63)

‘He is a small humanoid and is 3 feet tall. He is very thin with long arms and legs, and has pale bluish skin, dark hair, and large white eyes with no pupils. He is dressed in a loincloth’.

[The pech has been a captive of the dark elves for 1 month. He was exploring the caves and appreciating the rock formations when the drow captured him. If he is freed he will want nothing more than to try to return to his home to the south, but he will be glad to help anyone who frees him with information. He will tell them that the dark elves force him to labour as a stoneworker in the caverns. He has been cutting porticoes into a cavern at 22. He has been only in the caverns in the natural column and has never been across the bridge at 28. When he was brought here, there was a group of pech who were already captives here, although they were soon sent in chains to the city of Ithilanx. Before they left they told Mesh-he about one of the caverns in which they were forced to work that was across the bridge. They created a pillared court. The floor, walls, and ceiling of this cavern were flat and level, and there were rows of circular pillars. The rock here was night blue in colour. The pech cut all of this out of the rock and also created a secret door in the centre of the west wall in this pillared court, concealing a tiny cavern. Mesh-he has also found out that the dark elves have been very good at

forming alliances with the other inhabitants of the Underdark, like wererats, kuo-toa, and fomorians. The only creatures with which they have not been able to ally are the mind flayers. The drow were once more numerous in the caverns, but their battles with the mind flayers have done a lot of damage to them. The most powerful drow, however, still live and the dark elves are still dangerous]

C empty.

D **Monster**

Cressid Cilium the Elf Wizardess (see page 63)

‘She is a high elf with long straight gold hair, pointed ears, and large bright green eyes. She is wearing sleeveless yellow robes’.

[She has been a captive of the dark elves for 1 month. She was in a party of adventurers who entered the caves through a tunnel to the east in search of treasure. Among her friends were Lorinae the human cleric, Am-al-ama the dragonborn fighter, and Fulfiddle the halfling rogue. Her party was captured by the drow, and she does not know what happened to her friends after that. She will be glad to join anyone who frees her. She will say in Elvish: “I would be glad to join you until I can find my friends”]

[The dark elves sold her friends to a beholder merchant 3 weeks ago]

E **Monster**

Drider (see page 64)

‘She is a spider-like monster with the head and upper body of a female dark elf and the lower body and legs of a giant spider’.

F **Monster**

Forg the Orog War Musician (see page 65)

‘He is an orc-like humanoid and is 6 feet tall. He has grey skin, coarse dark grey hair, and prominent teeth. He is wearing a tattered mustard yellow cloak’.

[The orog has been a captive of the dark elves for 2 weeks. He was part of a war party that was destroyed when the drow ambushed it. If he is freed he will want nothing more than to try to return to his home to the north]

G empty.

H **Monster**

Troll (see page 66)

‘It is a humanoid monster with grey skin, black eyes, long arms, and sharp claws and teeth, and is 9 feet tall’.

19 *Meeting Room*

In the centre of this large cavern there is a wooden table that is 5 feet wide and 30 feet long. There are 20 wooden chairs around the table, nine on each side and one at each end. Atop the table there are bottles of water and numerous glasses. There is also a large sack, a tiny wooden casket, a sealed envelope, a book, a tiny pot of black ink, and a writing pen on the table. All around the cavern there are containers of every size and shape, and there are goods that seem to come from all around the world, from on top of and under the earth. There are glass storage jars filled with mysterious liquids of every colour, large ceramic jars, wooden barrels, large wooden casks, bottles of ink, sheets of paper and vellum, a number of paintings in overwrought gold frames, candles, ivory, blocks of incense, ingots of tin, sacks of sugar, dried fruit, and tea leaves, bottles of red and white wine, bolts of cloth, and numerous small and large wooden chests.

[The wererat captain and the kuo-toa captain have merchant ships on the underground lake at 15]

[The wererat captain has brought pelts and wishes to trade for gems]

[The kuo-toa captain has brought pearls and wishes to trade for weapons]

[The barrels and casks give half cover, granting a +2 bonus to AC and Dexterity saving throws]

Monster

Nebondil the Dark Elf Merchant (see page 66)

‘He is a dark elf with black skin, long straight white hair, and pointed ears, and his eyes are all iris and pupil. He is dressed in hooded black robes’.

5 Dark Elf Warriors (see page 57)

‘They are dark elves with black skin, long straight white hair, and pointed ears, and their eyes are all iris and pupil. They each have a short sword, a long bow, a quiver of arrows, and leather armour’.

Tactics

The dark elf warriors will take cover behind the barrels and casks and will protect the dark elf merchant. The dark elf merchant will try to negotiate. He will say in Undercommon: “My name is Nebondil the dark elf merchant. Why have you come here with your weapons drawn? What have we done to those of the surface world?”.



Monster

Ratus Ratus the Wererat Captain (see page 68)

‘It is a rat-like humanoid with blackish-brown fur and a long hairless tail. It is dressed in a brown cloak and has a broad leather belt around its waist from which

hangs a rapier in a gem-encrusted gold scabbard’.

Tactics

The wererat captain will try to negotiate. It may say in Undercommon: “This is not my fight. I’d like to just cut my losses and leave”. It will then try to flee.

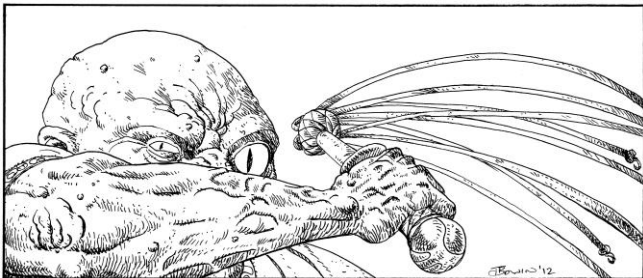
Monster

Wishosh the Kuo-toa Captain (see page 69)

‘It is a fish-like humanoid with greenish scales, long arms with broad clawed hands, and long legs with flipper-like feet. It has a wide mouth filled with small sharp teeth and its large black eyes shine with self-assurance. It is wearing a shiny gold breastplate, a shiny gold helmet with three fins on it, and a green cloak. It is holding a great sword in its hands’.

Tactics

The kuo-toa captain will fight to the death no matter what.



Monster

Golgon the Fomorian Prince (see page 70)

‘He is an ugly, deformed giant and is 11 feet tall. He has purplish-grey skin, is hairless, and has two yellow eyes, but one is larger and more loathsome than the other. He is dressed in fine-looking dark grey garb made from delicately-spun fabric. Hanging from his belt is a large coiled barbed whip’.

[Intelligence (Arcana) check against DC 21 to recollect some lore about fomorians. They are the most hideous and wicked of all giantkind, and their deformed bodies reflect their vile demeanours. Fomorians have misshapen features and limbs of grossly different sizes and shapes. They were once among the most handsome of races, possessed of brilliant minds and unrivalled magical ability. That physical perfection did not

extend to their hearts, however, and a lust for magic and power consumed them. The fomorians were subjected to a terrible curse and their bodies were warped to reflect the evil in their hearts. Stripped of their grace and magical power, the wretched horrors fled from the light, and they now dwell in eerily beautiful caverns in the Underdark, rarely venturing to the surface. Wickedness and depravity are the cornerstones of fomorian society, in which the strongest and cruellest ones rule. The greed and evil of the fomorians lies at the heart of their degeneration and fall, and continues to plague them. Fomorians can temporarily pass their curse onto others using a power called the evil eye – a last vestige of their once-remarkable spellcasting ability. A creature cursed by a fomorian’s evil eye is magically twisted and deformed, gaining a glimpse into the pain and malice that has consumed this evil race]

Tactics

The fomorian prince will attack with his large barbed whip and use *Evil Eye*.

[The paintings in overwrought gold frames are of crystalline caves and underground streams]

[The glass storage jars contain dyes and perfumes, the large ceramic jars contain oils, the wooden barrels contain grains and cereals, the large wooden casks contain mead and mushroom ale, and most of the wooden chests contain clothes]

[All the chests are locked. They can be opened by using the key with the symbol of a gem on it, by picking their locks (Dexterity check against DC 20), or by breaking them open (Strength check against DC 20)]

A Small chest.

Treasure

It contains 2 citrines (20 gp each), 3 rubies (30 gp each), 2 sapphires (50 gp each), 2 diamonds (100 gp each), and 1 large emerald (1,000 gp).

B Small chest.

Treasure

It contains 582 sp, 610 gp, and 23 pp.

C Large chest.

Treasure

It contains a long sword, 2 +1 short swords, a +2 dagger, and a hand crossbow and a quiver of bolts.

[The large sack on the table contains pelts from various animals of the Underdark and they are valuable (1,300 gp). The large sack belongs to the wererat captain]

[The tiny wooden casket on the table is unlocked and contains 1 large pearl (300 gp) and 8 smaller pearls (50 gp each). The tiny wooden casket belongs to the kuo-toa captain]

[The sealed envelope on the table contains a letter written in Undercommon. The letter reads: ‘To Mezzedria. I have sent my youngest son, Golgon, Prince of the Fomorian Realm of Abazar in the Underdark to negotiate a trade deal in slaves. We have received Anachoret the drow ambassador from Ithilanx, and she is living in the comfort that it is proper to extend to one of her significance. I expect you to greet my son with the same hospitality. We can provide the same number of slaves every month if you can make the same payment in gold. King Gargosian’]

[The book on the table is written in Elvish and contains information about trade matters, like the creatures traded with, the goods traded, the prices paid, and the duties imposed]

20 Bedroom

In this cavern there are 2 double bunk beds, 4 wardrobes, and a square wooden table with 4 wooden chairs around it.

[The wardrobes contain clothes]

A a gold hairbrush (16 gp) and an ivory hairpin (6 gp) on the table.

B a dagger in a scabbard on a belt hanging from a hook on a wall.

C a small package wrapped in yellow wrapping paper and tied with a gold ribbon on the table.

[It is a tiny wheeled wooden horse and is a present for the baby of the pregnant dark elf in the cavern at 30 A]

D a brass trophy with an inscription in Elvish that reads: ‘Iridlob. Most Improved Archer. 913’ on the table.

E a tiny framed picture of a crystalline city radiant with precious gems and minerals far beneath the earth hanging on a wall (Intelligence (History) check against DC 22 to recognise that this is a picture of the dark elf city of Ithilanx).

21 Bathroom

In the centre of this cavern there are two porcelain baths and by each one there is a large ceramic jug. In this cavern there are also towels, two porcelain wash basins, two mirrors, two toilets, and a wooden closet.

[The large ceramic jugs are full of fresh water]

[There is a bar of soap in each porcelain wash basin]

[The wooden closet contains toiletries, soaps, folded towels, a broom, a mop, and a bucket]

22 Porticoed Room

The floor, walls, and ceiling of this long cavern are flat and even. At the eastern end of this cavern, there is a stack of 6 couches and 3 low rectangular wooden tables, and large white sheets, now covered in dust, have been placed over them. In the middle of the cavern, there is a small wooden cart filled with rocks and debris and another small wooden cart with some mason’s tools in it. Delicate porticoes have been cut into the rock of the south wall of the cavern and they look out into the vast cavern. At the western end of the cavern, there are a number of porticoes that are still to be finished.

23 Kitchen

In the centre of this cavern there is a round wooden table atop which is a cutting board and a knife. In this cavern there are also lots of pots and pans, dishes and bowls, and eating utensils. There are also ceramic containers, cloth sacks, and an oven.

[The ceramic containers contain mushrooms, bread, cheese, tea leaves, and sugar and the cloth sacks contain fresh fruit and vegetables]

24 Store Room

This cavern has numerous goods stored in it. There are small wooden barrels, ceramic storage jars, large wooden casks, and large glass bottles.

[The small wooden barrels contain dried fruit and nuts, the ceramic storage jars contain dried herbs, the large wooden casks contain fresh water, and the large glass bottles contain red and white wine]

25 Games Room

This cavern has been arranged into two half spheres. In the east half sphere there is a large billiard table and it has coloured balls, wooden cues, and a spider-rest on it. In the west half sphere there is a circular wooden table and six wooden chairs, and atop the table there is a glass bottle of water, six glasses, five dice, and two decks of playing cards.

26 Training Room

The floor of this cavern is even and level. In the centre of the cavern there is a wooden practice dummy used for sword and spear training. On the walls of the cavern there are a number of wooden targets used for training with throwing daggers and bows and arrows.

[There is a piece of paper pinned to the back of the door. It is a guard duty roster and covers a one week period. It seems that the drow are having trouble filling all the duties, for some have been left blank]

27 Armoury

This cavern is full of glittering weapons and gleaming armour. [Show the illustration on page 31].

Treasure

5 spears.
+2 spear.
18 javelins.
9 short swords.
long sword.
scimitar.
16 short bows.
elven-styled quiver.
1,011 arrows.

+2 chain mail.

5 shields.

+1 shield with the symbol of a tortoise on it.

Magic Item

Elven Quiver

Wondrous item, uncommon

This quiver was made by a master elven leatherworker. Each of the quiver's two compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shorter compartment can hold up to 120 arrows or similar objects. The longer compartment can hold up to 3 long objects, such as bows, quarterstaves, or javelins. You can draw any item the quiver contains as if doing so from a regular quiver.

[There are also some tools here for weapon and armour repair]

28 The Bridge to and from the Column

This narrow rock bridge goes between the natural column and a wall of the vast cavern.

[The current of cold air that goes through the vast cavern from west to east becomes a strong cold wind here, imposing disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by non-magical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall]

29 Foyer

The floor of this cavern is flat and presents no unevenness to the sight or touch.

30 Double Bedroom

In this cavern there is a double bed, a wardrobe, a large wooden chest, a couch, and a circular wooden table and two wooden chairs.

[The wardrobe and the large wooden chest contain clothes]

A sleeping female drow under the sheets in the double bed.

Monster

Nyctalopia the Dark Elf (see page 71)

‘She is a shapely dark elf and has a lovely face. She has black skin and pointed ears, and her long straight white hair is spread out over her soft pillow’.

[The dark elf is pregnant and is almost due to give birth. She is not really asleep, but is in a meditative state known as a trance and is fully aware of her surroundings. She will pretend to be asleep if any non-drow enters her room. If she is awoken and spoken to, she will say in Undercommon: “You can’t win. Even if you defeat Mezzedria, Arachosia the Mistress of the House of Imazress in Ithilanx will not long allow these caverns to be in the control of any but the dark elves and she will send drow to recover them if they are lost”. She wishes only to remain in her room]

[The large wooden chest contains baby clothes and maternity clothes]

- B a loom and 16 spools of coloured thread. A web has been begun on the loom showing a wedding in a meeting-place in a beautiful underground city.
- C a lyre and a plectrum on the table.
- D a white ceramic plate with two pieces of bread wrapped in a square of green cloth on it on the table.

Magic Item

Feybread

Wondrous item, uncommon

This bread was made by a master drow baker. A single piece of feybread weighs one-tenth of a pound and has the nutritional value of a full day’s worth of food. When you eat the bread, your hit point maximum increases by 2d6 and you gain the same number of hit points. These benefits last for 24 hours.

- E a blue cloth-bound book with blank pages on the table.

31 Dining Hall

In this cavern there is a wooden table that is 5 feet wide and 30 feet long. There are 20 wooden chairs around the table, nine on each side and one at each end. The backs of the chairs have been carved to resemble crocuses. Atop the table there is a silver bowl with pale green agate handles. Paintings in overwrought gold frames of drow females, crystalline caves, and underground lakes hang on the walls of the cavern. Hanging on a wall of the cavern there is also a white ceramic plate that is decorated with the figure of a black spider with the head of a beautiful female dark elf.

Treasure

A silver bowl with pale green agate handles (250 gp) and a ceramic plate figure of the black spider with the head of a beautiful female dark elf (200 gp).

[Intelligence (Religion) check against DC 10 to know that the figure of the black spider with the head of a beautiful female dark elf is a symbol of Lolth]

32 Kitchen

In the centre of this cavern there is a square wooden table atop which is a large cutting board and a knife block with five knives in it. In this cavern there are also lots of pots and pans, dishes and bowls, and eating utensils. There are also ceramic containers, cloth sacks, and an oven.

[The ceramic containers contain mushrooms, bread, cheese, tea leaves, and sugar and the cloth sacks contain fresh fruit and vegetables]

33 Bathroom

In the centre of this cavern there are two porcelain baths and by each one there is a large ceramic jug and three tiny glass bottles. Between the baths there is a delicate folding screen, and it has three cream-coloured panels with black geometric patterns on them. In this cavern there are also towels, two porcelain wash basins, two mirrors, two toilets, and a wooden closet.

[The large ceramic jugs are full of fresh water]

[The tiny glass bottles contain fragrant oils]

[There is a bar of soap in each of the porcelain wash basins]

[The wooden closet contains toiletries, soaps, folded towels, a broom, a mop, and a bucket]

34 Library

The walls of this small cavern are lined with wooden bookshelves filled with books and rolled-up scrolls that emanate a feeling of quiet reflection. Wooden ladders slide on rails along the bookshelves. In the centre of the cavern there is a small circular wooden table and two wooden chairs and atop the table there are two books. [Show the illustration on page 32].

[The open book on the table is 'The Creatures of the Underdark by Aurantia' (100 gp) and the closed book is 'Selected Poems of Noloth' (130 gp)]

[There are books on numerous topics, with an emphasis on zoology, mathematics, philosophy, history, and poetry]

[Intelligence check against DC 15 to tell that the most valuable books are:

'The Book of Changes – an Inquiry into Mutability in Nature by Anarie' (90 gp).

'Concocting Unguents by Ayubid' (80 gp).

'Dictionary of Undercommon by the Ithilanx University Press' (1,000 gp).

'Double-walkers – How To Spot A Doppelganger by Irideez' (180 gp).

'Drow Weapon-making by Nizzamel' (300 gp).

'The Founding of the Cities of the Dark Elves by Mezzodruze' (200 gp).

'Isogonic Geometry by Apiashal' (120 gp)]

Treasure

There is a Scroll of Comprehend Languages, a Scroll of Tenser's Floating Disk, and a Scroll of Leomund's Secret Chest on a bookshelf on the east wall.

There is a Manual of Bodily Health on a bookshelf on the north wall.

Magic Item

Manual of Bodily Health

Wondrous item, very rare

The vellum pages of this book contain lettering in black ink and are decorated with illustrations and borders in vibrant colours. This book details stretching and breathing exercises, and gives knowledge of the secrets to bodily health. If you spend

a total of 24 hours studying the book's contents and practising its guidelines, your Constitution score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

35 Guest Room

In this cavern there is a double bed with green silk sheets and pillowcases, a wardrobe, a large wooden chest, and a square wooden table and two wooden chairs.

[The wardrobe and the large wooden chest are empty]

A a painting of a cavern with an underground stream flowing through it in an overwrought gold frame hanging on a wall.

B a delicate pale blue vase (150 gp) in a niche in a wall.

36 Priestess's Bedroom

This cavern is made up of two half spheres. In the east half sphere there is a sitting room where there are two blue couches between which is a small circular table. Atop this table there is a delicate crystal vase that has some cut crocuses in it, their fragrance giving the room a fresh feeling. In the west half sphere there is a double bed with white sheets and soft pillows with dark blue silk pillowcases. On one side of the double bed there is a wardrobe and on the other there is a nightstand table atop which is a tiny green glass bottle, a blue enamelled box, and a gold hand mirror. There is also a small square table and a chair, and atop this table there are some sheets of paper, a book, an inkpot filled with black ink, a writing pen, and a gold candle-stick with a wax candle in it. Hanging on a wall there is a portrait in an overwrought gold frame and it shows a female drow.

[The crocuses in the crystal vase are freshly-cut]

[The wardrobe contains clothes, including a beautiful gown of spider silk embroidered with silver thread and sparkling with flecks of diamond (500 gp)]

[The tiny green glass bottle on the nightstand table contains perfume. The blue enamelled box on the

nightstand table contains a key with the symbol of a spider on it]

[The book on the small square table is 'Goddesses of the Drow by Venonia'. Inside the front cover of the book there is a folded letter]

[The letter is written in Undercommon and it reads: 'Dearest daughter, I am glad to hear that you are well, but am dismayed to hear of the death of Aelurinae. I have sent Nabegal the anti-paladin and his troops to reinforce you and they will arrive a week after you get this letter. We must not lose the caverns and the illithids must be destroyed. I look forward to hearing from you soon. Arachosia']

[The female drow in the portrait is an older woman but she is still quite beautiful. She is dressed in fine clothes and is wearing a signet ring with the symbol of a crocus on it. She is the priestess's mother, the dark elf mistress of the House of Imazress in the crystalline city of Ithilax under Black Leaf Forest. There is a small gold plaque on the bottom of the frame of the portrait and inscribed on the plaque in Undercommon it says: 'Arachosia, the Sixth Mistress of the House of Imazress in Ithilax']

Treasure

There is a delicate crystal vase (200 gp) on the circular table. The blue enamelled box (50 gp) on the nightstand table contains a pair of gold earrings (20 gp), a gold necklace (50 gp), and a gold comb (25 gp). There is a gold hand mirror (25 gp) on the nightstand table and a gold candlestick (8 gp) on the small square table.

37 Small Amphitheatre

A small amphitheatre has been cut into the rock here and it has six rows of seats.

38 The Dome on the Pinnacle

There is a cleft in the rock here and an underground stream flows through it from west to east. A pinnacle of rock rises from out of the cleft and atop the pinnacle is a domed building and a small fountain. A narrow rock bridge goes between the pinnacle of rock and the north wall. [Show the illustration on page 33].

[The cleft in the rock is 200 feet deep]

[The columns of the small domed building give half cover, granting a +2 bonus to AC and Dexterity saving throws]

Monster

Dark Elf Archer (see page 72)

'He is a dark elf with black skin, long straight white hair, and pointed ears, and his eyes are all iris and pupil. He has a long bow and an arrow in his hands and is wearing a black cloak'.

Tactics

The dark elf archer will fire with his long bow and arrows from cover at any intruder in sight and then he will withdraw to the pillared court and make a stand there with the dark elf hero.

39 Pillared Court

The floor, walls, and ceiling in this cavern are flat and level, and there are rows of circular pillars. The rock here is night blue in colour.

[The pillars give half cover, granting a +2 bonus to AC and Dexterity saving throws]

Monster

Dark Elf Hero (see page 73)

'He is a dark elf with black skin, long straight white hair, and pointed ears. He wields a long sword in each hand. He has chain mail, a gold helmet made to resemble a spider, and a black cloak with gold trimming. His large eyes are red and are all iris and pupil, and they glisten like fiery rubies from under the rim of his helmet'.

Displacer Beast (see page 75)

'It is a large cat-like monster with green eyes, bluish-black fur, six legs, and two black tentacles growing from its shoulders that end in pads tipped with spiky protrusions'.

[Intelligence (Arcana) check against DC 18 to recollect some lore about displacer beasts. These monstrous predators take their name from their ability to displace light so that they are often not where they appear to be. Displacer beasts kill not just for food but also for sport, targetting prey even when not hungry]



Tactics

The dark elf hero and the displacer beast will wait for any intruders to enter the pillared court. They will then attack from ambush.

40 Treasure Room

In this tiny cavern there are eight chests stacked on top of each other. [Show the illustration on page 34].

[All the chests are locked. They can be opened by using the key with the symbol of a rock crystal on it, by picking their locks (Dexterity check against DC 20), or by breaking them open (Strength check against DC 20)]

A Chest.

Treasure

The chest contains 189 gp.

B Chest.

Treasure

The chest contains 2,825 gp.

C Chest.

Treasure

The chest contains 3 uncut diamonds (30 gp each), 5 uncut rubies (40 gp each), 3 uncut emeralds (50 gp each), 2 uncut sapphires (50 gp each). The values of these uncut gems can be quadrupled by a gemcutter or jeweller.

D Chest.

Treasure

The chest contains 1,802 sp.

E Chest.

Treasure

The chest contains 202 pp.

F Chest.

Treasure

The chest contains 3,000 gp.

G Chest.

Treasure

The chest contains a Scroll of Sleep, a Scroll of Knock, a Scroll of Dispel Magic, and a potion of orangey-red liquid.

Magic Item

Potion of Fire Resistance

Potion, uncommon

This potion is orangey-red in colour. When you drink this potion, you gain resistance to fire damage for 1 hour.

H Chest.

Treasure

The chest contains 3,000 sp.

41 *Cavern of Gibberish*

This dark cavern has a flat and even floor. The ceiling of the cavern is covered with tiny stalactites.

Trap/Trick

If an intruder enters the cavern then a magical darkness will fill the cavern for 10 minutes. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. Special: Drow and the gibbering moulder are immune to the effects of the darkness and a dark elf can end the effect as a bonus action.

Trap/Trick

If an intruder enters the cavern then the gibbering moulder will babble. Among its gibbering it will say: "You may not pass. Go back", in every known language.



Monster

Gibbering Moulder (see page 76)

'It looks like something out of a nightmare. It is an amorphous mass and has the form and fluidity of an amoeba. It is pinkish in colour and is covered in eyes and mouths'.

[Intelligence (Arcana) check against DC 21 to recollect some lore about gibbering moulders. Of all the terrors created by foul sorcery, gibbering moulders are among the most horrifying. When a gibbering moulder senses prey, its mouths begin to murmur and chatter, each with a different voice: deep or shrill, wailing or ululating, crying out in agony or ecstasy. This cacophonous gibbering overwhelms the senses of creatures that hear it, causing many to flee in terror. Others are overcome with madness or stand paralysed, fixated on the horrific creature]

Tactics

The gibbering moulder will hide in the darkness of the cavern and will attack any intruder unless asked not to by a dark elf.

42 *Shrine of the Goddess of the Dark*

This large cavern has dark rock formations. There are some large stalagmites rising out of the floor and small stalactites cover the ceiling. A crevasse goes through the cavern, tearing through the dark rock, and its steep sides go down into darkness. There is a dais in the centre of the north wall and atop it is an altar. On the front of the altar there is a silver disc with the symbol of a black widow spider in black enamel on it. Behind the altar a niche has been cut into the rock and in the niche there is an ivory statuette of a beautiful female drow with a gold crown made to resemble a spider. In front of the altar there is a stand made of adamantite with eight legs that resemble those of a spider and atop the stand there is a crystal ball. [Show the illustration on page 35, use battle map 2].

['Behind the stand there is a beautiful female dark elf. Her long straight hair is pure white and her skin is the inky black of a starless night. Her ears are pointed and her large eyes are all iris and pupil. A gold necklace with a crocus charm on it hangs around her neck. She is touching the crystal ball atop the stand']

[The stalagmites are 10 feet tall and give half cover, granting a +2 bonus to AC and Dexterity saving throws]

[The crevasse is 20 feet deep and its natural rock walls are steep and rough (Strength (Athletics) check against DC 10 to climb). On the floor of the crevasse there are sticky web strands and debris. A creature that falls into the crevasse takes 1d6 bludgeoning damage for every 10 feet it falls]

Trap/Trick

There is a dark elf assassiness hiding behind the stalagmite against the west wall on the south side of the crevasse (Wisdom (Perception) check against DC 24 to spot). She will attack with surprise with her hand crossbow and bolt, using *Sneak Attack* and *Assassinate*. She will then flee to the north side of the crevasse by using her magical boots to spider climb along the west wall.

Trap/Trick

There is a giant spider in the crevasse and it will emerge to attack any intruder unless asked not to by a dark elf.

Trap/Trick

There is a roper on the north side of the crevasse, and while it remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite. It will attack when an intruder is within reach unless asked not to by a dark elf.

Monster

Mezzedria the Dark Elf Priestess (see page 77)

‘She is a beautiful dark elf, and her long straight hair is pure white and her skin is the inky black of a starless night. Her ears are pointed and her large eyes are all iris and pupil. A gold necklace with a crocus charm on it hangs around her neck’.

Dark Elf Champion (see page 79)

‘He is a dark elf with black skin, long straight white hair, and pointed ears, and his eyes are all iris and pupil. He has a long sword, chain mail, a shield, and a black cloak’.

Dark Elf Sorceress (see page 81)

‘She is a dark elf with black skin, long straight white hair, and pointed ears, and her eyes are all iris and pupil. She is holding a rod that ends in three rubbery

tentacles and is wearing hooded robes made of black spider silk interwoven with faint silvery threads’.

Dark Elf Warlock (see page 83)

‘He is a dark elf with black skin, long straight white hair, and pointed ears, and his eyes are all iris and pupil. He is wearing hooded white robes and is holding a wand in his hand’.

Dark Elf Assassiness (see page 86)

‘She is a dark elf with black skin, long straight white hair, and pointed ears, and her eyes are all iris and pupil. She is wearing leather armour and a black cloak, and is holding a hand crossbow’.

Giant Spider (see page 88)

‘It is a giant spider with eight legs, eight eyes, and two large fangs’.

Oolith the Roper (see page 88)

‘It resembles a stalagmite and is 10 feet tall. Its maw is lined with sharp teeth and its single eye is white with a grey pupil’.



[Intelligence check against DC 17 to recollect some lore about ropers. Living in caverns throughout the Underdark, voracious ropers feast on whatever they can catch. The creature can move slowly using thousands of sticky cilia beneath its base. A roper can hold still for long hours, shutting its single eye to look like nothing more than a mundane formation of rock. A creature that come too close is surprised when that eye snaps open and sticky tendrils shoot out to seize it. The roper then reels in its struggling victim, drawing it close to bite it with its sharp teeth. The tendrils can be cut, but the roper can immediately produce new ones to replace any that are severed]

Tactics

The dark elf priestess will remain on the dais and attack with her spells. The other dark elves will protect her.

[The altar and the ivory statuette are unholy items dedicated to Lolth, the goddess of spiders (Intelligence (Religion) check against DC 11 to recognise)]

Treasure

Atop the stand there is a crystal ball.

Magic Item

Crystal Ball of Mind Reading

Wondrous item, very rare (requires attunement)

This crystal ball is a transparent sphere with dark, swirling shapes within it and is about 6 inches in diameter. While touching it and maintaining concentration, you can scry upon a particular area with which you are familiar for up to 10 minutes. You create an invisible sensor in the area, and you can see and hear through the sensor as if you were there. A creature that can see invisible objects sees the sensor as a luminous orb about 6 inches in diameter. You can read the surface thoughts of all creatures in the area, although any creature that has an Intelligence of 3 or lower or doesn't speak any language is unaffected. As an action, you can probe deeper into these creature's minds. All creatures in the area must make a Wisdom saving throw against DC 17. If a creature fails, you gain insight into its reasoning (if any), its

emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If a creature succeeds, the effect ends. Either way, the target knows that you are probing into its mind, and the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the effect ends.

43 Cavern of the Pretty Wilderness

There is a bright light in this large cavern. The walls and ceiling are made of dark rock and much of the floor is covered in lush green grass. There are flourishing trees and blossoming flowers of vibrant hues. An underground stream babbles through the cavern from west to east over the dark rock. The air here is fresh and pure. [Show the illustration on page 36].

[The bright light in this cavern is a permanent magical effect and allows the plants to grow]

[The pretty wilderness is a treasure of the Underdark and such places are extremely rare (Intelligence (Nature) check against DC 13 to recall)]

[There is a cluster of crocuses growing here]

[In one of the trees on the north bank of the stream there is a bird. The bird has vivid red feathers on its body, soft yellow feathers on its head, and soft green feathers around its beak. It also has two elongated blue tail feathers. The bird will hop out onto a branch overhanging the stream and it will ask some riddles in Undercommon]

Monster

Speaking Bird of Paradise (see page 89)

'It is a bird of paradise with vivid red feathers on its body, soft yellow feathers on its head, and soft green feathers around its beak. It also has two elongated blue tail feathers'.

*What is tightly closed round on every side
By strong wooden walls that resist attack,
And inside a precious treasure does hide
Until the solid walls do split and crack?
A nut.*

*What two small rooms are dark and black,
But when their curtains are pulled back,
The light does make the shadows flee,
And through their windows we can see?
Eyes.*

*What knows much that is secret and hidden,
And has no mouth, but will speak when bidden,
And all that once was it remembers well,
And all that it knows it is bound to tell?
A book.*

[If someone fails to solve a riddle or does not give the answer in Undercommon then they will be teleported to 28]

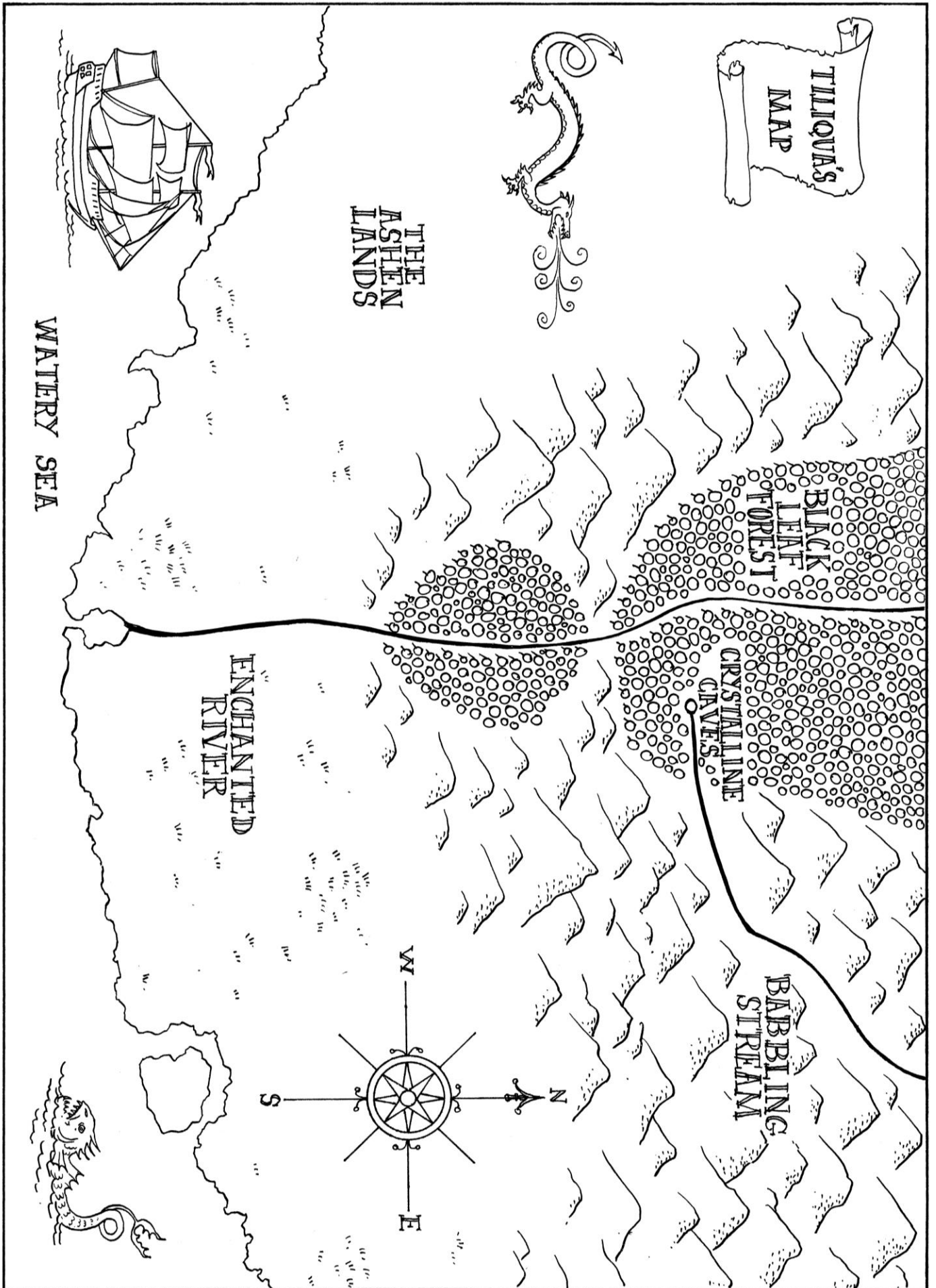
[If someone solves the riddles and the answers are given in Undercommon then the waters of the stream will be magically parted to reveal a set of gold double doors in the north bank of the stream. The effect will last for one hour]

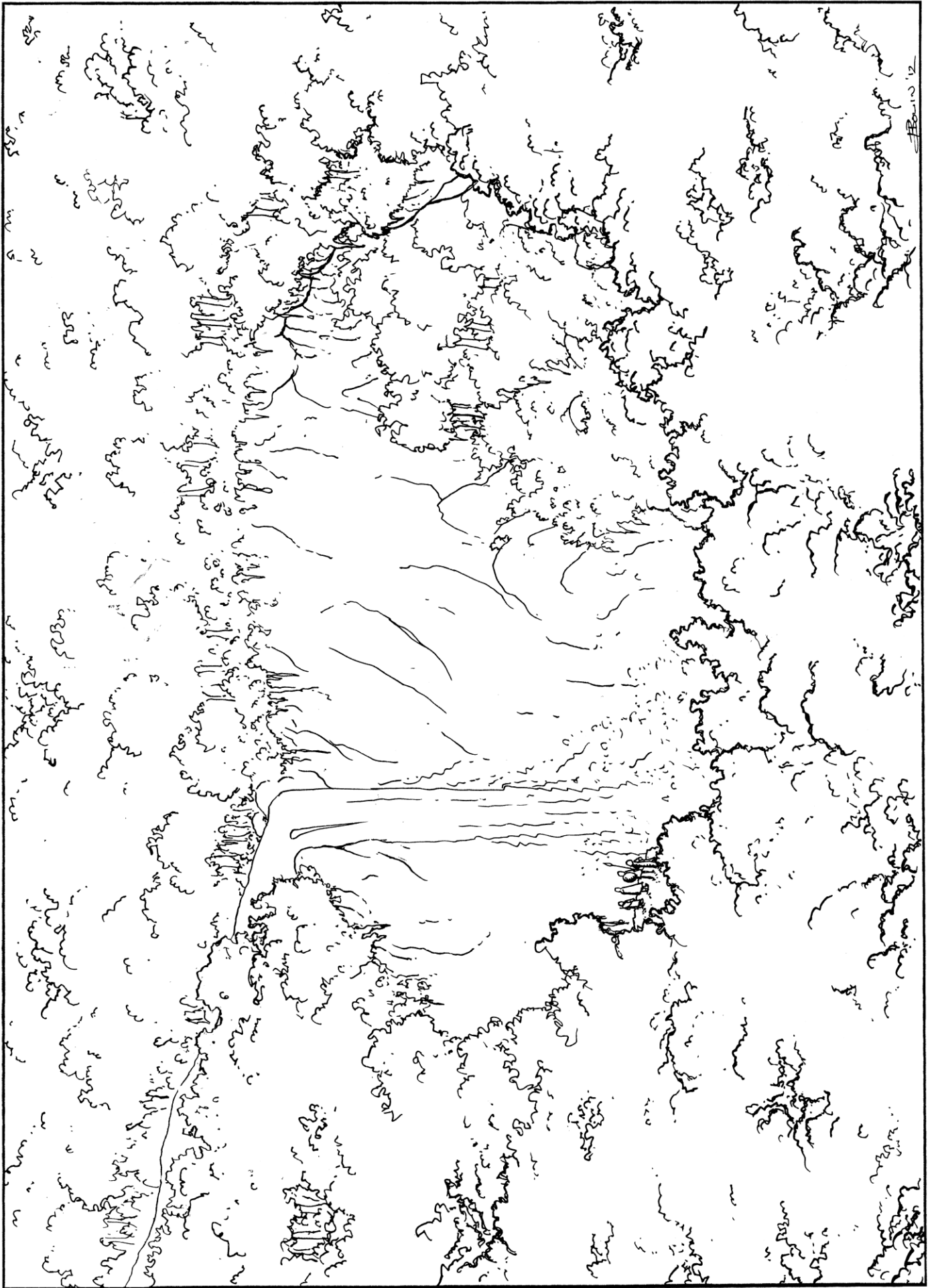
[The gold double doors are protected by a permanent illusion that makes them look like part of the bank of the stream unless the waters of the stream are parted]

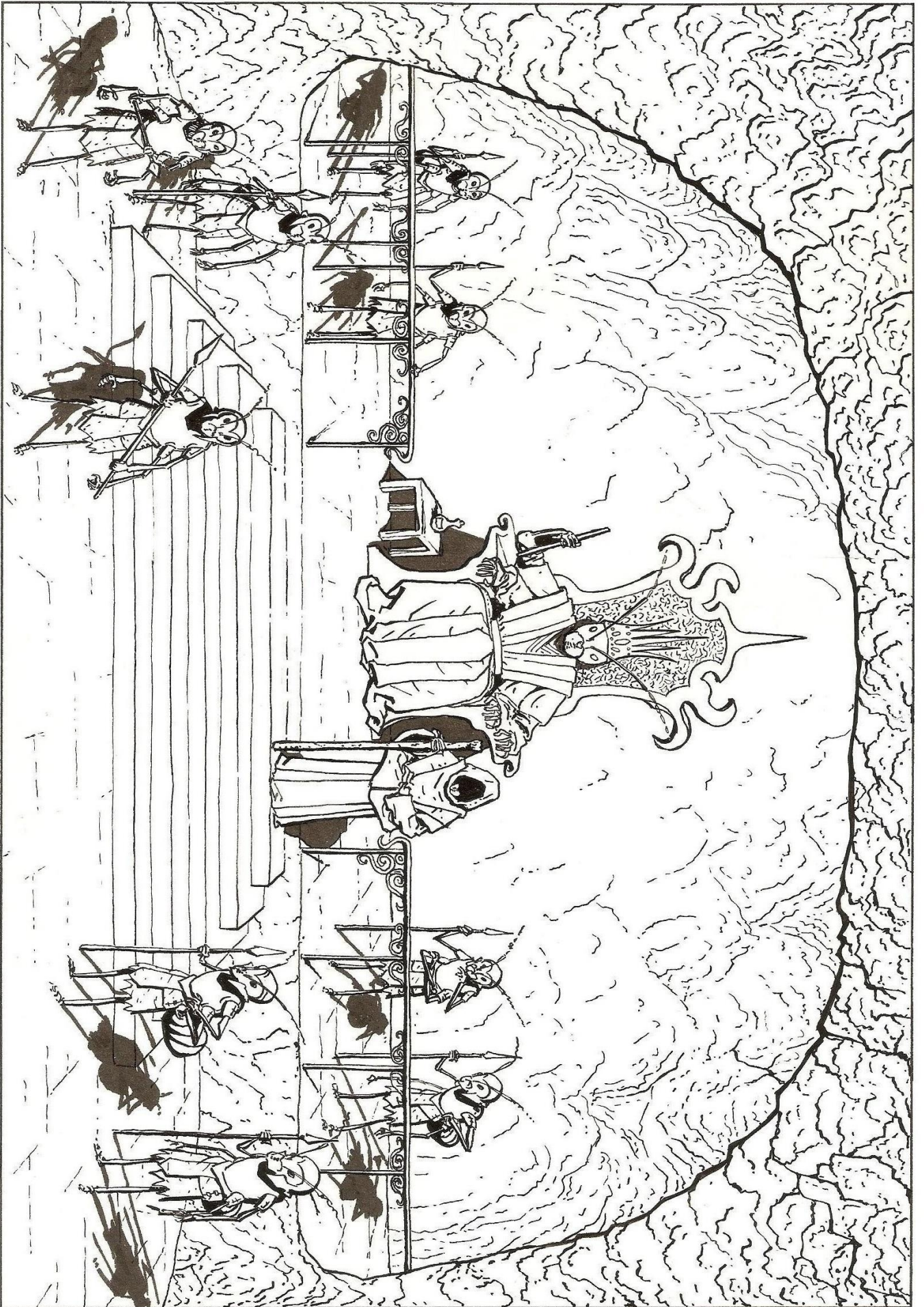
[Some magical writing that glows fiery yellow will appear on the gold double doors when the waters of the stream are parted. The magical writing describes how to open the gold double doors. It can be deciphered only by wizards through research in arcane tomes and scrolls of secrets. The effect will last for one hour]

[Beyond the gold double doors there is a tunnel that is miles and miles long that goes to the dark elf city of Ithilanx]

[Within a week, Nabegal the drow anti-paladin and his troops will arrive from Ithilanx to reinforce or retake the caverns]







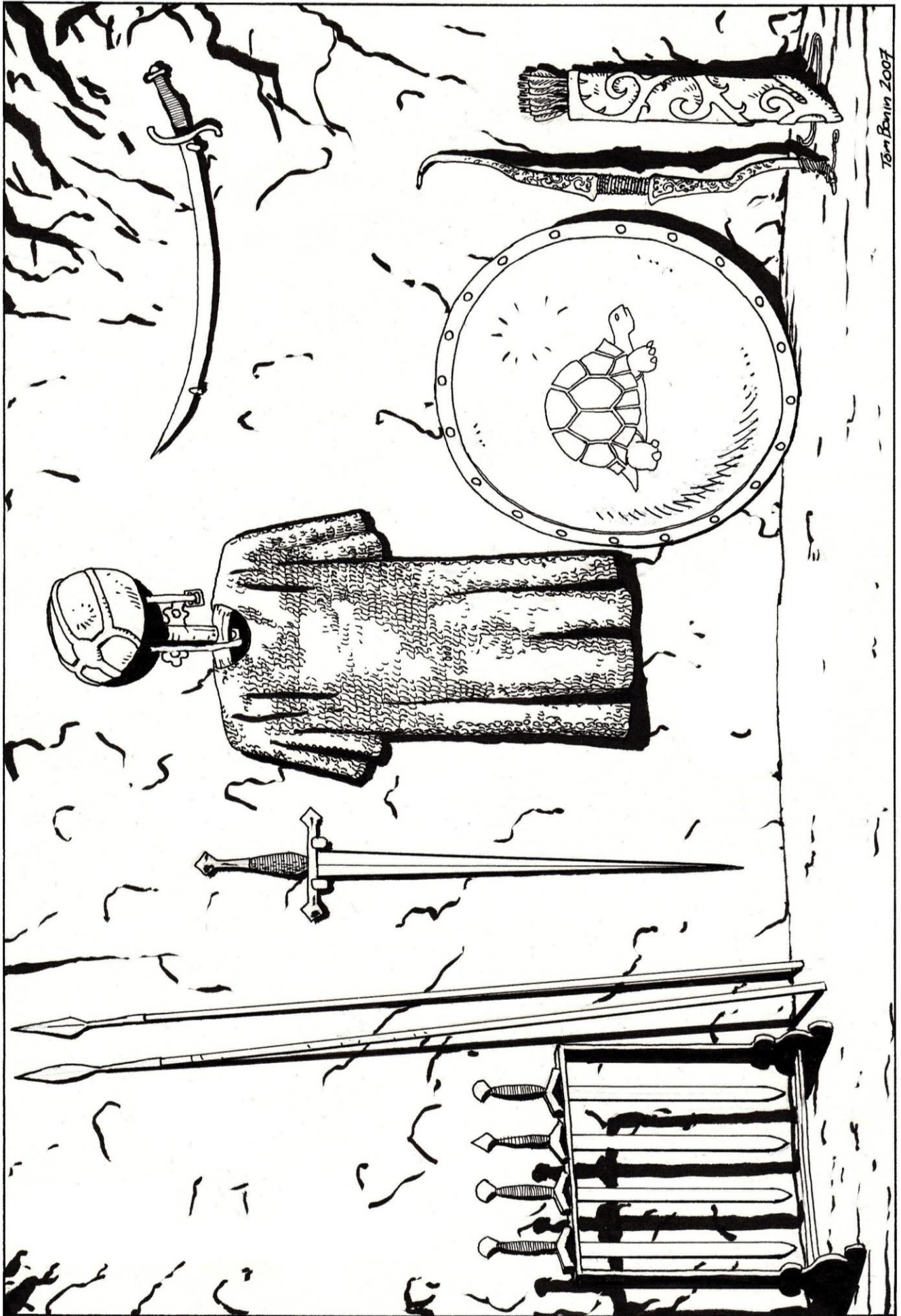
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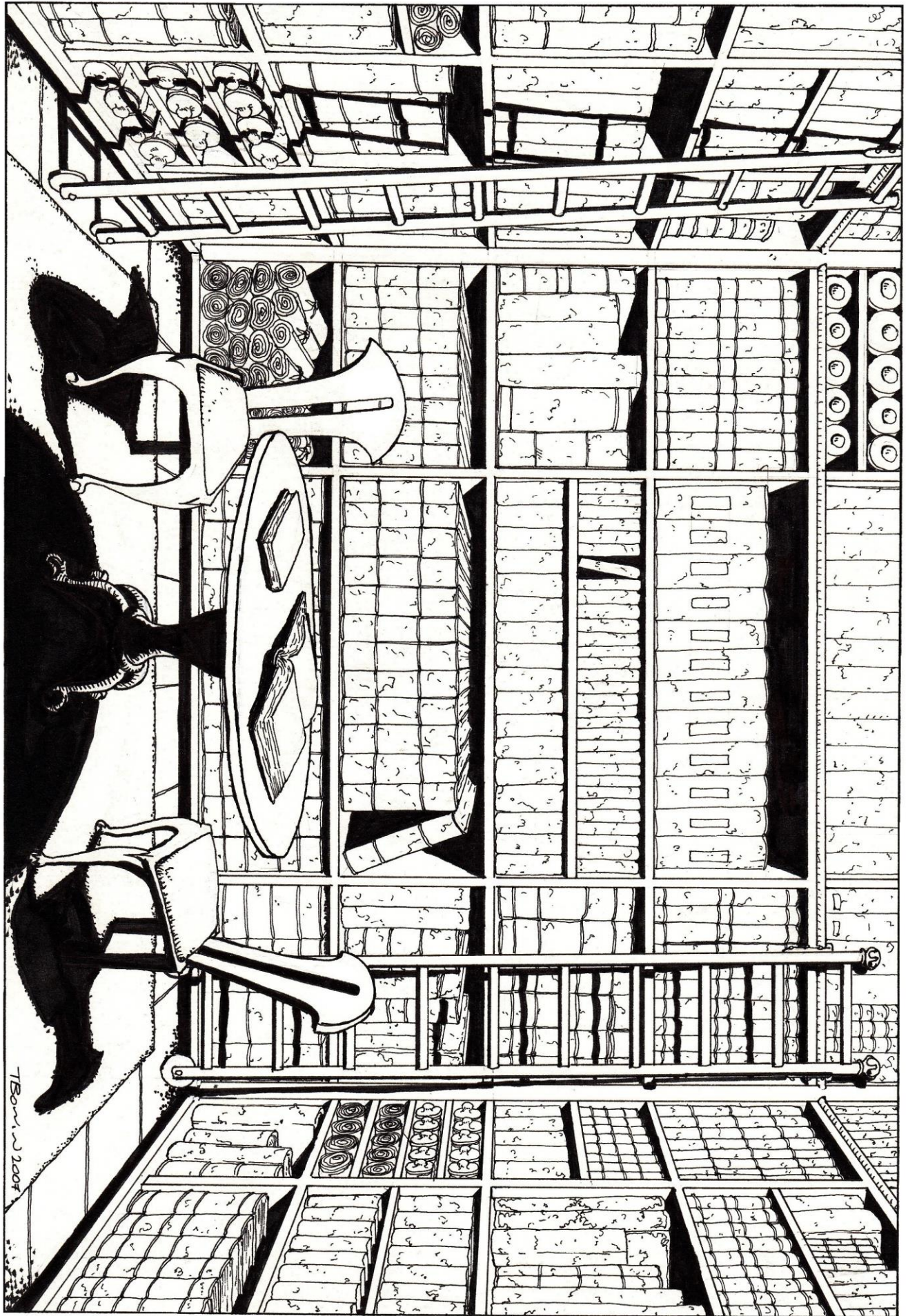


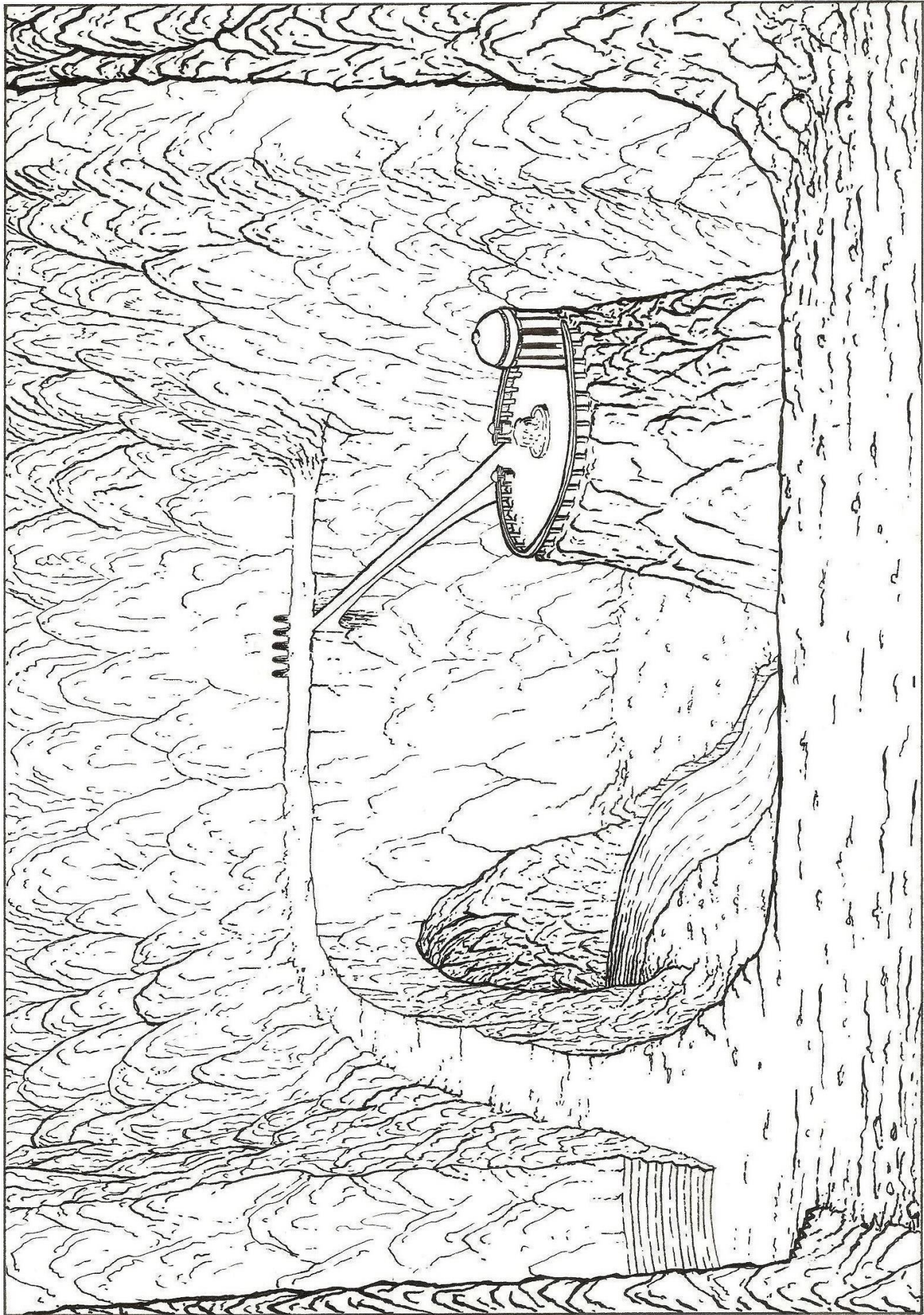
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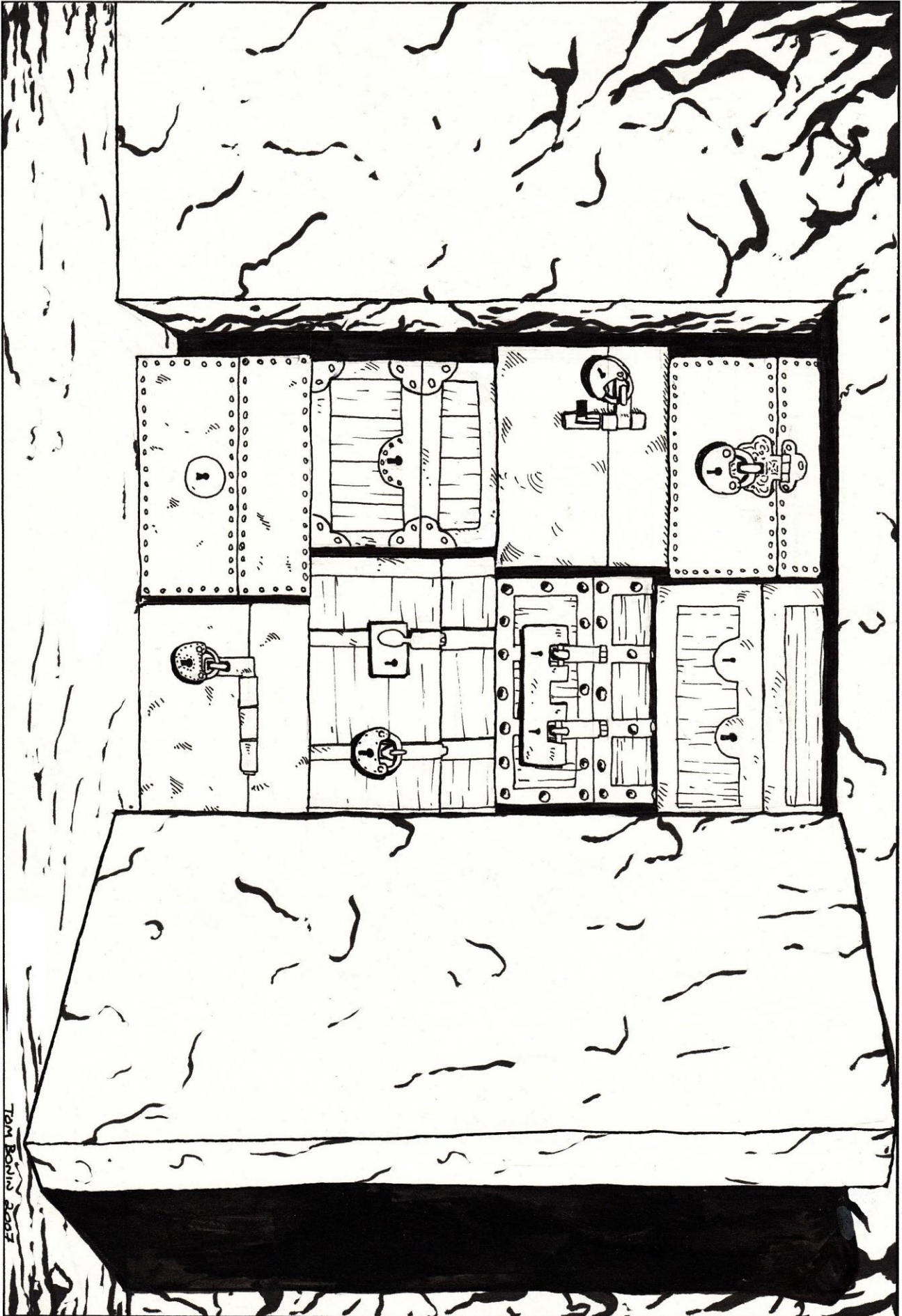


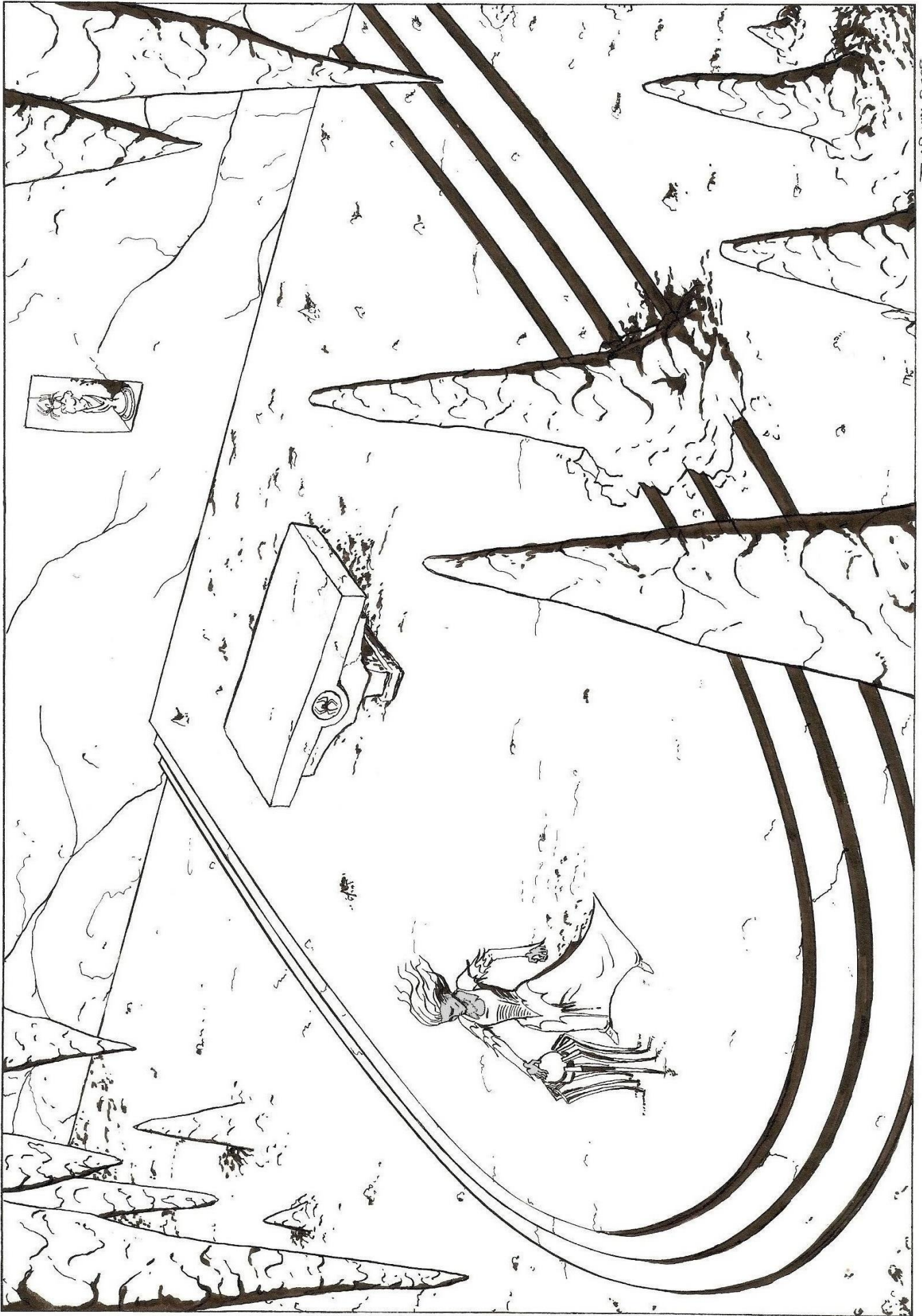
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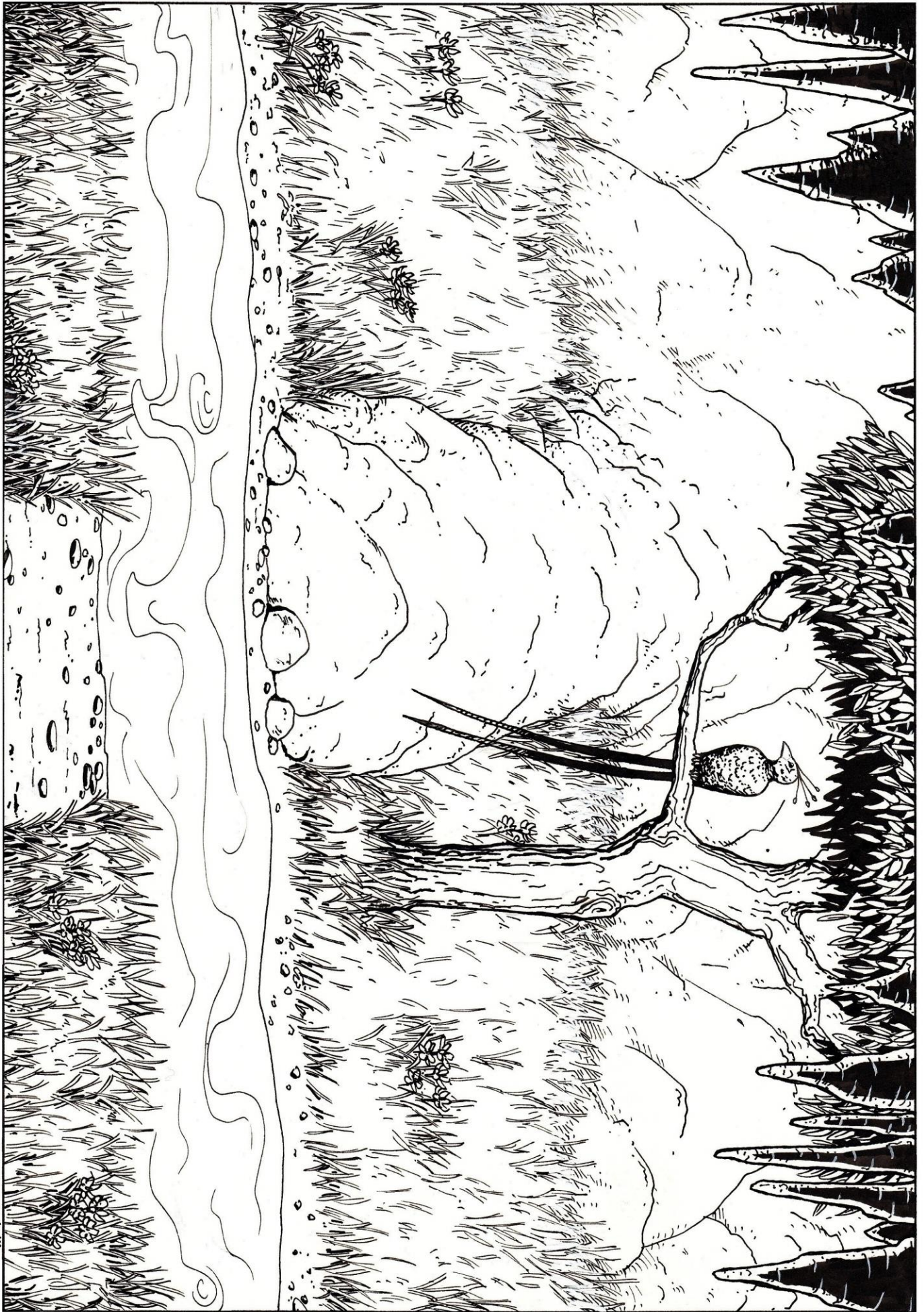








Tom Bowin 2008



T BONIN II

Pre-generated Player Characters

Liothalil

Female high elf cleric with an acolyte background, Medium humanoid (elf), chaotic good

Armour Class 17.

Hit Points 60 (8d8 +16).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	13 (+1)	19 (+4)	15 (+2)

Saving Throws Wis +7, Cha +5.

Skills History +4, Insight +7, Medicine +7, Perception +7, Religion +4.

Languages Common, Elvish, Halfling, Sylvan, Undercommon.

Darkvision

You can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. You can't discern colour in darkness, only shades of grey.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance

You don't need to sleep. Instead, you meditate deeply, remaining semi-conscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Elf Weapon Training

You have proficiency with the long sword, short sword, long bow, and short bow.

Ritual Casting

You can cast a spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Potent Spellcasting

You add 4 to the damage you deal with any cleric cantrip.

Actions

Spear

You make a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 1d6 +3 piercing damage.

Thrown Spear

You make a ranged weapon attack of 1d20 +6 against the target's AC to a range of 20 feet or 60 feet with disadvantage. On a hit, the target takes 1d6 +3 piercing damage.

Channel Divinity

You gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You can use your Channel Divinity twice between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Undead

You present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw against DC 15. If the creature fails its saving throw, it is instantly destroyed if its challenge rating is 1 or lower. If it is not destroyed, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity: Radiance of the Dawn

You can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw against DC 15. A creature takes 2d10 +8 radiant damage on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Your spellcasting ability is Wisdom (spell save DC 15). You have the following Cleric spells prepared:
Cantrips: *Dancing Lights, Light, Resistance, Sacred Flame, Spare the Dying, Thaumaturgy*
1st level (4 slots): *Bless, Burning Hands, Command, Cure Wounds, Faerie Fire*
2nd level (3 slots): *Aid, Hold Person, Prayer of Healing, Protection from Poison*
3rd level (3 slots): *Beacon of Hope, Dispel Magic, Flaming Sphere, Mass Healing Word, Scorching Ray*
4th level (2 slots): *Death Ward, Freedom of Movement*

Reactions

Improved Warding Flare

You can interpose divine light between an attacking creature and its target. When a creature that you can see within 30 feet of you attacks, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature. You can use this feature 4 times. You regain all expended uses when you finish a long rest.

Items

+1 spear, +1 breastplate, +1 shield, holy symbol of Corellon, explorer's pack, 10 gp, 10 sp.

Magic Item

Gem of Brightness

Wondrous item, uncommon

While you are holding this large brilliant-cut diamond, you can use an action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect lasts until you use a bonus action to end it.

Hanhari

Male wood elf fighter with a soldier background, Medium humanoid (elf), chaotic good

Armour Class 16.

Hit Points 78 (8d10 +16).

Speed 35 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	15 (+2)	15 (+2)	15 (+2)

Saving Throws Str +6, Con +5.

Skills Athletics +6, History +5, Insight +5, Perception +5, Survival +5.

Languages Common, Elvish.

Darkvision

You can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. You can't discern colour in darkness, only shades of grey.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance

You don't need to sleep. Instead, you meditate deeply, remaining semi-conscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Elf Weapon Training

You have proficiency with the long sword, short sword, long bow, and short bow.

Mask of the Wild

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Duelling Fighting Style

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Action Surge

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Improved Critical

Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete

You gain a +2 bonus to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by 3 feet.

Actions

Long Sword

You make a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 1d8 +7 slashing damage.

Extra Attack

You make 2 *Long Sword* attacks against 1 or 2 targets.

Long Bow and Arrow

You make a ranged weapon attack of 1d20 +7 against the target's AC to a range of 150 feet or 600 feet with disadvantage. On a hit, the target takes 1d8 +4 piercing damage.

Second Wind

You have a limited well of stamina on which you can draw to protect yourself from harm. On your turn, you can use a bonus action to regain 1d10 +8 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Items

+2 long sword, +1 long bow, quiver of 20 arrows, +2 leather armour, explorer's pack, blue cloak, 5 gp, 5 sp.

Magic Item

Keoghtom's Ointment

Wondrous item, uncommon

This glass jar is 3 inches in diameter and contains 5 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound. As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 +2 hit points, ceases to be poisoned, and is cured of any disease.

Tumbrel

Male lightfoot halfling rogue with a burglar background, Small humanoid (halfling), neutral good

Armour Class 17.

Hit Points 54 (8d8 +8).

Speed 25 feet.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	15 (+2)	11 (+0)	15 (+2)

Saving Throws Dex +9, Int +6.

Skills Deception +6, Insight +4, Investigation +6, Perception +7, Persuasion +6, Sleight of Hand +12, Stealth +12.

Languages Common, Halfling.

Lucky

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave

You have advantage on saving throws against being frightened.

Halfling Nimbleness

You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Thieves' Tools Proficiency

Your proficiency with thieves' tools lets you add double your proficiency bonus to any ability checks you make to disarm traps or open locks.

Thieves' Cant

During your training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, the rogue understands a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safehouse for thieves on the run.

Sneak Attack

Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Second Storey Work

You have the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by 5 feet.

Evasion

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead takes no damage if you succeed on the saving throw, and only half damage if you fail.

Actions

Short Sword

You make a melee weapon attack of 1d20 +9 against the target's AC. On a hit, the target takes 1d6 +6 piercing damage.

Short Bow and Arrow

You make a ranged weapon attack of 1d20 +9 against the target's AC to a range of 80 feet or 320 feet with disadvantage. On a hit, the target takes 1d6 +6 piercing damage.

Cunning Action

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used to take only the Dash, Disengage, or Hide action.

Fast Hands

You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Items

+1 short sword, +1 short bow, quiver of 20 arrows, +1 leather armour, thieves' tools, burglar's pack with a bedroll strapped to it, green cloak, 15 gp, 15 sp.

Magic Item

Luckstone

Wondrous item, uncommon (requires attunement)

While this large uncut sapphire is on your person, you gain a +1 bonus to ability checks and saving throws.

Varquellie

Female high elf bard with an entertainer background, Medium humanoid (elf), chaotic good

Armour Class 14.

Hit Points 59 (8d8 +8).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +5, Cha +7.

Skills Acrobatics +5, Arcana +6, History +6, Nature +6, Perception +5, Performance +10, Sleight of Hand +5, Stealth +5.

Languages Common, Elvish, Giant.

Darkvision

You can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. You can't discern colour in darkness, only shades of grey.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance

You don't need to sleep. Instead, you meditate deeply, remaining semi-conscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Elf Weapon Training

You have proficiency with the long sword, short sword, long bow, and short bow.

Ritual Casting

You can cast any spell you know as a ritual if that spell has the ritual tag.

Musical Instrument Proficiency

Your proficiency with the lyre lets you add double your proficiency bonus to any ability checks you make to play music with this instrument.

Jack of All Trades

You gain a +1 bonus to any ability check you make that doesn't already use your proficiency bonus.

Actions

Rapier

You make a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 1d8 +3 piercing damage.

Light Crossbow and Bolt

You make a ranged weapon attack of 1d20 +5 against the target's AC to a range of 80 feet or 320 feet with disadvantage. On a hit, the target takes 1d8 +2 piercing damage.

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d8. Once within the next 10 minutes, the creature can roll the die

and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature 4 times. You regain any expended uses when you finish a short or long rest.

Song of Rest

You can use soothing words or music to help revitalise your wounded allies during a short rest. If you, or any friendly creatures who can hear your performance, regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

Countercharm

You can use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Your spellcasting ability is Charisma (spell save DC 15). You have the following Bard spells prepared:

Cantrips: *Dancing Lights*, *Fire Bolt*, *Mage Hand*, *Minor Illusion*

1st level (4 slots): *Charm Person*, *Cure Wounds*, *Sleep*

2nd level (3 slots): *Hold Person*, *Invisibility*, *Suggestion*

3rd level (3 slots): *Dispel Magic*, *Fireball*, *Lightning Bolt*, *Major Image*, *Sending*

4th level (2 slots): *Dimension Door*, *Greater Invisibility*

Reactions

Cutting Words

You can use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Items

+1 rapier, light crossbow, quiver of 20 bolts, +1 leather armour, lyre, scholar's pack with a bedroll strapped to it, red cloak, 15 gp, 18 sp.

Magic Item

Boots of Speed

Wondrous item, rare (requires attunement)

These low soft brown boots were made by a master bootmaker. While you wear the boots, you can use a bonus action to activate their property. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. You can end the effect at any time (no action required). When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Rhabdoma

Male human wizard with a wizard's apprentice background, Medium humanoid (human), neutral good

Armour Class 15.

Hit Points 45 (8d6 +8).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	19 (+4)	14 (+2)	14 (+2)

Saving Throws Int +7, Wis +5.

Skills Arcana +7, History +7, Insight +5, Investigation +7.

Languages Common, Deep Speech, Elvish, Halfling.

Arcane Recovery

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose 4 levels of expended spell slots to recover.

Actions

Dagger

You make a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d4 +4 piercing damage.

Thrown Dagger

You make a ranged weapon attack of 1d20 +7 against the target's AC to a range of 20 feet or 60 feet with disadvantage. On a hit, the target takes 1d4 +4 piercing damage.

Your spellcasting ability is Intelligence (spell save DC 15). You have the following Wizard spells prepared:

Cantrips: *Acid Splash, Light, Minor Illusion, Prestidigitation*

1st level (4 slots): *Feather Fall, Magic Missile, Shield, Sleep*

2nd level (3 slots): *Knock, Levitate, Mirror Image*

3rd level (3 slots): *Dispel Magic, Lightning Bolt, Slow*

4th level (2 slots): *Ice Storm, Wall of Fire*

Items

+1 dagger, pouch filled with spell components, scholar's pack with a bedroll strapped to it, hooded brown robes, 10 gp, 5 sp.

Spellbook

1st level: *Charm Person, Colour Spray, Comprehend Languages, Feather Fall, Magic Missile, Shield, Silent Image, Sleep, Unseen Servant*

2nd level: *Arcane Lock, Gust of Wind, Hold Person, Invisibility, Knock, Levitate, Melf's Acid Arrow, Mirror Image*

3rd level: *Dispel Magic, Fireball, Lightning Bolt, Slow, Water Breathing*

4th level: *Ice Storm, Wall of Fire*

Magic Item

Bracers of Defence

Wondrous item, rare (requires attunement)

These gold bracers were made by a master metalworker. While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armour and using no shield.

Monsters

Strychna Omica the Treant

Huge plant, chaotic evil

Armour Class 16.

Hit Points 138 (12d12 +60).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Languages Common, Sylvan.

Challenge 8 (3,991 XP).

False Appearance

While the treant remains motionless, it is indistinguishable from a normal tree.

Damage Resistances

The treant has resistance to bludgeoning and piercing damage.

Damage Vulnerability

The treant has vulnerability to fire damage.

Actions

Slam

The treant makes a melee weapon attack of 1d20 +10 against the target's AC. On a hit, the target takes 3d6 +6 bludgeoning damage.

Multiattack

The treant makes 2 *Slam* attacks against 1 or 2 targets.

Thrown Rock

The treant makes a ranged weapon attack of 1d20 +10 against the target's AC to a range of 60 feet or 180 feet with disadvantage. On a hit, the target takes 4d10 +6 bludgeoning damage.

Animate Trees (1/day)

The treant magically animates two trees it can see within 60 feet of it. These trees have the same statistics as the treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the *Slam* action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies, until the treant dies or is more than 120 feet from the tree, or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

6 Giant Caterpillars

Large beast, unaligned

Armour Class 11.

Hit Points 14 (3d8).

Speed 5 feet, climb 5 feet.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	1 (-5)	10 (+0)	2 (-4)	10 (+0)	8 (-1)

Languages —.

Challenge 0 (1 XP).

Blindsight

The giant caterpillar can perceive its surroundings within 10 feet without relying on sight.

Actions

Bite

The giant caterpillar makes a melee weapon attack of 1d20 +0 against the target's AC. On a hit, the target takes 1 piercing damage.

92 Giant Ants

Medium beast, unaligned

Armour Class 14.

Hit Points 16 (3d8).

Speed 30 feet, climb 30 feet.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	2 (-4)	10 (+0)	8 (-1)

Languages —.

Challenge 1/8 (25 XP).

Blindsight

The giant ant can perceive its surroundings within 10 feet without relying on sight.

Defend the Colony

If the giant ant queen is in danger then the giant ant gains a +2 bonus to attack rolls.

Actions

Bite

The giant ant makes a melee weapon attack of 1d20 +1 against the target's AC. On a hit, the target takes 1d4 slashing damage plus 1 acid damage.

16 Giant Ant Warriors

Medium beast, unaligned

Armour Class 16.

Hit Points 31 (4d8 +8).

Speed 30 feet, climb 15 feet.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Languages Undercommon.

Challenge 1/2 (106 XP).

Blindsight

The giant ant warrior can perceive its surroundings within 10 feet without relying on sight.

Defend the Colony

If the giant ant queen is in danger then the giant ant warrior gains a +2 bonus to attack rolls.

Actions

Bite

The giant ant warrior makes a melee weapon attack of 1d20 +4 against the target's AC. On a hit, the target takes 1d4 +2 slashing damage plus 1 acid damage.

Spear

The giant ant warrior makes a melee weapon attack of 1d20 +4 against the target's AC. On a hit, the target takes 1d8 +2 piercing damage.

Reactions

Queen's Bodyguard (1/day)

If the giant ant warrior is within 5 feet of the giant ant queen when the giant ant queen is hit with a melee or ranged weapon attack then the giant ant warrior uses its reaction to redirect the attack to itself.

Items

spear, helmet, breastplate.

Giant Ant Magician

Medium beast, unaligned

Armour Class 13.

Hit Points 33 (5d8 +5).

Speed 30 feet, climb 30 feet.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	16 (+3)	12 (+1)	14 (+2)

Skills Arcana +6, Insight +4.

Languages Deep Speech, Undercommon.

Challenge 2 (493 XP).

Blindsight

The giant ant magician can perceive its surroundings within 10 feet without relying on sight.

Defend the Colony

If the giant ant queen is in danger then the giant ant magician gains a +2 bonus to attack rolls.

Actions

Bite

The giant ant magician makes a melee weapon attack of 1d20 +3 against the target's AC. On a hit, the target takes 1d4 slashing damage plus 1 acid damage.

Quarterstaff

The giant ant magician makes a melee weapon attack of 1d20 +3 against the target's AC. On a hit, the target takes 1d6 bludgeoning damage.

Magic Missile (3/day)

1st-level evocation. The giant ant magician creates three glowing darts of magical force. Each dart hits a creature of its choice that it can see within 120 feet. A dart deals 1d4 +1 force damage to its target. The darts all strike simultaneously, and the giant ant magician can direct them to hit one creature or several.

Melf's Acid Arrow (2/day)

2nd-level evocation. A shimmering green arrow streaks from the giant ant magician toward a target within 90 feet and bursts in a spray of acid. The giant ant magician makes a ranged spell attack of 1d20 +6 against the target's AC. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

Lightning Bolt (1/day)

3rd-level evocation. A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from the giant ant magician in a direction it chooses. Each creature in the line must make a Dexterity saving throw against DC 14. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Items

quarterstaff, hooded dark brown robes.

Giant Ant Queen

Large beast, unaligned

Armour Class 11.

Hit Points 89 (10d10 +20).

Speed 30 feet, climb 15 feet.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Languages Undercommon.

Challenge 4 (1,710 XP).

Blindsight

The giant ant queen can perceive her surroundings within 10 feet without relying on sight.

Actions

Bite

The giant ant queen makes a melee weapon attack of 1d20 +5 against the target's AC. On a hit, the target takes 1d6 +1 slashing damage plus 1 acid damage.

Colony Frenzy

The giant ant queen uses pheromones, sounds, and touch to excite all allied ants within 90 feet into a frenzy. For 1 minute, all allied ants double their speed, gain a +2 bonus to AC, gain advantage on Dexterity saving throws, and gain an additional action on each of their turns which can be used only to make a *Bite* attack. Once the giant ant queen uses this feature, she must finish a short or long rest before she can use it again.

Items

gold crown (300 gp), gold wand (150 gp), plush blue robes.

Umber Hulk

Large monstrosity, chaotic evil

Armour Class 18.

Hit Points 114 (11d10 +33).

Speed 30 feet, burrow 20 feet.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Languages Umber Hulk.

Challenge 4 (1,278 XP).

Darkvision

The umber hulk can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. It can't discern colour in darkness, only shades of grey.

Tremorsense

The umber hulk can detect and pinpoint the origin of vibrations within 60 feet, provided that the umber hulk and the source of the vibrations are in contact with the same ground or substance.

Tremorsense can't be used to detect flying or incorporeal creatures.

Confusing Gaze

When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a Charisma saving throw against DC 15, unless the umber hulk is incapacitated. On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. Unless surprised, a creature can avert its eyes to avoid the

saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunnelling

The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

Actions

Claw

The umber hulk makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 1d8 +5 slashing damage.

Bite

The umber hulk makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 2d8 +5 slashing damage.

Multiattack

The umber hulk makes 2 *Claw* attacks and 1 *Bite* attack against 1, 2, or 3 targets.

Red Slaad

Large aberration, chaotic neutral

Armour Class 14.

Hit Points 48 (5d10 +15).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	6 (-2)	7 (-2)

Skills Perception +1.

Languages Slaad, Telepathy 60 feet.

Challenge 2 (463 XP).

Darkvision

The red slaad can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Magic Resistance

The red slaad has advantage on saving throws against spells and other magical effects.

Damage Resistances

The red slaad has resistance to acid, cold, fire, lightning, and thunder damage.

Regeneration

The red slaad regains 5 hit points at the start of its turn if it has at least 1 hit point.

Actions

Claw

The red slaad makes a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 1d8 +3 piercing damage. If the target is a humanoid, it must succeed on a Constitution saving throw against DC 13 or be infected with a disease – a minuscule slaad egg. A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

Bite

The red slaad makes a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 2d4 +3 piercing damage.

Multiattack

The red slaad makes 2 *Claw* attacks and 1 *Bite* attack against 1, 2, or 3 targets.

Blue Slaad

Large aberration, chaotic neutral

Armour Class 15.

Hit Points 67 (6d10 +24).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1.

Languages Slaad, Telepathy 60 feet.

Challenge 3 (703 XP).

Darkvision

The blue slaad can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Magic Resistance

The blue slaad has advantage on saving throws against spells and other magical effects.

Damage Resistances

The blue slaad has resistance to acid, cold, fire, lightning, and thunder damage.

Regeneration

The blue slaad regains 5 hit points at the start of its turn if it has at least 1 hit point.

Actions

Claw

The blue slaad makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 1d12 +5 slashing damage. If the target is a humanoid, it must succeed on a Constitution saving throw against DC 13 or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 5 every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad. Only a wish spell can reverse the transformation.

Bite

The blue slaad makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 1d10 +5 piercing damage.

Multiattack

The blue slaad makes 2 *Claw* attacks and 1 *Bite* attack against 1, 2, or 3 targets.

Green Slaad

Large aberration, chaotic neutral

Armour Class 16.

Hit Points 78 (7d10 +21).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Perception +2.

Languages Slaad, Telepathy 60 feet.

Challenge 3 (842 XP).

Darkvision

The green slaad can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Magic Resistance

The green slaad has advantage on saving throws against spells and other magical effects.

Damage Resistances

The green slaad has resistance to acid, cold, fire, lightning, and thunder damage.

Regeneration

The green slaad regains 5 hit points at the start of its turn if it has at least 1 hit point.

Actions

Claw

The green slaad makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d6 +4 slashing damage.

Bite

The green slaad makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 2d6 +4 piercing damage.

Multiattack

The green slaad makes 2 *Claw* attacks and 1 *Bite* attack against 1, 2, or 3 targets.

Grey Slaad

Medium aberration, chaotic neutral

Armour Class 17.

Hit Points 86 (8d10 +24).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

Skills Arcana +4, Perception +3.

Languages Slaad, Telepathy 60 feet.

Challenge 4 (1,174 XP).

Darkvision

The grey slaad can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Magic Resistance

The grey slaad has advantage on saving throws against spells and other magical effects.

Damage Resistances

The grey slaad has resistance to acid, cold, fire, lightning, and thunder damage.

Regeneration

The grey slaad regains 5 hit points at the start of its turn if it has at least 1 hit point.

Actions

Claw

The grey slaad makes a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 1d8 +3 slashing damage.

Bite

The grey slaad makes a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 1d6 +3 piercing damage.

Multiattack

The grey slaad makes 2 *Claw* attacks and 1 *Bite* attack against 1, 2, or 3 targets.

Poison Spray (3/day)

Conjuration cantrip. The grey slaad extends its hand toward a creature it can see within 10 feet and projects a puff of noxious gas from its palm. The creature must succeed on a Constitution saving throw against DC 13 or take 2d12 poison damage.

Magic Missile (2/day)

1st-level evocation. The grey slaad creates three glowing darts of magical force. Each dart hits a creature of its choice that it can see within 120 feet. A dart deals 1d4 +1 force damage to its target. The darts all strike simultaneously, and the grey slaad can direct them to hit one creature or several.

Lightning Bolt (1/day)

3rd-level evocation. A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from the grey slaad in a direction it chooses. Each creature in the line must make a Dexterity saving throw against DC 13. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Blink (1/day)

3rd-level transmutation. The grey slaad rolls a d20 at the end of each of its turns for 1 minute. On a roll of 11 or higher, it vanishes, becoming ethereal. At the start of its next turn, and when the spell ends if it is ethereal, it returns to an unoccupied space of its choice that it can see within 10 feet of the space from which it vanished. If no unoccupied space is available within that range, it appears in the nearest unoccupied space (chosen at random if more than one space is equally near). It can dismiss this spell as an action. While ethereal, it can see and hear the reality from which it originated, which is cast in shades of grey. It can affect and be affected only by other creatures that are ethereal. Creatures that aren't ethereal can't perceive the grey slaad or interact with it, unless they have the ability to do so. The spell lasts for 1 minute unless it casts another spell that requires concentration, its concentration is broken when it takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or it is incapacitated or killed.

Black Slaad

Medium aberration, chaotic neutral

Armour Class 14.

Hit Points 109 (9d10 +36).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +4.

Languages Slaad, Telepathy 60 feet.

Challenge 5 (1,802 XP).

Darkvision

The black slaad can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Magic Resistance

The black slaad has advantage on saving throws against spells and other magical effects.

Damage Resistances

The black slaad has resistance to acid, cold, fire, lightning, and thunder damage.

Regeneration

The black slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Claw

The black slaad makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 1d10 +4 slashing damage.

Bite

The black slaad makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 1d8 +4 piercing damage.

Multiattack

The black slaad makes 2 *Claw* attacks and 1 *Bite* attack against 1, 2, or 3 targets.

Chromatic Orb (3/day)

1st-level evocation. The black slaad hurls a 4-inch-diameter sphere of energy at a creature that it can see within 90 feet. It chooses acid, cold, fire, lightning, poison, or thunder for the type of orb it creates, and then makes a ranged spell attack of 1d20 +7 against the target's AC. If the attack hits, the creature takes 3d8 damage of the type the black slaad chose.

Fear (2/day)

3rd-level illusion. The black slaad projects a phantasmal image of a creature's worst fears for up to 1 minute. Each creature in a 30-foot cone must succeed on a Wisdom saving throw against DC 15 or become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from the black slaad by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the black slaad, the creature can make a Wisdom saving throw against DC 15. On a successful save, the spell ends for that creature. The spell lasts for 1 minute unless it casts another spell that requires concentration, its concentration is broken when it takes damage and fails a Constitution saving throw against DC 10 + half the damage, or it is incapacitated or killed.

Fireball (1/day)

3rd-level evocation. A bright streak flashes from the black slaad's pointing finger to a point it chooses within 150 feet and then with a low roar explodes into flame. Each creature in a 20-foot-radius sphere centred on that point must make a Dexterity saving throw against DC 15. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Cloudkill (1/day)

5th-level conjuration. The black slaad creates a 20-foot-radius sphere of poisonous, yellow-green cloud centred on a point within 120 feet. The cloud spreads around corners. It lasts for 1 minute or until strong wind disperses it, ending the spell. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw against DC 15. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The cloud moves 10 feet away from the black slaad at the start of each of its turns, rolling along the surface of the ground. The vapours, being heavier than air, sink to the lowest level of the land, even pouring down openings. The spell lasts for 1 minute unless it casts another spell that requires concentration, its concentration is broken when it takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or it is incapacitated or killed.

Mushroom-man

Medium plant, lawful neutral

Armour Class 12.

Hit Points 22 (4d8 +4).

Speed 20 feet.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	13 (+1)	7 (-2)

Skills Nature +4, Perception +3.

Languages —.

Challenge 1/2 (100 XP).

Darkvision

The mushroom-man can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Damage Immunities

The mushroom-man is immune to poison damage.

Condition Immunities

The mushroom-man cannot be poisoned.

Actions

Slam

The mushroom-man makes a melee weapon attack of 1d20 +2 against the target's AC. On a hit, the target takes 1 bludgeoning damage plus 1d4 poison damage.

3 Fairy Slugs

Medium fey, neutral

Armour Class 10.

Hit Points 5 (1d6 -1).

Speed 5 feet, fly 20 feet.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	8 (-1)	14 (+2)	12 (+1)	10 (+0)

Skills Perception +3.

Languages Telepathy 60 feet.

Challenge 0 (0 XP).

Condition Immunities

The fairy slug cannot be charmed.

Actions

Bite

The fairy slug makes a melee weapon attack of 1d20 -2 against the target's AC. On a hit, the target takes 1 piercing damage.

Eledone the Mind Flayer Mastermind

Medium aberration, lawful evil

Armour Class 15.

Hit Points 101 (11d8 +22).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	20 (+5)	16 (+3)	20 (+5)

Saving Throws Int +10, Wis +8, Cha +10.

Skills Arcana +9, Deception +9, Insight +7, Perception +7, Persuasion +9, Stealth +8.

Languages Deep Speech, Undercommon, Telepathy 120 feet.

Challenge 6 (2,333 XP).

Mind Blank

The mind flayer mastermind is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition.

Magic Resistance

The mind flayer mastermind has advantage on saving throws against spells and other magical effects.

Psychic Crush

All enemies within 10 feet of the mind flayer mastermind have disadvantage on Intelligence and Wisdom saving throws.

Actions

Tentacles

The mind flayer mastermind makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 2d6 +5 psychic damage. If the target is Medium or smaller, it is grappled (Strength (Athletics) or Dexterity (Acrobatics) check against DC 17 to escape) and must succeed on an Intelligence saving throw against DC 17 or be stunned until this grapple ends.

Extract Brain

The mind flayer mastermind attempts to extract the brain of an incapacitated humanoid it has grappled. It makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 5d10 piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (4/day)

The mind flayer mastermind emits psychic energy in a 60-foot cone. Each creature in that area must succeed on an Intelligence saving throw against DC 17 or take 4d8 +4 psychic damage and be stunned for up to 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ego Whip (3/day)

The mind flayer mastermind attacks the ego of a humanoid that it can see within 60 feet, attempting to lash its will power and judgement. The target must make a Wisdom saving throw against DC 17. On a failed save, the target takes 4d6 psychic damage and its Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Id Insinuation (2/day)

The mind flayer mastermind attempts to control the mind of a humanoid that it can see within 60 feet. The target must succeed on a Wisdom saving throw against DC 17 or be charmed by the mind flayer mastermind for up to 24 hours. If the mind flayer mastermind or creatures that are friendly to it are fighting the target, the target has advantage on the saving throw. While the target is charmed, the mind flayer mastermind has a telepathic link with it. The mind flayer mastermind can use this telepathic link to issue commands to the creature while it is conscious (no action required), which it does its best to obey. The mind flayer mastermind can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from the mind flayer mastermind, it defends and preserves itself to the best of its ability. The mind flayer mastermind can use its action to take total and precise control of the target. Until the end of the mind flayer mastermind's next turn, the creature takes only the actions it chooses, and doesn't do anything that the mind flayer mastermind doesn't allow it to do. Each time the target takes damage, it makes a new Wisdom saving throw against DC 17. If the saving throw succeeds, the effect ends.

Items

hooded black leather robe.

Magic Item

Ring of Protection

Ring, rare (requires attunement)

This plain ring is made of gold. You gain a +1 bonus to AC and saving throws while wearing this ring.

4 Mind Flayers

Medium aberration, lawful evil

Armour Class 13.

Hit Points 68 (8d8 +16).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	18 (+4)	14 (+2)	17 (+3)

Saving Throws Int +7, Wis +5, Cha +6.

Skills Arcana +7, Deception +6, Insight +5, Perception +5, Persuasion +6, Stealth +6.

Languages Deep Speech, Undercommon, Telepathy 120 feet.

Challenge 4 (1,282 XP).

Magic Resistance

The mind flayer has advantage on saving throws against spells and other magical effects.

Actions

Scimitar

The mind flayer makes a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 1d6 +3 slashing damage.

Tentacles

The mind flayer makes a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 2d6 +5 psychic damage. If the target is Medium or smaller, it is grappled (Strength (Athletics) or Dexterity (Acrobatics) check against DC 15 to escape) and must succeed on an Intelligence saving throw against DC 15 or be stunned until this grapple ends.

Extract Brain

The mind flayer attempts to extract the brain of an incapacitated humanoid it has grappled. It makes a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 5d10 piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (3/day)

The mind flayer emits psychic energy in a 60-foot cone. Each creature in that area must succeed on an Intelligence saving throw against DC 15 or take 3d8 +1 psychic damage and be stunned for up to 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Items

scimitar, leather robe.

Acushia the Dark Elf Archeress

Medium humanoid (elf), neutral evil

Armour Class 17.

Hit Points 72 (8d10 +16).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	15 (+2)	15 (+2)	17 (+3)

Saving Throws Str +4, Dex +8.

Skills Athletics +4, Insight +5, Perception +5, Stealth +8.

Languages Elvish, Undercommon.

Challenge 4 (1,218 XP).

Superior Darkvision

The dark elf archeress can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. She can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf archeress has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf archeress has advantage on saving throws against being charmed, and magic can't put her to sleep.

Trance

The dark elf archeress doesn't need to sleep. Instead, she meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, she gains the same benefit that a human does from 8 hours of sleep.

Archery Fighting Style

The dark elf archeress gains a +2 bonus to attack rolls she makes with ranged weapons.

Drow Marksmanship

When the dark elf archeress hits a creature with a ranged weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. She can deal this extra damage only once per turn.

Defensive Tactics

Opportunity attacks against the dark elf archeress are made with disadvantage.

Actions

Long Bow and Poisoned Arrow

The dark elf archeress makes a ranged weapon attack of 1d20 +10 against the target's AC to a range of 150 feet or 600 feet with disadvantage. On a hit, the target takes 1d8 +5 piercing damage and must succeed on a Constitution saving throw against DC 13 or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Extra Attack

The dark elf archeress makes 2 *Long Bow and Poisoned Arrow* attacks against 1 or 2 targets.

Short Sword

The dark elf archeress makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 1d6 +5 piercing damage.

Dancing Lights

Evocation cantrip. The dark elf archeress creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf archeress's turn, she can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf archeress can also make the lights wink out as a bonus action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf archeress's choice) for up to 1 minute while she maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 14. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf archeress chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while she maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10

minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Levitate (1/day)

2nd-level transmutation. The dark elf archeress levitates up to 20 feet, and remains suspended there for up to 10 minutes while she maintains concentration. She can move vertically up or down by up to 20 feet on her turn. She can move horizontally only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows her to move as if she were climbing. When the spell ends, she floats gently to the ground if she is still aloft. The spell lasts for 10 minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Items

long bow, quiver of 20 arrows coated in drow poison, short sword, +1 leather armour, key with the symbol of a spider on it, symbol of Lolth.

Magic Item

Rope of Climbing

Wondrous item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying. If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it. The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Dark Elf Warrior

Medium humanoid (elf), neutral evil

Armour Class 15.

Hit Points 30 (4d8 +8).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +6, Con +4, Wis +3.

Skills Perception +3, Stealth +6.

Languages Elvish, Undercommon.

Challenge 1/2 (103 XP).

Superior Darkvision

The dark elf warrior can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. It can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf warrior has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf warrior has advantage on saving throws against being charmed, and magic can't put it to sleep.

Trance

The dark elf warrior doesn't need to sleep. Instead, it meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, it can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, it gains the same benefit that a human does from 8 hours of sleep.

Actions

Short Sword

The dark elf warrior makes a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 1d6 +4 piercing damage.

Long Bow and Arrow

The dark elf warrior makes a ranged weapon attack of 1d20 +6 against the target's AC to a range of 150 feet or 600 feet with disadvantage. On a hit, the target takes 1d8 +4 piercing damage.

Dancing Lights

Evocation cantrip. The dark elf warrior creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf warrior's turn, it can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf warrior can also make the lights wink out as a bonus action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf warrior's choice) for up to 1 minute while it maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 11. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless it casts another spell that requires concentration, its concentration is broken when it takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or it is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf warrior chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while it maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless it casts another spell that requires concentration, its concentration is broken when it takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or it is incapacitated or killed.

Items

short sword, long bow, quiver of 20 arrows, leather armour, symbol of Lolth.

Mezzodemon

Large fiend (demon), chaotic evil

Armour Class 18.

Hit Points 91 (10d8 +30).

Speed 40 feet.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3.

Languages Abyssal, Undercommon.

Challenge 5 (1,802 XP).

Blindsight

The mezzodemon can perceive its surroundings within 60 feet without relying on sight.

Darkvision

The mezzodemon can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Magic Resistance

The mezzodemon has advantage on saving throws against spells and other magical effects.

Damage Immunities

The mezzodemon is immune to acid and poison damage.

Condition Immunities

The mezzodemon cannot be poisoned.

Damage Resistances

The mezzodemon has resistance to cold, fire, and lightning damage, and bludgeoning, piercing, and slashing damage from non-magical weapons.

Actions

Claw

The mezzodemon makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 2d4 +4 slashing damage.

Large Spear

The mezzodemon makes a melee weapon attack of 1d20 +7 against the target's AC with a reach of 10 feet. On a hit, the target takes 2d6 +4 piercing damage.

Multiattack

The mezzodemon makes a *Claw* attack and a *Large Spear* attack against 1 or 2 targets.

Items

large spear.

5 Wererats

Medium humanoid (human, shapechanger), lawful evil

Armour Class 12.

Hit Points 35 (6d8 +6).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4.

Languages Undercommon (can't speak in giant rat form).

Challenge 2 (453 XP).

Darkvision

The wererat can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Keen Smell

The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Damage Immunities

The wererat is immune to bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Actions

Bite

The wererat makes a melee weapon attack of 1d20 +4 against the target's AC. On a hit, the target takes 1d4 +2 piercing damage. If the target is a humanoid, it must succeed on a Constitution saving

throw against DC 11 or be cursed with wererat lycanthropy. The wererat may use this attack while in giant rat or rat-like humanoid form.

Short Sword

The wererat makes a melee weapon attack of 1d20 +5 against the target's AC. On a hit, the target takes 1d6 +2 piercing damage. It may use this attack only while in rat-like humanoid form.

Multiattack

The wererat makes a *Bite* attack and a *Short Sword* attack against 1 or 2 targets. It may use this attack only while in rat-like humanoid form.

Light Crossbow and Bolt

The wererat makes a ranged weapon attack of 1d20 +5 against the target's AC to a range of 80 feet or 320 feet with disadvantage. On a hit, the target takes 1d8 +2 piercing damage. It may use this attack only while in rat-like humanoid form.

Shapechanger

The wererat can use its action to polymorph into a giant rat, or back into its true form, which is a rat-like humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Items

short sword, light crossbow, quiver of 20 bolts, tattered brown cloak.

Kuo-toa Whip

Medium humanoid (kuo-toa), neutral evil

Armour Class 14.

Hit Points 70 (8d8 +24).

Speed 30 feet, swim 30 feet.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +6, Religion +4.

Languages Undercommon.

Challenge 4 (1,104 XP).

Superior Darkvision

The kuo-toa whip can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. It can't discern colour in darkness, only shades of grey.

Otherworldly Perception

The kuo-toa whip can sense the presence of any creature within 30 feet of it that is invisible or ethereal. It can pinpoint such a creature that is moving.

Sunlight Sensitivity

While in sunlight, the kuo-toa whip has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Amphibious

The kuo-toa whip can breathe air and water.

Slippery

The kuo-toa whip has advantage on ability checks and saving throws made to escape a grapple.

Damage Resistances

The kuo-toa whip has resistance to lightning damage.

Pincer Staff Expert

While the kuo-toa whip is wielding a pincer staff, other creatures provoke an opportunity attack from it when they enter its reach.

Actions

Bite

The kuo-toa whip makes a melee weapon attack of 1d20 +4 against the target's AC. On a hit, the target takes 1d4 +2 piercing damage.

Pincer Staff

The kuo-toa whip makes a melee weapon attack of 1d20 +4 against the target's AC with a reach of 10 feet. On a hit, the target takes 1d6 +2 piercing damage. If the target is a Medium or smaller creature, it is grappled (Strength (Athletics) or Dexterity (Acrobatics) check against DC 14 to escape). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

Slime (3/day)

1st-level conjuration. The kuo-toa whip covers the ground in slick slime in a 10-foot square centred on a point within 60 feet, turning it into difficult terrain for 1 minute. When the slime appears, each creature standing in its area must succeed on a Dexterity saving throw against DC 13 or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw against DC 13 or fall prone.

Lightning Javelin (2/day)

3rd-level conjuration. The kuo-toa whip creates a javelin of lightning and makes a ranged weapon attack of 1d20 +4 against the target's AC to a range of 30 feet or 120 feet with disadvantage. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss. Whether it hits or misses, each creature within 10 feet of the target must make a Dexterity saving throw against DC 13. Each of these creatures takes 2d8 lightning damage on a failed save, or half as much damage on a successful one.

Items

pincer staff, silver necklace with a crystal flask (50 gp), belt of pearl and crystal (150 gp), unholy symbol of Blibdoolpoolp.

Magic Item

Potion of Heroism

Potion, rare

For 1 hour after drinking this potion, whenever you make an attack roll or a saving throw, you can roll 1d4 and add the number rolled to the attack roll or saving throw. You also gain 10 temporary hit points that last for up to 1 hour.

7 Kuo-toa

Medium humanoid (kuo-toa), neutral evil

Armour Class 16.

Hit Points 21 (4d8).

Speed 30 feet, swim 30 feet.

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

Skills Perception +4.

Languages Undercommon.

Challenge 1/4 (51 XP).

Superior Darkvision

The kuo-toa can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. It can't discern colour in darkness, only shades of grey.

Otherworldly Perception

The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or ethereal. It can pinpoint such a creature that is moving.

Sunlight Sensitivity

While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Amphibious

The kuo-toa can breathe air and water.

Slippery

The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Actions

Bite

The kuo-toa makes a melee weapon attack of 1d20 +3 against the target's AC. On a hit, the target takes 1d4 +1 piercing damage.

Scimitar

The kuo-toa makes a melee weapon attack of 1d20 +3 against the target's AC. On a hit, the target takes 1d6 +2 slashing damage.

Thrown Javelin

The kuo-toa makes a ranged weapon attack of 1d20 +3 against the target's AC to a range of 30 feet or 120 feet with disadvantage. On a hit, the target takes 1d6 +1 piercing damage.

Items

scimitar, javelin, scale mail, shield, symbol of Blibdoolpoolp.

Shambolie the Svirfneblin Gardener

Small humanoid (gnome), neutral good

Armour Class 12.

Hit Points 16 (3d6 +6).

Speed 20 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Nature +3, Perception +2, Stealth +4.

Languages Gnomish, Terran, Undercommon.

Challenge 1/2 (100 XP).

Superior Darkvision

The svirfneblin can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. He can't discern colour in darkness, only shades of grey.

Stone Camouflage

The svirfneblin has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning

The svirfneblin has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Actions

Non-detection

For 8 hours, the svirfneblin can't be targetted by any divination magic or perceived through magical scrying sensors.

Disguise Self (1/day)

1st-level illusion. The svirfneblin makes himself—including his clothing, armour, weapons, and other belongings on his person—look different for 1 hour or until he uses an action to dismiss the spell. He can seem 1 foot shorter or taller and can appear thin, fat, or in between. He can't change his body type, so he must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to him. The changes wrought by this spell fail to hold up to physical inspection. To discern that he is disguised, a creature can use an action to inspect his appearance and must succeed on an Intelligence (Investigation) check against DC 11.

Blindness/Deafness (1/day)

2nd-level necromancy. The svirfneblin can blind or deafen a foe. He chooses one creature that he can see within 30 feet to make a Constitution saving throw against DC 11. If it fails, the target is either

blinded or deafened (the svirfneblin's choice) for up to 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the spell on itself on a success.

Blur (1/day)

2nd-level illusion. The svirfneblin's body becomes blurred, shifting, and wavering to all who can see him. For up to 1 minute while he maintains concentration, any creature has disadvantage on attack rolls against him. An attacker is immune to this spell if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight. The spell lasts for 1 minute unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Items

green cloak.

Mesh-he the Pech

Small humanoid (pech), neutral good

Armour Class 15.

Hit Points 21 (3d6 +9).

Speed 20 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	17 (+3)	12 (+1)	12 (+1)	13 (+1)

Skills Investigation +3, Perception +3.

Languages Terran, Undercommon.

Challenge 1/2 (100 XP).

Superior Darkvision

The pech can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. He can't discern colour in darkness, only shades of grey.

Condition Immunities

The pech cannot be petrified.

Stoneskin

The pech has resistance to non-magical bludgeoning, piercing, and slashing damage.

Mason's Tools Proficiency

The pech's proficiency with mason's tools lets him add double his proficiency bonus to any ability checks he makes to work stone.

Actions

Stone Mending (3/day)

Transmutation cantrip. The pech magically repairs a single crack or break in stonework or a stone object he touches. As long as the crack or break is no larger than 3 feet in any dimension, he mends it, leaving no trace of the former damage.

Items

loincloth.

Cressid Cilium the Elf Wizardess

Medium humanoid (elf), chaotic good

Armour Class 12.

Hit Points 26 (6d6).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	17 (+3)	11 (+0)	15 (+2)

Saving Throws Int +6, Wis +3.

Skills Arcana +6, Insight +3, Perception +3.

Languages Common, Elvish, Undercommon.

Challenge 2 (450 XP).

Darkvision

The elf wizardess can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. She can't discern colour in darkness, only shades of grey.

Fey Ancestry

The elf wizardess has advantage on saving throws against being charmed, and magic can't put her to sleep.

Trance

The elf wizardess doesn't need to sleep. Instead, she meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, she gains the same benefit that a human does from 8 hours of sleep.

Elf Weapon Training

The elf wizardess has proficiency with the long sword, short sword, long bow, and short bow.

Actions

Shocking Grasp

Evocation cantrip. Lightning springs from the elf wizardess's hand to deliver a shock to a creature she tries to touch. She makes a melee spell attack of 1d20 +6 against the target's AC. She has advantage on the attack roll if the target is wearing armour made of metal. On a hit, the target takes 2d8 lightning damage, and it can't take reactions until the start of its next turn.

Jump (3/day)

1st-level transmutation. The elf wizardess touches a creature. The creature's jump distance is tripled for 1 minute.

Invisibility (2/day)

2nd-level illusion. The elf wizardess becomes invisible for up to 1 hour. Anything she is wearing or carrying is invisible as long as it is on her person. The spell ends if she attacks or casts a spell.

Fireball (1/day)

3rd-level evocation. A bright streak flashes from the elf wizardess's pointing finger to a point she chooses within 150 feet and then with a low roar explodes into flame. Each creature in a 20-foot-radius sphere centred on that point must make a Dexterity saving throw against DC 14. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Items

sleeveless yellow robes.

Drider

Large monstrosity, chaotic evil

Armour Class 19.

Hit Points 123 (13d10 +52).

Speed 30 feet, climb 30 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +9.

Languages Elvish, Undercommon.

Challenge 6 (2,300 XP).

Superior Darkvision

The drider can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. She can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Spider Climb

The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker

The drider ignores movement restrictions caused by webbing.

Actions

Bite

The drider makes a melee weapon attack of 1d20 +6 against the target's AC. On a hit, the target takes 1d4 piercing damage plus 2d8 poison damage.

Dancing Lights

Evocation cantrip. The drider creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the drider's turn, she can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The drider can also make the lights wink out as a bonus action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the drider's choice) for up to 1 minute while she maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 13. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the drider chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while she maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Forg the Orog War Musician

Medium humanoid (orc), chaotic evil

Armour Class 11.

Hit Points 42 (5d8 +20).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	13 (+1)

Skills Intimidation +5, Performance +3, Survival +2.

Languages Orc, Undercommon.

Challenge 2 (450 XP).

Darkvision

The orog can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. He can't discern colour in darkness, only shades of grey.

Musical Instrument Proficiency

The orog's proficiency with the war drums lets him add double his proficiency bonus to any ability checks he makes to play music with this instrument.

Actions

Aggressive

As a bonus action, the orog can move up to his speed toward a hostile creature that he can see.

Items

tattered mustard yellow cloak.

Troll

Large giant, chaotic evil

Armour Class 15.

Hit Points 84 (8d10 +40).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1.

Languages Giant.

Challenge 5 (1,800 XP).

Darkvision

The troll can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Keen Smell

The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration

The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Bite

The troll makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d6 +4 piercing damage.

Claw

The troll makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 2d6 +4 slashing damage.

Multiattack

The troll makes 1 *Bite* attack and 2 *Claw* attacks against 1, 2, or 3 targets.

Nebondil the Dark Elf Merchant

Medium humanoid (elf), neutral evil

Armour Class 12.**Hit Points 15 (3d8).****Speed 30 feet.**

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	16 (+3)

Skills Insight +2, Perception +2, Persuasion +5, Stealth +4.**Languages** Deep Speech, Elvish, Giant, Undercommon.**Challenge 1/4 (52 XP).***Superior Darkvision*

The dark elf merchant can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. He can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf merchant has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf merchant has advantage on saving throws against being charmed, and magic can't put him to sleep.

Trance

The dark elf merchant doesn't need to sleep. Instead, he meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, he can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, he gains the same benefit that a human does from 8 hours of sleep.

Actions*Dagger*

The dark elf merchant makes a melee weapon attack of 1d20 +4 against the target's AC. On a hit, the target takes 1d4 +2 piercing damage.

Thrown Dagger

The dark elf merchant makes a ranged weapon attack of 1d20 +4 against the target's AC to a range of 20 feet or 60 feet with disadvantage. On a hit, the target takes 1d4 +2 piercing damage.

Dancing Lights

Evocation cantrip. The dark elf merchant creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf merchant's turn, he can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf merchant can also make the lights wink out as a bonus action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf merchant's choice) for up to 1 minute while he maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 11. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf merchant chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while he maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10

minutes unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Items

dagger, key with the symbol of a gem on it, symbol of Lolth, hooded black robes.

Ratus Ratus the Wererat Captain

Medium humanoid (human, shapechanger), lawful evil

Armour Class 14.

Hit Points 68 (8d8 +16).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	14 (+2)	17 (+3)	15 (+2)	12 (+1)

Saving Throws Dex +7, Int +6.

Skills Insight +6, Investigation +7, Perception +10, Persuasion +9, Sleight of Hand +8, Stealth +8.

Languages Deep Speech, Elven, Undercommon (can't speak in giant rat form).

Challenge 4 (1,189 XP).

Alert

Always on the lookout for danger, the wererat captain gains the following benefits:

- It gains a +5 bonus to initiative.
- It can't be surprised while it is conscious.
- Other creatures don't gain advantage on attack rolls against him as a result of being hidden from him.

Darkvision

The wererat captain can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Keen Smell

The wererat captain has advantage on Wisdom (Perception) checks that rely on smell.

Damage Immunities

The wererat captain is immune to bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Sneak Attack

Once per turn, the wererat captain can deal an extra 4d6 damage to one creature it hits with an attack if it has advantage on the attack roll. The attack must use a finesse or a ranged weapon. It doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the wererat captain doesn't have disadvantage on the attack roll.

Actions

Bite

The wererat captain makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d4 +4 piercing damage. If the target is a humanoid, it must succeed on a Constitution saving throw against DC 11 or be cursed with wererat lycanthropy. The wererat captain may use this attack only while in giant rat or rat-like humanoid form.

Rapier

The wererat captain makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d8 +4 piercing damage. It may use this attack only while in rat-like humanoid form.

Multiattack

The wererat captain makes a *Bite* attack and a *Rapier* attack against 1 or 2 targets. It may use this attack only while in rat-like humanoid form.

Light Crossbow and Bolt

The wererat captain makes a ranged weapon attack of 1d20 +7 against the target's AC to a range of 80 feet or 320 feet with disadvantage. On a hit, the target takes 1d8 +4 piercing damage. It may use this attack only while in rat-like humanoid form.

Cunning Action

As a bonus action, the wererat captain takes a Dash, Disengage, or Hide action.

Shapechanger

The wererat captain can use its action to polymorph into a giant rat, or back into its true form, which is a rat-like humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Reactions

Uncanny Dodge

When an attacker that the wererat captain can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

Items

rapier, gem-encrusted gold scabbard (500 gp), broad leather belt, light crossbow, quiver of 20 bolts, brown cloak, key with the symbol of a rat on it, knife, 20 sp, 20 gp.

Wishosh the Kuo-toa Captain

Medium humanoid (kuo-toa), neutral evil

Armour Class 16.

Hit Points 98 (9d10 +27).

Speed 30 feet, swim 30 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Str +8, Con +7.

Skills Perception +7, Religion +5.

Languages Undercommon.

Challenge 5 (1,808 XP).

Superior Darkvision

The kuo-toa captain can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. It can't discern colour in darkness, only shades of grey.

Otherworldly Perception

The kuo-toa captain can sense the presence of any creature within 30 feet of it that is invisible or ethereal. It can pinpoint such a creature that is moving.

Sunlight Sensitivity

While in sunlight, the kuo-toa captain has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Amphibious

The kuo-toa captain can breathe air and water.

Slippery

The kuo-toa captain has advantage on ability checks and saving throws made to escape a grapple.

Action Surge

The kuo-toa captain can push itself beyond its normal limits for a moment. On its turn, it can take one additional action on top of its regular action and a possible bonus action. Once it uses this feature, it must finish a short or long rest before it can use it again.

Actions

Bite

The kuo-toa captain makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 1d4 +4 piercing damage.

Great Sword

The kuo-toa captain makes a melee weapon attack of 1d20 +9 against the target's AC. On a hit, the target takes 2d6 +5 slashing damage.

Multiattack

The kuo-toa captain makes 1 *Bite* attack and 2 *Great Sword* attacks against 1, 2, or 3 targets.

Second Wind

The kuo-toa captain has a limited well of stamina on which it can draw to protect itself from harm. On its turn, it can use a bonus action to regain 1d10 +9 hit points. Once it uses this feature, it must finish a short or long rest before it can use it again.

Items

+1 great sword, shiny gold breastplate, shiny gold helmet with three fins on it, small leather sack containing a large lustrous pearl (350 gp), key with the symbol of a fish on it, knife, symbol of Blibdoolpoolp, green cloak, 15 gp, 5 sp.

Golgon the Fomorian Prince

Large giant, chaotic evil

Armour Class 14.

Hit Points 138 (10d12 +50).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +7, Stealth +2.

Languages Giant, Undercommon.

Challenge 6 (2,315 XP).

Superior Darkvision

The fomorian prince can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. He can't discern colour in darkness, only shades of grey.

Actions

Large Barbed Whip

The fomorian prince makes a melee weapon attack of 1d20 +10 against the target's AC with a reach of 15 feet. On a hit, the target takes 2d6 +6 slashing damage.

Evil Eye

The fomorian prince magically forces a creature it can see within 60 feet of it to make a Charisma saving throw against DC 14. The creature takes 5d8 psychic damage on a failed save, or half as much damage on a successful one.

Multiattack

The fomorian prince makes a *Large Barbed Whip* attack and an *Evil Eye* attack against 1 or 2 targets.

Curse of the Evil Eye

With a stare, the fomorian prince makes an *Evil Eye* attack, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success. Once the fomorian prince uses this feature, he must finish a short or long rest before he can use it again.

Items

large barbed whip, large knife, a lump of lemon yellow amber (200 gp), a gold cup decorated with inscriptions of apples (300 gp), a small rolled-up canvas with a painted portrait of himself, fine dark grey clothes, 10 gp, and 10 gp.

Nyctalopia the Dark Elf

Medium humanoid (elf), neutral evil

Armour Class 12.

Hit Points 15 (3d8).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	13 (+1)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +4.

Languages Elvish, Undercommon.

Challenge 1/4 (50 XP).

Superior Darkvision

The dark elf can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. She can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf has advantage on saving throws against being charmed, and magic can't put her to sleep.

Trance

The dark elf doesn't need to sleep. Instead, she meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, she gains the same benefit that a human does from 8 hours of sleep.

Actions

Dancing Lights

Evocation cantrip. The dark elf creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf's turn, she can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf can also make the lights wink out as a bonus action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf's choice) for up to 1 minute while she maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 11. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while she maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Items

white bedclothes.

Dark Elf Archer

Medium humanoid (elf), neutral evil

Armour Class 15.

Hit Points 68 (8d10 +8).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	13 (+1)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Str +5, Con +4.

Skills Athletics +5, Insight +4, Perception +4, Stealth +7.

Languages Elvish, Undercommon.

Challenge 4 (1,189 XP).

Superior Darkvision

The dark elf archer can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. He can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf archer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf archer has advantage on saving throws against being charmed, and magic can't put him to sleep.

Trance

The dark elf archer doesn't need to sleep. Instead, he meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, he can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, he gains the same benefit that a human does from 8 hours of sleep.

Sharpshooter

The dark elf archer has mastered ranged weapons and can make shots that others find impossible. He gains the following benefits:

- Attacking at long range doesn't impose disadvantage on his ranged weapon attack rolls.
- His ranged weapon attacks ignore half cover and three-quarters cover.
- Before he makes an attack with a ranged weapon with which he is proficient, he can choose to take a -5 penalty to the attack roll. If the attack hits, he adds +10 to the attack's damage.

Archery Fighting Style

The dark elf archer gain a +2 bonus to attack rolls he makes with ranged weapons.

Improved Critical

The dark elf archer's weapon attacks score a critical hit on a roll of 19 or 20.

Action Surge

The dark elf archer can push himself beyond his normal limits for a moment. On his turn, he can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature, he must finish a short or long rest before he can use it again.

Actions

Long Bow and Arrow

The dark elf archer makes a ranged weapon attack of 1d20 +9 against the target's AC to a range of 600. On a hit, the target takes 1d8 +4 piercing damage.

Extra Attack

The fighter makes 2 *Long Bow and Arrow* attacks against 1 or 2 targets.

Short Sword

The dark elf archer makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d6 +4 piercing damage.

Second Wind

The dark elf archer has a limited well of stamina on which he can draw to protect himself from harm. On his turn, he can use a bonus action to regain 1d10 +8 hit points. Once he uses this feature, he must finish a short or long rest before he can use it again.

Dancing Lights

Evocation cantrip. The dark elf archer creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf archer's turn, he can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf archer can also make the lights wink out as a bonus action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf archer's choice) for up to 1 minute while he maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 13. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf archer chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while he maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Levitate (1/day)

2nd-level transmutation. The dark elf archer levitates up to 20 feet, and remains suspended there for up to 10 minutes while he maintains concentration. He can move vertically up or down by up to 20 feet on his turn. He can move horizontally only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows him to move as if he were climbing. When the spell ends, he floats gently to the ground if he is still aloft. The spell lasts for 10 minutes unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Items

+1 long bow, quiver of 20 arrows, short sword, leather armour, symbol of Lolth, black cloak.

Dark Elf Hero

Medium humanoid (elf), neutral evil

Armour Class 18.

Hit Points 97 (9d10 +27).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	15 (+2)	15 (+2)	18 (+4)

Saving Throws Str +7, Con +7.

Skills Athletics +7, Insight +6, Perception +6, Stealth +7.

Languages Elvish, Undercommon.

Challenge 5 (1,808 XP).

Superior Darkvision

The dark elf hero can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. He can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf hero has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf hero has advantage on saving throws against being charmed, and magic can't put him to sleep.

Trance

The dark elf hero doesn't need to sleep. Instead, he meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, he can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, he gains the same benefit that a human does from 8 hours of sleep.

Dual Wielder

The dark elf hero has mastered fighting with two weapons, gaining the following benefits:

- He gains a +1 bonus to AC while he is wielding a separate melee weapon in each hand.
- He can use two-weapon fighting even when the one-handed melee weapons he is wielding aren't light.
- He can draw or stow two one-handed weapons when he would normally be able to draw or stow only one.

Two-Weapon Fighting Style

When the dark elf hero engages in two-weapon fighting, he can add his ability modifier to the damage of the second attack.

Action Surge

The dark elf hero can push himself beyond his normal limits for a moment. On his turn, he can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature, he must finish a short or long rest before he can use it again.

Improved Critical

The dark elf hero's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Long Sword

The dark elf hero makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d8 +4 slashing damage.

Multiattack

With a long sword in each hand, the dark elf hero makes 3 *Long Sword* attacks against 1, 2, or 3 targets.

Press the Advantage

On his turn, when the dark elf hero scores a critical hit with a melee weapon or reduces a creature to 0 hit points with one, he can make a *Long Sword* attack as a bonus action.

Second Wind

The dark elf hero has a limited well of stamina on which he can draw to protect himself from harm. On his turn, he can use a bonus action to regain 1d10 +8 hit points. Once he uses this feature, he must finish a short or long rest before he can use it again.

Dancing Lights

Evocation cantrip. The dark elf hero creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and

each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf hero's turn, he can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf hero can also make the lights wink out as a bonus action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf hero's choice) for up to 1 minute while he maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 14. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf hero chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while he maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Levitate (1/day)

2nd-level transmutation. The dark elf hero levitates up to 20 feet, and remains suspended there for up to 10 minutes while he maintains concentration. He can move vertically up or down by up to 20 feet on his turn. He can move horizontally only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows him to move as if he were climbing. When the spell ends, he floats gently to the ground if he is still aloft. The spell lasts for 10 minutes unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Items

2 +1 long swords, gold helmet made to resemble a spider, +1 chain mail, symbol of Lolth, black cloak with gold trimming.

Displacer Beast

Large monstrosity, lawful evil

Armour Class 13.

Hit Points 103 (10d10 +30).

Speed 40 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +7, Stealth +8.

Languages —.

Challenge 3 (736 XP).

Darkvision

The displacer beast can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Displacement

The displacer beast displaces light so that it is not where it appears to be, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn.

This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Avoidance

If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Bite

The displacer beast makes a melee weapon attack of 1d20 +8 against the target's AC. On a hit, the target takes 1d6 +4 piercing damage.

Tentacle

The displacer beast makes a melee weapon attack of 1d20 +6 against the target's AC with a reach of 10 feet. On a hit, the target takes 1d6 +4 bludgeoning damage plus 1d6 piercing damage.

Multiattack

The displacer beast makes 2 *Tentacle* attacks against 1 or 2 targets.

Beast's Fury

The displacer beast makes 1 *Bite* attack and 2 *Tentacle* attacks against 1, 2, or 3 targets. On a hit, it gains a +3 bonus to the damage roll for each of these attacks. Once it uses this trait, it must finish a short or long rest before it can use it again.

Gibbering Moulder

Medium aberration, neutral

Armour Class 9.

Hit Points 78 (9d8 +27).

Speed 10 feet, swim 10 feet.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Languages —.

Challenge 2 (459 XP).

Darkvision

The gibbering moulder can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Condition Immunities

The gibbering moulder cannot be knocked prone.

Gibbering

The gibbering moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the gibbering moulder and can hear the gibbering must succeed on a Wisdom saving throw against DC 10. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Warped Ground

Each creature that starts its turn within 10 feet of the gibbering moulder must make a Wisdom saving throw against DC 10. On a failed save, its speed is reduced to 0 until the start of its next turn. On a successful save, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both.

Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. Each creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the effect on it ends, the creature is immune to it for 24 hours.

Actions

Bites

The gibbering moulder makes a melee weapon attack of 1d20 +4 against the target's AC. On a hit, the target takes 5d6 piercing damage. If the target is Medium or smaller, it must succeed on a Strength saving throw against DC 10 or be knocked prone. If the target is killed by this damage, it is absorbed into the gibbering moulder.

Multiattack

The gibbering moulder makes 2 *Bites* attacks against 1 or 2 targets.

Mezzedria the Dark Elf Priestess

Medium humanoid (elf), neutral evil

Armour Class 13.

Hit Points 90 (11d8 +22).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	15 (+2)	20 (+5)	19 (+4)

Saving Throws Wis +9, Cha +8.

Skills Insight +9, Perception +9, Religion +6, Stealth +7.

Languages Elvish, Undercommon.

Challenge 6 (2,318 XP).

Superior Darkvision

The dark elf priestess can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. She can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf priestess has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf priestess has advantage on saving throws against being charmed, and magic can't put her to sleep.

Trance

The dark elf priestess doesn't need to sleep. Instead, she meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, she gains the same benefit that a human does from 8 hours of sleep.

Gift of the Spider Queen

Poisons have no effect on the dark elf priestess. She is immune to the poisoned condition and has immunity to poison damage.

Actions

Spiderfang Bolt

Evocation cantrip. The dark elf priestess fires a bolt of dark energy from her hand at a creature within 120 feet. She makes a ranged spell attack of 1d20 +9 against the target's AC. On a hit, the target takes 1d8 piercing damage and must succeed on a Constitution saving throw against DC 13 or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while

poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Dancing Lights

Evocation cantrip. The dark elf priestess creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf priestess's turn, she can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf priestess can also make the lights wink out as a bonus action.

Command (4/day)

1st-level enchantment. The dark elf priestess speaks a one-word command to a creature within 60 feet that she can see. The target must succeed on a Wisdom saving throw against DC 17 or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand the dark elf priestess's language, or if the command is directly harmful to it. If the target can't follow the command, the spell ends. The command is to cower by falling prone and take no further action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf priestess's choice) for up to 1 minute while she maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 17. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf priestess chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while she maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Levitate (1/day)

2nd-level transmutation. The dark elf priestess levitates up to 20 feet, and remains suspended there for up to 10 minutes while she maintains concentration. She can move vertically up or down by up to 20 feet on her turn. She can move horizontally only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows her to move as if she were climbing. When the spell ends, she floats gently to the ground if she is still aloft. The spell lasts for 10 minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Web (3/day)

2nd-level conjuration. The dark elf priestess conjures a mass of thick, sticky webbing at a point of her choice within 60 feet and the webs fill a 20-foot cube from that point for up to 1 hour while she maintains concentration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of her next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw against DC 17. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength (Athletics) check against DC 17. If it succeeds, it is no longer restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1

round, dealing 2d4 fire damage to any creature that starts its turn in the fire. The spell lasts for 1 hour unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Dispel Magic (3/day)

3rd-level abjuration. The dark elf priestess chooses one creature, object, or magical effect within 120 feet. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, she makes a Wisdom check against DC 10 + the spell's level. On a successful check, the spell ends.

Mass Healing Word (2/day)

4th-level evocation. As a bonus action, the dark elf priestess calls out words of restoration. Up to six creatures of her choice that she can see within 60 feet regain 2d4 +5 hit points. This spell has no effect on undead or constructs.

Flame Strike (1/day)

5th-level evocation. A vertical column of divine fire roars down in a location the dark elf priestess specifies. Each creature in a 10-foot-radius, 40-foot-high cylinder centred on a point within 60 feet must make a Dexterity saving throw against DC 17. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

Mass Cure Wounds (1/day)

5th-level conjuration. A wave of healing energy washes out from a point of the dark elf priestess's choice within 60 feet. She chooses up to six creatures in a 30-foot-radius sphere centred on that point. Each target regains 3d8 +5 hit points. This spell has no effect on undead or constructs.

Heal (1/day)

6th-level evocation. The dark elf priestess chooses a creature that she can see within 60 feet. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

Items

gold necklace with a crocus charm on it (200 gp), key with the symbol of a rock crystal on it, unholy symbol of Lolth.

Dark Elf Champion

Medium humanoid (elf), neutral evil

Armour Class 20.

Hit Points 106 (9d10 +27).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	13 (+1)	17 (+3)	17 (+3)

Saving Throws Str +7, Dex +5, Con +6, Int, +4, Wis +10, Cha +10.

Skills Insight +6, Perception +6, Religion +4, Stealth +5.

Languages Elvish, Undercommon.

Challenge 5 (1,819 XP).

Superior Darkvision

The dark elf champion can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. He can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf champion has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf champion has advantage on saving throws against being charmed, and magic can't put him to sleep.

Trance

The dark elf champion doesn't need to sleep. Instead, he meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, he can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, he gains the same benefit that a human does from 8 hours of sleep.

Duelling Fighting Style

When the dark elf champion is wielding a melee weapon in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon.

Lolth's Protection

The dark elf champion gains a +3 bonus to all saving throws.

Actions

Long Sword

The dark elf champion makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d8 +6 slashing damage.

Extra Attack

The dark elf champion makes 2 *Long Sword* attacks against 1 or 2 targets.

Unholy Weapon (3/day)

As a bonus action, the dark elf champion imbues one weapon that he is holding with unholy energy. The unholy energy remains for 1 minute or until an attack using this weapon hits a creature. That creature takes an extra 1d8 necrotic damage. The dark elf champion can end this effect on his turn as part of any other action. If he is no longer holding or carrying this weapon, or if he falls unconscious, this effect ends.

Favour of the Spider Queen (2/day)

The dark elf champion can use his action to end one spell on himself. He regains expended uses when he finishes a long rest.

Lay on Hands (1/day)

The dark elf champion's touch can heal wounds. He has a pool of healing power, and with it he can restore a total number of 45 hit points. As an action, he can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in his pool. Alternatively, he can expend 5 hit points from his pool of healing to cure the target of one disease or neutralise one poison affecting it. He can cure multiple diseases and neutralise multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Dancing Lights

Evocation cantrip. The dark elf champion creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf champion's turn, he can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf champion can also make the lights wink out as a bonus action.

Cure Wounds (3/day)

1st-level evocation. A creature the dark elf champion touches regains 1d8 +3 hit points. This spell has no effect on undead or constructs.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf champion's choice) for up to 1 minute while he maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 14. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless he casts another spell that

requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Aid (2/day)

2nd-level abjuration. The dark elf champion chooses up to three creatures within 30 feet. Each target's hit point maximum and current hit points increase by 5 for up to 8 hours.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf champion chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while he maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Levitate (1/day)

2nd-level transmutation. The dark elf champion levitates up to 20 feet, and remains suspended there for up to 10 minutes while he maintains concentration. He can move vertically up or down by up to 20 feet on his turn. He can move horizontally only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows him to move as if he were climbing. When the spell ends, he floats gently to the ground if he is still aloft. The spell lasts for 10 minutes unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Dispel Magic (1/day)

3rd-level abjuration. The dark elf champion chooses one creature, object, or magical effect within 120 feet. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, he makes a Charisma check against DC 10 + the spell's level. On a successful check, the spell ends.

Reactions

Parry

The dark elf champion adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Items

+1 long sword, +1 chain mail, +1 shield, unholy symbol of Lolth, black cloak.

Dark Elf Sorceress

Medium humanoid (elf), neutral evil

Armour Class 13.

Hit Points 45 (8d6 +8).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+1)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Con +5, Cha +7.

Skills Arcana +4, Insight +4, Perception +4, Stealth +6.

Languages Elvish, Undercommon.

Challenge 4 (1,117 XP).

Superior Darkvision

The dark elf sorceress can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. She can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf sorceress has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf sorceress has advantage on saving throws against being charmed, and magic can't put her to sleep.

Trance

The dark elf sorceress doesn't need to sleep. Instead, she meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, she gains the same benefit that a human does from 8 hours of sleep.

Actions

Tentacle Rod

The dark elf sorceress makes a melee weapon attack of 1d20 +9 against the target's AC with a reach of 15 feet. On a hit, the target takes 1d6 bludgeoning damage.

Multiattack

The dark elf sorceress makes 3 *Tentacle Rod* attacks against 1, 2, or 3 targets. If she hits a target with all three tentacles, it must make a Constitution saving throw against DC 15. On a failure, the creature's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions for up to 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Dancing Lights

Evocation cantrip. The dark elf sorceress creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf sorceress's turn, she can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf sorceress can also make the lights wink out as a bonus action.

Quickened Poison Spray (2/day)

Conjuration cantrip. As a bonus action, the dark elf sorceress extends her hand toward a creature she can see within 10 feet and projects a puff of noxious gas from her palm. The creature must succeed on a Constitution saving throw against DC 15 or take 2d12 poison damage.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf sorceress's choice) for up to 1 minute while she maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 15. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Twinned Magic Missile (2/day)

1st-level evocation. The dark elf sorceress creates six glowing darts of magical force. Each dart hits a creature of her choice that she can see within 120 feet. A dart deals 1d4 +1 force damage to its target. The darts all strike simultaneously, and the dark elf sorceress must direct 3 darts at one target and 3 darts at another target.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf sorceress chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while she maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created

by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Invisibility (2/day)

2nd-level illusion. The dark elf sorcerer becomes invisible for up to 1 hour. Anything she is wearing or carrying is invisible as long as it is on her person. The spell ends if she attacks or casts a spell.

Levitate (1/day)

2nd-level transmutation. The dark elf sorceress levitates up to 20 feet, and remains suspended there for up to 10 minutes while she maintains concentration. She can move vertically up or down by up to 20 feet on her turn. She can move horizontally only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows her to move as if she were climbing. When the spell ends, she floats gently to the ground if she is still aloft. The spell lasts for 10 minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Lightning Bolt (2/day)

3rd-level evocation. A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from the dark elf sorceress's hand in a direction she chooses. Each creature in the line must make a Dexterity saving throw against DC 15. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Ice Storm (1/day)

4th-level evocation. A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centred on a point within 300 feet. Each creature in the cylinder must make a Dexterity saving throw against DC 15. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of the dark elf sorceress's next turn.

Reactions

Bend Luck (1/day)

When another creature the dark elf sorceress can see makes an attack roll, an ability check, or a saving throw, she can use her reaction to roll 1d4 and apply the number rolled as a bonus or penalty (her choice) to the creature's roll. She can do so after the creature rolls but before any effects of the roll occur.

Items

symbol of Lolth, hooded robes made of black spider silk interwoven with faint silvery threads.

Magic Item

Tentacle Rod

Rod, rare (requires attunement)

Made by the drow, this rod is a magic weapon that ends in three rubbery tentacles. While holding the rod, you can use an action to direct each tentacle to attack a creature you can see within 15 feet of you. Each tentacle makes a melee attack roll with a +9 bonus. On a hit, the tentacle deals 1d6 bludgeoning damage. If you hit a target with all three tentacles, it must make a Constitution saving throw against DC 15. On a failure, the creature's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions for 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Dark Elf Warlock

Medium humanoid (elf), neutral evil

Armour Class 15.

Hit Points 64 (8d8 +16).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	15 (+2)	15 (+2)	12 (+1)	18 (+4)

Saving Throws Wis +5, Cha +7.

Skills Arcana +5, Investigation +5, Perception +4, Stealth +5.

Languages Elvish, Undercommon.

Challenge 4 (1,113 XP).

Superior Darkvision

The dark elf warlock can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. He can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf warlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf warlock has advantage on saving throws against being charmed, and magic can't put him to sleep.

Trance

The dark elf warlock doesn't need to sleep. Instead, he meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, he can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, he gains the same benefit that a human does from 8 hours of sleep.

Shadow Armour

While the dark elf warlock isn't wearing armour, a protective magical force surrounds him, giving him an AC of 13 + his Dexterity modifier.

Actions

Acid Splash

Conjuration cantrip. The dark elf warlock hurls a bubble of acid at one creature within 60 feet. A target must succeed on a Dexterity saving throw against DC 15 or take 2d6 acid damage.

Dancing Lights

Evocation cantrip. The dark elf warlock creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf warlock's turn, he can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf warlock can also make the lights wink out as a bonus action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf warlock's choice) for up to 1 minute while he maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 15. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Witch Bolt (4/day)

1st-level evocation. A beam of crackling, blue energy lances out toward a creature within 30 feet, forming a sustained arc of lightning between the dark elf warlock and the target for up to 1 minute while he maintains concentration. The dark elf warlock makes a ranged spell attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d12 lightning damage, and on each of the dark elf warlock's turns for the duration, he can use his action to deal 1d12 lightning damage to the target automatically. The spell ends if the target is ever outside the spell's range or if it has total cover from

him. The spell lasts for 1 minute unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf warlock chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while he maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Levitate (1/day)

2nd-level transmutation. The dark elf warlock levitates up to 20 feet, and remains suspended there for up to 10 minutes while he maintains concentration. He can move vertically up or down by up to 20 feet on his turn. He can move horizontally only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows him to move as if he were climbing. When the spell ends, he floats gently to the ground if he is still aloft. The spell lasts for 10 minutes unless he casts another spell that requires concentration, his concentration is broken when he takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or he is incapacitated or killed.

Misty Step (3/day)

2nd-level conjuration. Briefly surrounded by silvery mist, as a bonus action, the dark elf warlock teleports up to 30 feet to an unoccupied space that he can see.

Venom Ray (2/day)

3rd-level evocation. A beam of blackish light streaks from the dark elf warlock's hand toward a creature within 60 feet. The dark elf warlock makes a ranged spell attack of 1d20 +7 against the target's AC. On a hit, the target must make a Constitution saving throw against DC 15. On a failed save, the target takes 8d6 poison damage and is poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake. On a successful save, the target takes 4d6 poison damage.

Dancing Lightning (1/day)

4th-level evocation. The dark elf warlock creates a bolt of lightning that arcs toward a target of his choice that he can see within 120 feet. Three bolts then leap from that target to as many as three other targets of his choice, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targetted by only one of the bolts. A target must make a Dexterity saving throw against DC 15. The target takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

Reactions

Misty Escape

The dark elf warlock can vanish in a puff of mist in response to harm. When he takes damage, he can use his reaction to turn invisible and teleport up to 60 feet to an unoccupied space he can see. He remains invisible until the start of his next turn or until he attacks or casts a spell. Once he uses this feature, he can't use it again until he finishes a short or long rest.

Items

symbol of Lolth, hooded white robes.

Magic Item

Wand of Magic Missiles

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the Magic Missile spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The

wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Dark Elf Assassiness

Medium humanoid (elf), neutral evil

Armour Class 16.

Hit Points 63 (8d8 +16).

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Dex +7, Int +6.

Skills Athletics +8, Deception +6, Investigation +9, Perception +7, Sleight of Hand +7, Stealth +10.

Languages Elvish, Undercommon.

Challenge 4 (1,109 XP).

Superior Darkvision

The dark elf assassiness can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. She can't discern colour in darkness, only shades of grey.

Sunlight Sensitivity

While in sunlight, the dark elf assassiness has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry

The dark elf assassiness has advantage on saving throws against being charmed, and magic can't put her to sleep.

Trance

The dark elf assassiness doesn't need to sleep. Instead, she meditates deeply, remaining semi-conscious, for 4 hours a day. While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, she gains the same benefit that a human does from 8 hours of sleep.

Hand Crossbow Expert

Thanks to extensive practice with the hand crossbow, the dark elf assassiness gains the following benefits:

- She ignores the loading quality of hand crossbows.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on her ranged attack rolls.

Sneak Attack

Once per turn, the dark elf assassiness can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or a ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the rogue doesn't have disadvantage on the attack roll.

Assassinate

The dark elf assassiness has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit she scores against a creature that is surprised is a critical hit.

Evasion

When the dark elf assassiness is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Actions

Hand Crossbow and Poisoned Bolt

The dark elf assassiness makes a ranged weapon attack of 1d20 +8 against the target's AC to a range of 30 feet or 120 feet with disadvantage. On a hit, the target takes 1d6 +5 piercing damage and must succeed on a Constitution saving throw against DC 13 or be poisoned for 1 hour. If the saving throw

fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Short Sword

The dark elf assassiness makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 1d6 +4 piercing damage.

Multiattack

The dark elf assassiness makes a *Short Sword* attack and, as a bonus action, makes a *Hand Crossbow and Poisoned Bolt* attack.

Cunning Action

As a bonus action, the rogue takes a Dash, Disengage, or Hide action.

Dancing Lights

Evocation cantrip. The dark elf assassiness creates up to four torch-sized lights within 120 feet for up to 1 minute. They appear as torches, lanterns, or glowing orbs that hover in the air for the duration and each light sheds dim light in a 10-foot radius. As a bonus action on the dark elf assassiness's turn, she can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. The dark elf assassiness can also make the lights wink out as a bonus action.

Faerie Fire (1/day)

1st-level evocation. Each object in a 20-foot cube within 60 feet is outlined in blue, green, or violet light (the dark elf assassiness's choice) for up to 1 minute while she maintains concentration. Any creature in the area is also outlined in light if it fails a Dexterity saving throw against DC 14. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The spell lasts for 1 minute unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Darkness (1/day)

2nd-level evocation. Magical darkness emanates from a point the dark elf assassiness chooses within 60 feet to fill a 15-foot-radius sphere for up to 10 minutes while she maintains concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The spell lasts for 10 minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Levitate (1/day)

2nd-level transmutation. The dark elf assassiness levitates up to 20 feet, and remains suspended there for up to 10 minutes while she maintains concentration. She can move vertically up or down by up to 20 feet on her turn. She can move horizontally only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows her to move as if she were climbing. When the spell ends, she floats gently to the ground if she is still aloft. The spell lasts for 10 minutes unless she casts another spell that requires concentration, her concentration is broken when she takes damage and fails a Constitution saving throw against DC 10 or half the damage, whichever is higher, or she is incapacitated or killed.

Items

short sword, +1 hand crossbow, quiver of 20 bolts coated in drow poison, +1 leather armour, symbol of Lolth, black cloak.

Magic Item

Boots of Spider Climbing

Wondrous item, uncommon (requires attunement)

These low soft black boots were made by a master drow bootmaker. While you wear the boots, you can move up, down, and across vertical surfaces and upside-down along ceilings, while leaving your

hands free. You have a climbing speed equal to your walking speed. However, the boots don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Giant Spider

Large beast, unaligned

Armour Class 14.

Hit Points 44 (4d10 +4).

Speed 30 feet, climb 30 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7.

Languages —.

Challenge 1 (206 XP).

Blindsight

The giant spider can perceive its surroundings within 60 feet without relying on sight, but beyond this range it is blind.

Darkvision

The giant spider can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

Spider Climb

The giant spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense

While in contact with a web, the giant spider knows the exact location of any other creature in contact with the same web.

Web Walker

The giant spider ignores movement restrictions caused by webbing.

Actions

Bite

The giant spider makes a melee weapon attack of 1d20 +5 against the target's AC. On a hit, the target takes 1d8 +3 piercing damage and must make a Constitution saving throw against DC 11, taking 2d8 poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralysed while poisoned in this way.

Web

The giant spider makes a ranged weapon attack of 1d20 +5 against the target's AC to a range of 30 feet or 60 feet with disadvantage. On a hit, the target is restrained by webbing. As an action, the restrained target can make a Strength check against DC 12 to burst through the webbing. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). Once it uses this trait, it must finish a short or long rest before it can use it again.

Oolith the Roper

Large monstrosity, neutral evil

Armour Class 20.

Hit Points 109 (10d10 +30).

Speed 10 feet, climb 10 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5.

Languages —.

Challenge 4 (1,120 XP).

Darkvision

The roper can see in dim light as if it were bright light and in darkness as if it were dim light within 60 feet. It can't discern colour in darkness, only shades of grey.

False Appearance

While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils

The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a Strength check against DC 15.

Climbing

The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite

The roper makes a melee weapon attack of 1d20 +7 against the target's AC. On a hit, the target takes 4d6 +4 piercing damage.

Tendril

The roper makes a melee weapon attack of 1d20 +7 against the target's AC with a reach of 50 feet. On a hit, the target is grappled (Strength (Athletics) or Dexterity (Acrobatics) check against DC 15 to escape). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel

The roper pulls each creature grappled by it up to 25 feet straight toward it.

Multiattack

The roper makes 4 *Tendril* attacks, uses *Reel*, and makes 1 *Bite* attack.

Speaking Bird of Paradise

Tiny beast, unaligned

Armour Class 12.

Hit Points 3 (1d4 -1).

Speed 10 feet, fly 50 feet.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	8 (-1)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4.

Languages Deep Speech.

Challenge 0 (10 XP).

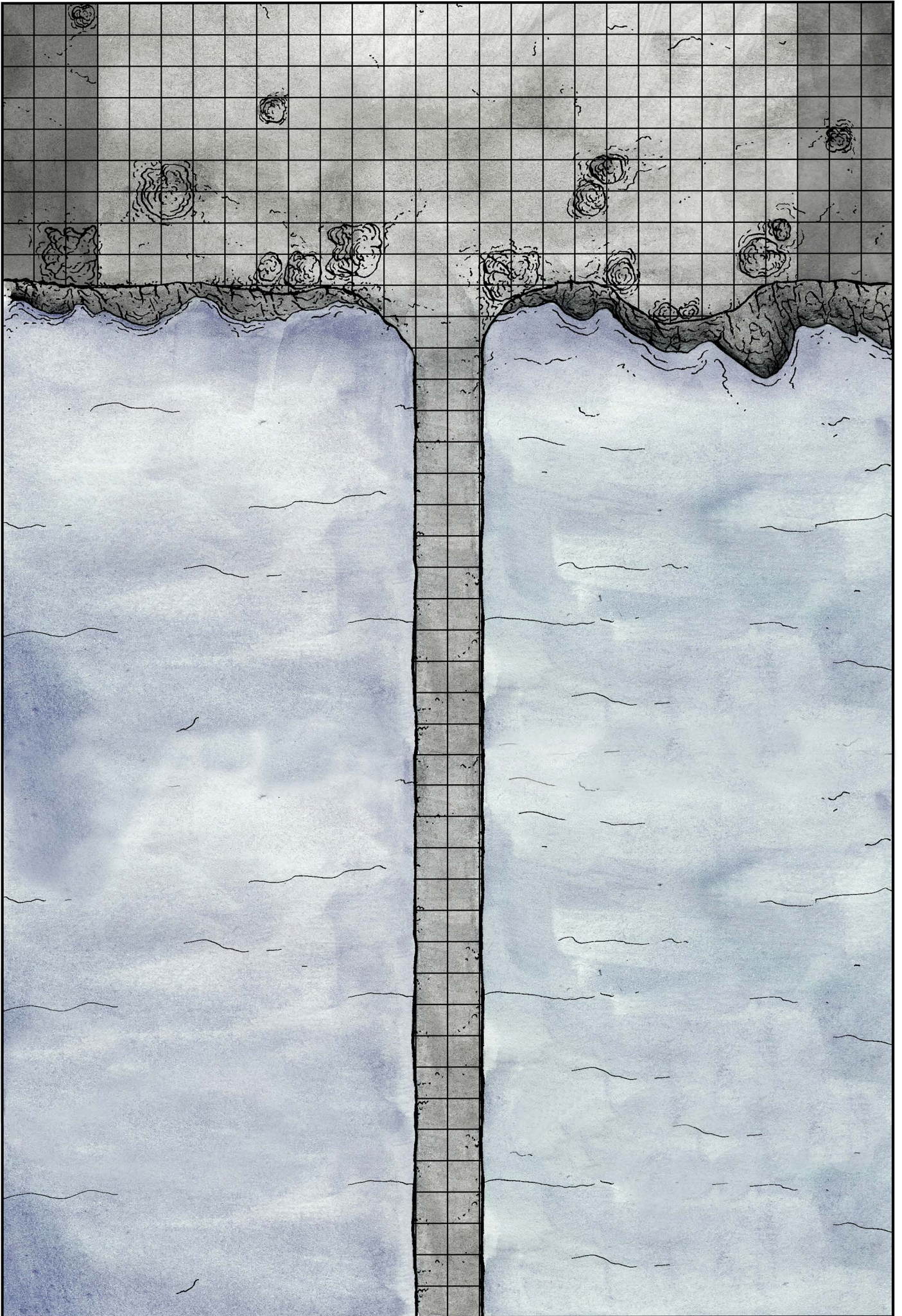
Condition Immunities

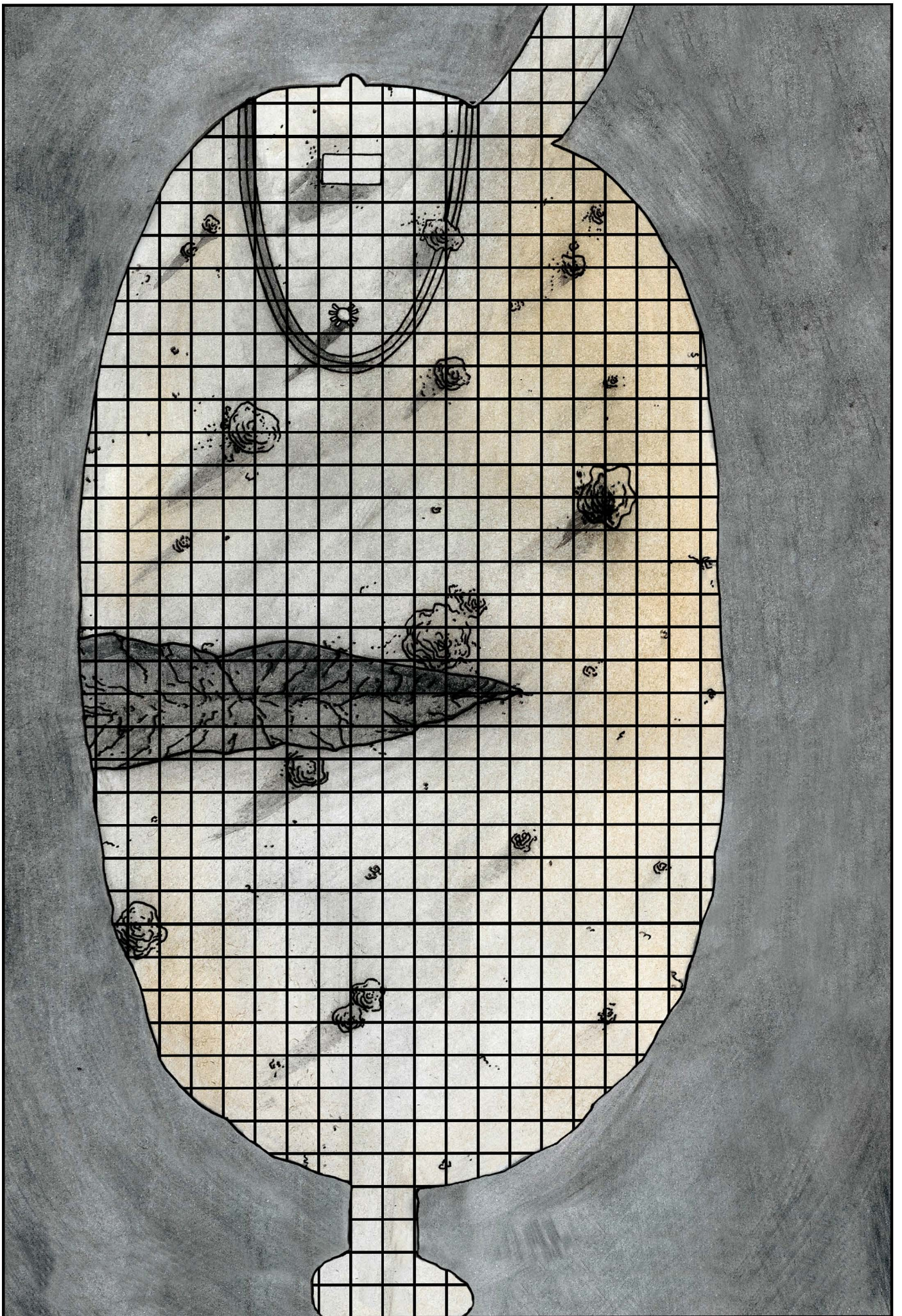
The speaking bird of paradise cannot be charmed.

Actions

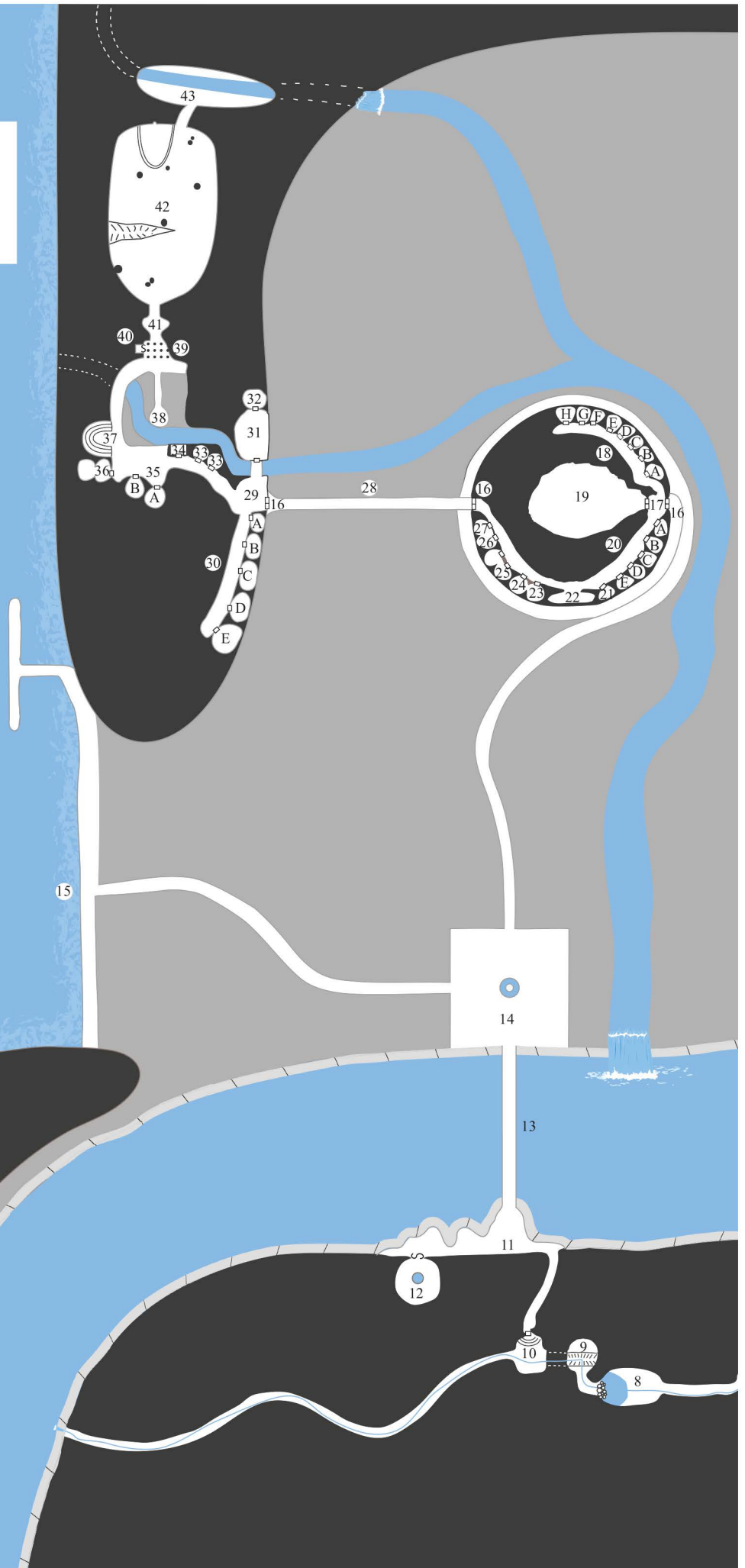
Beak

The speaking bird of paradise makes a melee weapon attack of 1d20 +4 against the target's AC. On a hit, the target takes 1 piercing damage.

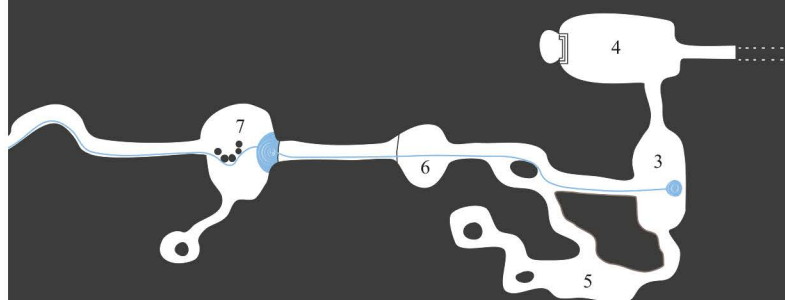
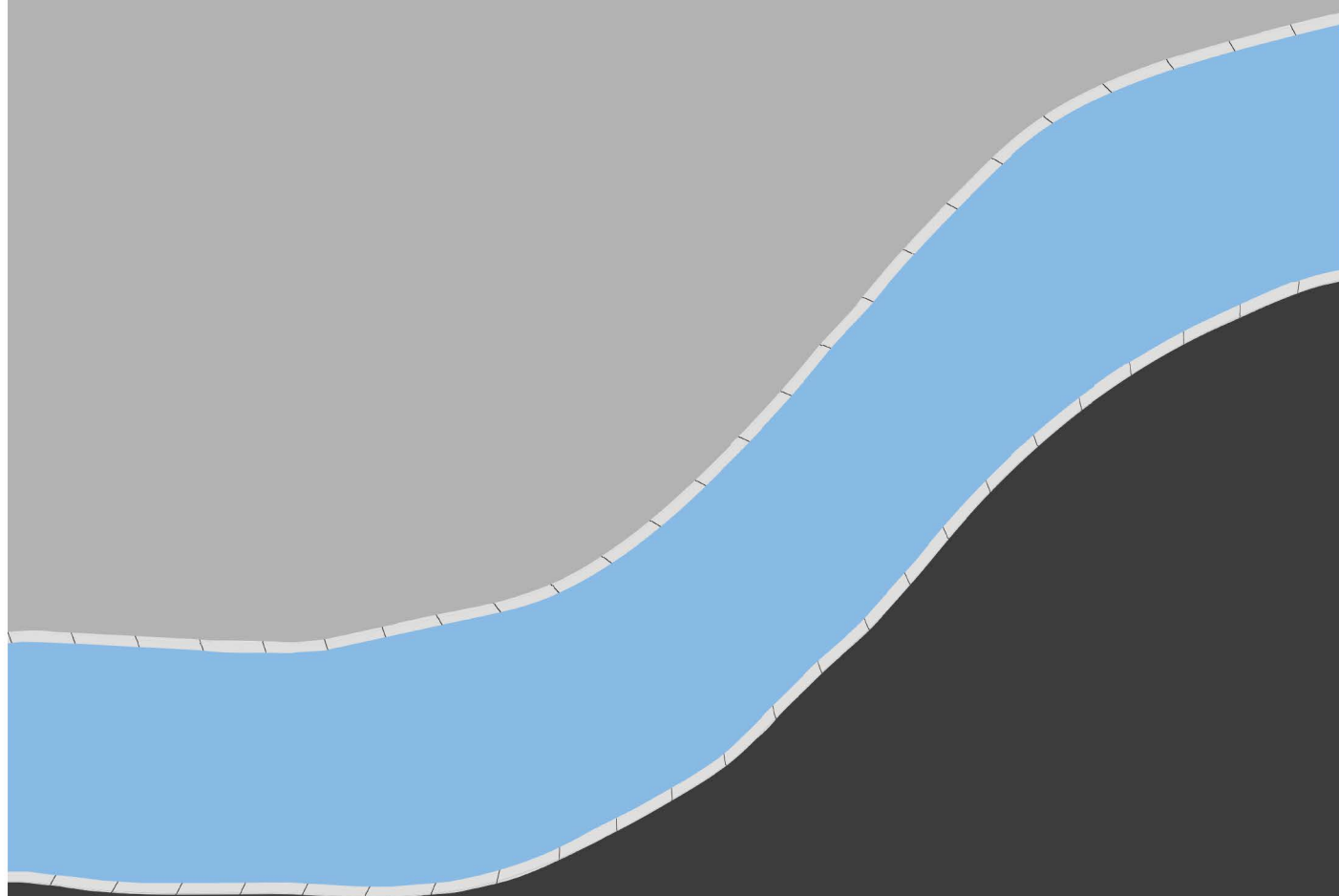
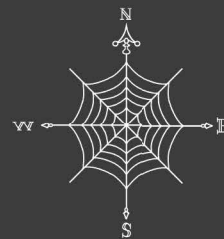


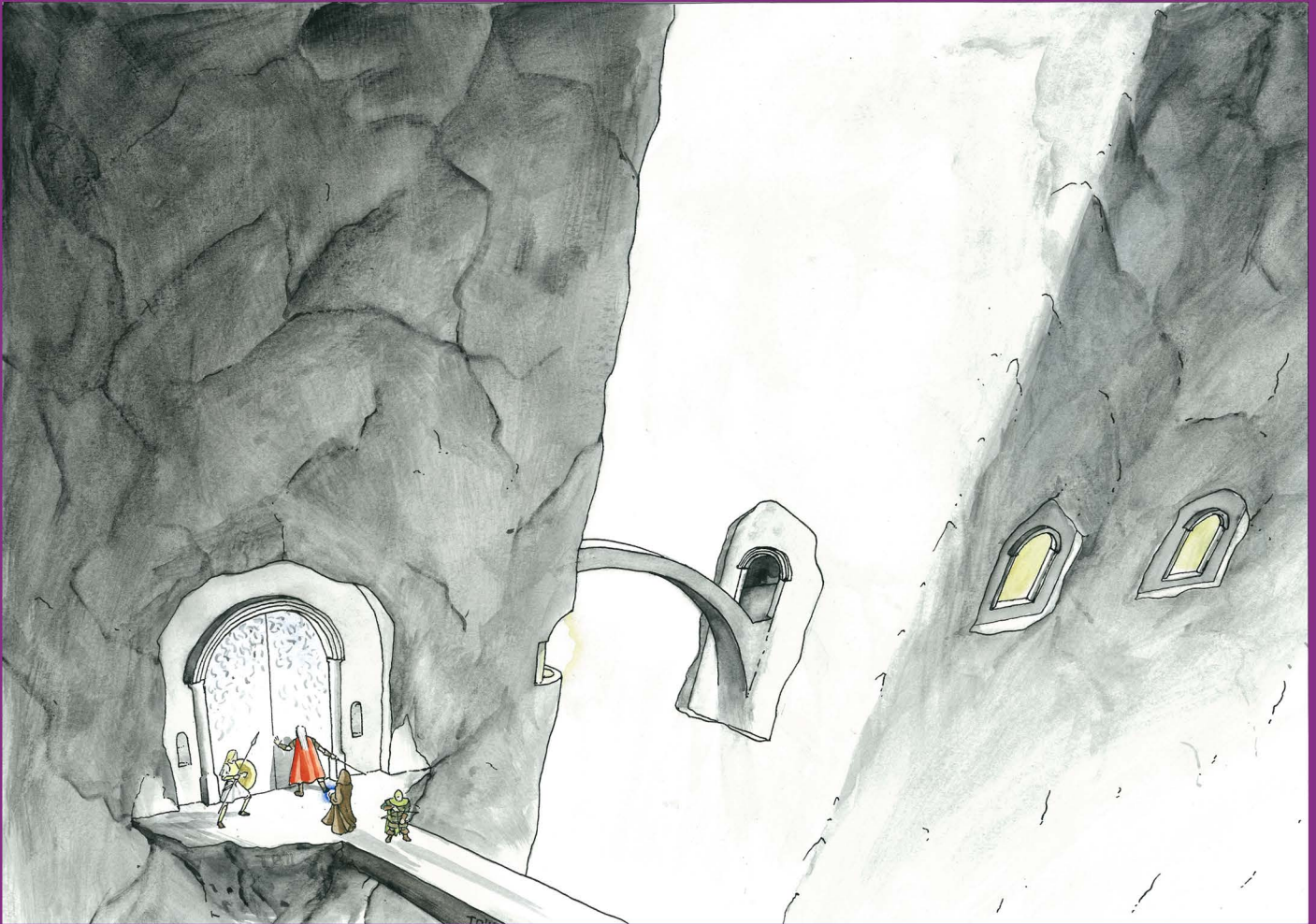


The Crystalline Caves
of
Black Leaf Forest



Scale





In the Crystalline Caves of Black Leaf Forest there is rumoured to be an entrance to the dark elf city of Ithilax, a city radiant with precious gems and minerals far beneath the earth. The entrance is protected by one of the dark elf houses of Ithilax, nobody knows which one. Find the entrance and then escape the caves – if you can!

This is a fifth edition Dungeons & Dragons adventure for level 8-9 characters.

It gives opportunities for puzzle-solvers, role-players, and monster-slayers, with both problem-solving and hack-and-slash.

This adventure contains pre-generated player characters, a dungeon map, battle maps, numerous illustrations to be shown to the players, and statistics for all the monsters.

This is only one of many fifth edition Dungeons & Dragons adventures by Nectar of the Gods:

‘The City of Alobal’.

‘The Ruins of Ida Fortress’.

‘The Temple Ruins of Bosomy Forest’.

‘The Tomb of Gleaming Mountain’.

