



LOST AND FOUND

A 5E WARLOCK ADVENTURE FOR 1 PC OF 4TH LEVEL
BY JONATHAN AND BETH BALL

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Adventure Background

The peace and prosperity of the Grand Duchy of Dornig veers precariously toward disaster as the Beloved Imperatrix Regia Moonthorn Kalthania-Reln vann Dornig remains comatose and her most powerful subjects plot and scheme to remake her kingdom in their image. In Reywald, where the Imperatrix's resting place overlooks the resplendent open city, two of these players entwine in a deadly political duel.

On one side are the clerics and priests of Yarila and Porevit whose seat of power, the Twinned Cathedral, lies at the heart of the city. These clergy appear to have gained the upper hand over their rivals in House Aldous-Donner: their leader, Saintmistress Rowanmantle, retains a high position in society because of her close relationship with the Imperatrix. They soar high on the goodwill of the faithful and commoner alike, and they anticipate great revelry during the Rites of Spring festival.

Conversely, multiple fronts that would have long ago stressed a weaker house into collapse belabor their enemies, House Aldous-Donner. These nobles stand ready to turn to unconventional means in their quest to overcome the growing influence of the Twinned Cathedral. Recently, they

have secured the talent of the savvy and enigmatic Romanja Silberhaar. They empowered her with the coin and authority to take whatever actions she deems fit to undermine the credibility of the church in Reywald—so long as those actions cannot be traced back to House Aldous-Donner.

As the adventure begins, the PC arrives in Reywald on the eve of The Rites of Spring. Banners and streamers line the already beautiful streets, and the excited populace prepares for their celebration in honor of the Gods of the Crossroads.

A WORD ON ONE-ON-ONE PLAY

This adventure is designed for play with one Player Character (PC) and one Game Master (GM). When running a 5E game with one player, considerations should be made to ensure that everyone has fun. In combat encounters, eschew large groups of enemies for waves of enemies approaching after a set number of rounds. When appropriate, the GM should consider cascading failure conditions for skill checks instead of absolute failures that would bring the game to a halt. For example, one failed Stealth check to avoid detection shouldn't throw the PC into life and death combat but should instead attract *some* attention.

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A Brush With the Treasury

The adventure opens with the PC exploring Walker Market. As the PC navigates the pre-festival chaos, they see scores of people in bright colors and broad smiles. The clerics and priests of Yarila and Porevit float amongst the revelers with an air of importance. These devotees stand out with their decadent robes detailed exquisitely with twisting vines, clumps of grapes, and shimmering emerald leaves. Many carry large skeins of wine, which they imbibe lustily and share freely with all those who ask.

If the PC is new to the city and its traditions, any one of these individuals can explain that tomorrow marks the Spring Rites, a wondrous time to be in Reywald as merriment and joy spill out across the whole of the city to celebrate the return of the planting season. Many of the devout will rush out to the fields to bless them with gifts of wine and songs in hopes of a bountiful harvest.

Reywald is centered around the Twinned Cathedral, the seat of worship of the gods Yarila and Porevit, the Keepers of Sowing and Harvest. Naturally, the Rites of Spring are a huge event. For days beforehand, the populace adorns themselves in natural garlands and flower crowns and take to the streets for song, wine, and sport. The PC can find all of these in Walker Market, though the extent of these revelries is up to you.

After the PC explores the area for a short while, they hear cries and shouts as the crowd parts and a young human in shabby, dark clothes explodes onto the scene, bowling into the PC. The PC must succeed on a DC 15 Dexterity saving throw or be knocked prone. Unknown to the PC, the young man slips the *blood stone* (see the sidebar on page 4) into the PC's possession at the moment of their contact. The man stole the stone from the Treasury of Antiquities and hides it on the PC in an attempt to save himself from its guards and to keep his mission alive.

Two **guards** and one **acolyte** are hot on the heels of the man. They are dressed in the Treasury of Antiquities' dark blue and silver uniform. The acolyte steps forward and demands, "Stop that filthy, thieving worm!" The young man jumps up, cries, "Help, brothers!" and says to the PC, "I'm Krilomir. There are heaps of coin in it for you if you help me escape." Two **bandits** step from the crowd, brandishing clubs, and move to attack the uniformed guards. The PC has only a moment to decide whose side to take.

The guards treat any hesitation on the PC's part as hostility and regard them as a foe unless the PC indicates their allegiance to the guards. The guards and acolyte use non-lethal measures in an attempt to apprehend all parties.

If the PC intervenes on behalf of the Treasury of Antiquities' agents and prevails, the bandits and the young man are captured and the acolyte informs the PC that they have performed a noble task for the city. She reveals that this "human trash" improbably stole something of great value

from the Treasury and will pay dearly for his crimes. The item is very dangerous.

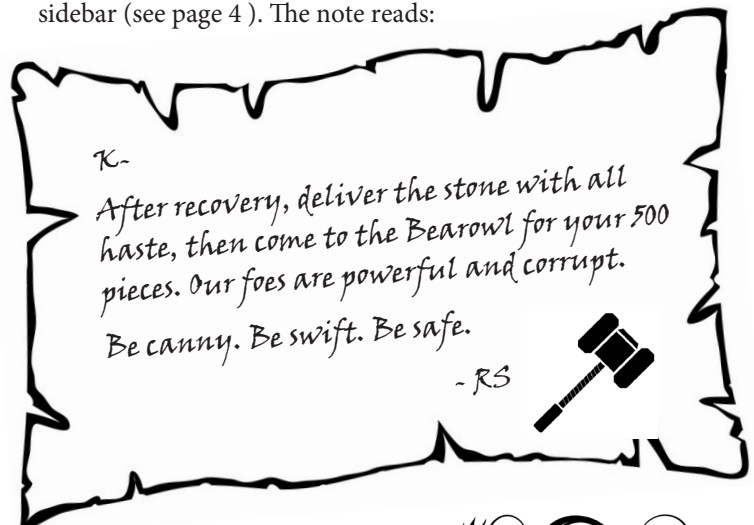
If the PC intervenes on Krilomir's behalf and overcomes the **guards** and **acolyte**, they hear more cries from across the market as city guards move to cordon off Walker Market and arrest those responsible for disrupting the festivities. Krilomir leads the PC through a nearby alley, down into the cellar of a scarf shop, through a hidden tunnel, and out into the streets of Little Reywald, a gnome and halfling community on the northern side of the city.

DEVELOPMENTS

If the Treasury prevails, the guards rough up the bandits and Krilomir once they are subdued. The acolyte commands the guards to search Krilomir thoroughly and rages when they do not find anything. She leans into Krilomir's face and sneers, "You do not know what game you play. Where is it!?" He spits on the ground in front of her defiantly. She orders the guards to take him to the College, "where we have inventive ways of loosening tongues. Possession of stolen magical items is a crime of the greatest severity in the eyes of the Treasury and is punished swiftly." They reward the PC with 10 gp as a token of gratitude for services rendered to the city.

If the PC escapes with Krilomir, once free, he declares they should split up to avoid detection. A successful DC 15 Wisdom (Insight) check reveals that Krilomir is flaky and flighty, and he is eager to leave Reywald. Good to his word, he hands the PC a pouch with 25 gp before leaving. Krilomir vanishes as well as his tall, lean form can amidst the halflings and gnomes of Little Reywald. Krilomir plans to divest himself from the situation and flee with the remaining 25 gp he has from Silberhaar's advance.

An hour after the excitement concludes in Walker Market, the PC notices that they are in possession of a small leather satchel with a hasty note and a smooth, black stone inside. A successful DC 15 Intelligence (Arcana) check indicates that the stone has latent magical properties. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of conjuration magic around the stone, while an *identify* spell reveals all the information in the *blood stone* sidebar (see page 4). The note reads:



At the bottom of the letter is the mark of a black hammer. A successful DC 15 Intelligence (History) check allows the PC to recognize that the hammer looks just like the one that adorns House Aldous-Donner's crest. A PC from Dornig has advantage on the check.

Meeting at the Bearowl Alehouse

The Bearowl Alehouse squats between a large boarding house filled with students and a bookstore notorious for carrying loads of sub-literary dross and a smattering of mislabeled magical tomes. The affordability of the ale and decent music draws scholars and students to this small building tucked into a corner of Middenmane. On the outside, arguments, academic and otherwise, loudly unfold across long tables. A weathered sign depicting an owl with the head of a bear hangs over the door.

Inside, a trio of siblings tend a horseshoe bar, pouring drinks and taking payment from thirsty customers. The PC can ask around for information regarding "RS," though most people seem hesitant to get involved. A successful DC 13 Charisma (Intimidation or Persuasion) check directs the PC to Silberhaar's booth. Alternatively, a successful DC 15 Wisdom (Perception) check notices a ring featuring a black hammer symbol that matches the symbol from Krilomir's letter. The ring's wearer is a severe but beautiful woman in a dark cloak sitting at a booth near the bar. This is Romanja Silberhaar, a powerful wizard and cunning opportunist.

She greets the PC with a playful smirk and inquires as to Krilomir's fate. Her concern for Krilomir lasts mere moments, as she quickly shifts to asking the location of "the item." Once she learns the PC is now in possession of the stone, she explains the situation.

The PC is in possession of a powerful item called the *blood stone*. Silberhaar has been contracted by an influential noble family to bring down Deacon Caltalor, a corrupt and devious man. A successful DC 16 Wisdom (Insight) check reveals

Silberhaar is withholding some important information. If pressed, Silberhaar confesses that the Deacon, while corrupt, is also a political rival that her patron would like to have removed. Romanja Silberhaar aims to defame the Deacon by having the Treasury of Antiquities discover a stolen item in his possession. This should be enough to disgrace the Deacon in the eyes of the Twinned Cathedral and remove him from power. Though she reveals the political scheme the PC is now embroiled in, Silberhaar is careful to not mention the stone's exact power. She describes the stone as if it is an inconsequential object that is merely being used as the catalyst for disgracing the Deacon by turning the powerful Treasury of Antiquities against him. She feigns ignorance if the PC successfully identified the stone and brings its properties to her attention.

Silberhaar is cunning and manipulative. She wants the PC to finish what Krilomir started and takes whatever tack she thinks necessary to obtain the PC's promise to finish the mission. Silberhaar doesn't expect the PC to escape and has no problem making promises that she believes she won't have to keep.

She may appeal to the PC's sense of altruism, acknowledging that, while it is a set up, the ends justify the means. Deacon Caltalor is a vile man who leverages his authority within the church of Yarila and Porevit to satisfy his darker whims and desires. He must be stopped, and setting the powerful Treasury of Antiquities against him is a sure-fire way to make that happen.

Silberhaar might appeal to the PC's greed instead, offering the reward of 500 gp mentioned in Krilomir's letter, even though the most difficult part, acquiring the *blood stone* from the vaults of the Treasury, has already been completed. She raises her offer up to a total of 1,000 gp if it seems the PC can be swayed by more coin. She also mentions that completing this task would put the PC in good standing with her employer, a powerful noble house.

Finally, if other attempts have failed, Silberhaar threatens the PC, declaring that should they refuse, Silberhaar will turn the PC over to the Treasury of Antiquities who deal with thieves swiftly and harshly. At your discretion, the wizard may even resort to the use of a *geas* spell.

THE BLOOD STONE

A concentrated mote of the Blood Goddess Marena's malevolence, this enchanted stone reacts explosively to areas important to gods she opposes. When the stone is within 30 feet of an altar, shrine, or place of significance to a deity opposed to Marena, the stone begins to pulse like a heartbeat, speeding up as it gets closer to the site. If placed on or within 5 feet of such a site, the *blood stone* spews corrupted blood from which four **blood imps** (see page ##) emerge after 1d4 rounds. After the imps emerge, the stone becomes a nonmagical rock. The blood imps try to cause as much chaos and disruption at the site as possible. Blood imps left unchecked are capable of destroying an altar after 1 hour and desecrating a holy site after 24 hours.

DEVELOPMENTS

After securing the PC's cooperation, Romanja Silberhaar informs the PC that the *blood stone* must be left in a place of prominence in the deacon's home, preferably somewhere that its discovery would be especially damning in the eyes of the Twinned Cathedral. She tells the PC to avoid detection, complete the job, and return to the Bearowl Alehouse for the reward.

TREASURE

Silberhaar gives the PC one *potion of invisibility* and relates the location of a thief's drop where they can pick up other needed supplies near the Deacon's manor. The loot is hidden in a well and must be retrieved by pulling up a nearly invisible thread. Once at the location, a successful DC 13 Intelligence (Investigation) check finds the thread and retrieves the supplies. The pack contains some ball bearings, a climbing kit, a grappling hook, and a set of thieves' tools.

The Deacon's Manor

The Deacon's head butler, Orsvalt, is an older, zealous man, fiercely loyal to Deacon Caltalor and the primary antagonist during the infiltration. He is instrumental to the day-to-day operations of the household and is the man in charge when the Deacon is away—which is the case during this adventure.

A conniving, older human man with a wicked disposition, tall eyebrows, and beady eyes, Orsvalt has a slight stoop that hides his powerful build. He is usually holding a short leather strap in one hand (which he slaps on the nearest available surface when expressing his displeasure with the Deacon's staff) and a lantern in the other. He always wears livery showing his loyalty to the Twinned Cathedral.

While inside, Orsvalt, who has a nose for trouble or disruption, becomes an ever-constant source of dread as he hunts around for the PC or any other disturbance. When the adventure begins, Orsvalt is in the kitchen (Area 10) fussing about the inadequate flavor of the food. On each round, Orsvalt can move either towards, into, or out of a room. Use the statistics of a **berserker** for Orsvalt, except he wields a whip in place of a greataxe.

1. FRONT

The Deacon's stone manor stands out even from its lavish neighbors for its dramatic appointment. Rich wooden window frames shine amidst the pale stone exterior, and burgundy and amethyst-colored flowers wink in their lavish window boxes, surrounded by climbing strands of jade ivy. A cut-stone walkway leads to the home's double front doors beside a dark brown bay window.

2. REAR

The well-appointed side porch has a single, wide door that allows entry to the manor's kitchen. The generous windows at the back of the manor show servants (use the statistics for a **commoner**) laying an elegant table and preparing steaming dishes.

3. ENTRY HALL

Fresh air and exotic herbs dominate the senses in this luxurious entryway. Intricate vines swirl along the walls alternately bearing lush berries and delicate flowers. All noise from outside grows silent once the door is shut, leaving only the clink and clatter of a busy kitchen staff echoing faintly in the hall.

The room stretches forward to a few openings at the end of the hall. One side has a solid wooden door that leads to Area 4 and the other a glass-paned door that opens onto Area 6.

4. CLOSET

Formal robes in house greens and merlots hang neatly overtop a variety of leather boots in this well-organized closet. The wall nearest the entryway holds a broader assortment of cloth and leather jackets.

Day servants place their coats in this room when arriving for their duties and leave their working attire here at the end of the day. They don more formal overcoats and robes when on house business that requires them to step out into the city. A **clurichaun** (*Tome of Beasts*, pg. 67) is drunk and sleeping in the pocket of a leather working apron. The PC must succeed on a DC 11 Dexterity (Stealth) check to avoid waking the creature. If awoken, the clurichaun yells slurred obscenities and throws whatever it can reach (likely minor tools, shoes, or copper coins) in the general direction of the PC. Orsvalt arrives in 1d4 rounds to investigate the noise.

ENTERING THE MANOR

This adventure is designed around the assumption that the PC finds a way to surreptitiously enter the manor before the evening's party, such as through an unlocked window or door or using Silberhaar's *potion of invisibility* to follow a servant in a back door. The PC can certainly enter the manor in other ways or at other times, but those are outside the scope of this adventure.

Keep in mind this manor is in a large city with active guards. The guards come to the aid of the manor's inhabitants should

any leave screaming about someone murdering people inside. In addition, the party has a strict guest list, and Orsvalt won't let just any "guest" into the manor, especially before the party. If the PC sneaks into the manor after the party has started, the manor is filled with **nobles**, **knights**, and **priests**, in addition to the Deacon himself, making the delivery of the *blood stone* significantly more difficult.

5. STUDY

Two sturdy, wooden chairs rest beneath stacks of books in this dark green library full of tomes and scrolls. On the eastern wall, several papers lie scattered over two open texts and a ledger on a desk.

One of the two open books on the desk is *The Coming of the Green Gods*, the holy text of Yarila and Porevit. The other, *Winifred's Winning Wines*, is filled with recipes for different wines, some of which are accompanied by handwritten notes in a difficult-to-read script. A PC who reads the book finds it open on an entry for concocting a mystical red wine. Alongside these notes, the PC finds hand notations in Druidic. If the PC knows and can read Druidic, the PC discovers that the hand annotations include slight alterations to the recipe to shift the benefits from healing to more twisted ends. The ledger nearby contains a guest registry for the evening's elegant party, a food list, and house accounts with several lines scribbled out beyond legibility.

TREASURE

A successful DC 16 Intelligence (Investigation) check reveals one *potion of healing* hidden amongst the stacks of books, a golden locket made in the shape of an ivy leaf worth 3 gp, and a half-written but unaddressed love letter waiting inside a leatherbound copy of *The Bear and the Beast*, a novel of a romance between a young male bearfolk and a shadow fey maiden.

6. PARLOR

The understated, natural colors of the home's exterior disappear in this sumptuous room dedicated to conversation and admiration. A corner of carefully decorated bookcases adorns the wall by the sunny glory of the bay window and, opposite, rich velvet chairs, settees, and a fainting couch await guests along a plaster wall lined with portraits.

A servant snoozes in one of the chairs. If Orsvalt enters this area, he berates the servant and chases the "wastrel" with his whip held high.

7. GALLERY

This hallway bears heavily textured paintings of Yarila and Porevit walking toward one another in an extravagant garden. On the other side, a long table is not yet ready for the evening's guests and serves as a temporary holding place for supplies from all over the house.

Stray jars of herbs, books, and a few scattered scrolls sit among a crystal bowl of fresh fruit, three bottles of wine, one set of gold utensils worth 5 gp, and a half-consumed bottle of champagne.

TREASURE

If the PC spends 3 or more rounds picking through the table's contents, they find a *spell scroll of suggestion* and enough spare supplies to make or refresh an herbalism kit or forgery kit, at your discretion.

8. DINING ROOM

Three servants move methodically about this moss-green room. The first whispers to greenery near each place setting, forming the tiny plants into the crests of noble houses. Another servant irons the long, burgundy tablecloth, and a third polishes the gilded utensils while humming a festive tune.

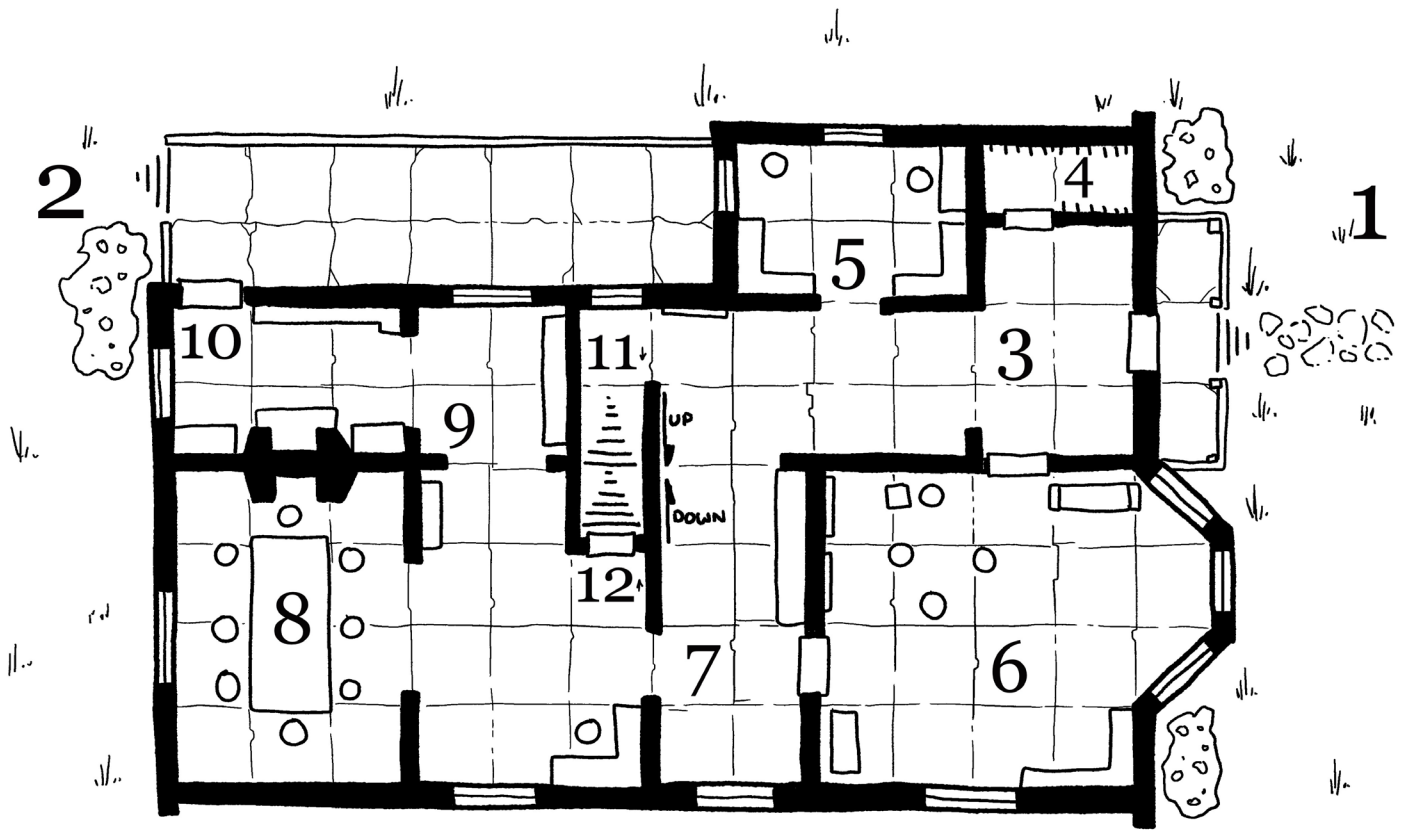
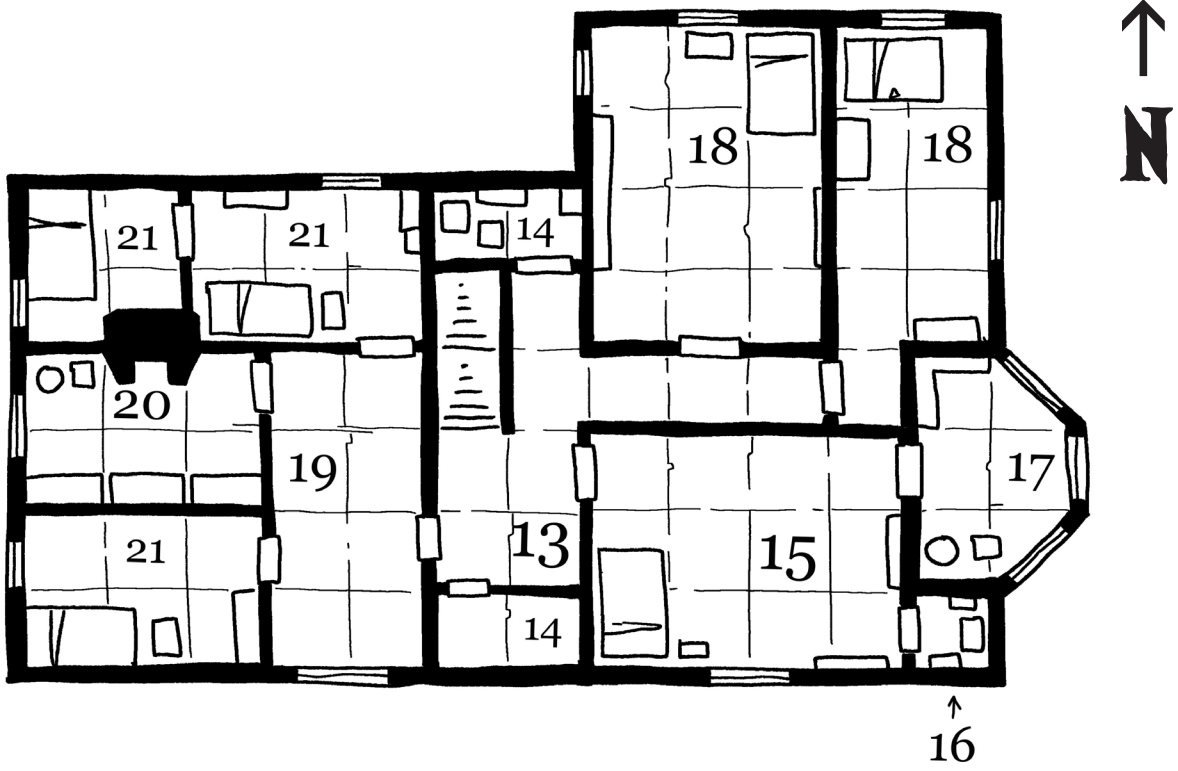
A successful DC 13 Dexterity (Stealth) check allows a PC not otherwise hiding or disguising themselves to avoid being spotted by these three workers. If attacked, the servants, two **commoners** and an **acolyte**, flee, alerting Orsvalt in the process.

9. KITCHEN NOOK

Colorful paintings of fruit and vegetables growing on trees and vines sweep the ceiling of this space, accentuated by the diffused sunlight shining through the pale amber window. A table painted with representations of soil-filled clay pots stands against the eastern wall. A stately woman in a dark green dress steps up to the table. "Basil," she commands. She reaches forth her hand to one of the painted pots, and a sprig with wide, green leaves curls from the table's flat surface onto her waiting fingers. The woman pinches the herb free from the table and returns to the busy kitchen.

The painted table is a *table of many foods*, where any plant-based crop, herb, or garnish can be requested and grown in a matter of seconds. The smaller table beside the dining room and the desk and chair by the southern window are bare save a few decorations and festive books.





MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

10. KITCHEN

Shiny copper kettles glow on an open-fire stovetop as green-clad servants bustle to and fro, adding spices to their tasty creations. A woman in a dark green dress holds court here and steps in and out of the nearby kitchen nook to fetch freshly grown herbs, fruits, and vegetables from shimmering paintings on the table in the nook.

11. STAIRS LEADING UP

The polished wooden stairs leading up from the entry hall are lit by the sun shining through colored glass and a few flickering sconces.

A PC walking up the stairs must succeed on a DC 13 Dexterity saving throw to avoid a round, wooden decoration left on the stairs. On a failure, the PC takes 1 bludgeoning damage and is knocked prone as the ball clatters noisily down the stairs. At your discretion, Orsvalt or another servant become aware of the PC's presence.

12. STAIRS LEADING DOWN

Behind a solid wooden door, a narrow set of stairs lead into the manor's cellars.

The stairs are unlit. Roll a d20 when the PC enters the stairway. On a result of 10 or below, the PC encounters a servant ascending the stairs with a candle and a small cask of wine. On a result of 11 or higher, the stairs remain vacant as long as the PC doesn't tarry.

If the PC explores the small cellar, the PC finds a small cask of wine worth 50 gp and three bottles of vintage wine worth 25 gp each set out on a worn, wooden table amidst the barrels and racks of wine.

13. HALLWAY

Wall sconces glow in soft, golden tones along this hallway. Multiple portraits of the same severe man in slightly different garb line the walls.

The deacon is fond of his own image and has revised what was once a collection of family portraits into a gallery of himself. Each portrait portrays a unique facial expression.

Doors open from this hall to the master bedroom, two guest rooms, two storage closets, and the guest lounge. The polished wooden floors are prone to making footsteps echo. The PC has disadvantage on Dexterity (Stealth) checks in this hall if the PC isn't barefoot.

14. STORAGE CLOSET

Stacks of linens and pleasant-smelling herbs line the shelves of this closet.

If the PC did not enter Area 4, the PC finds a **clurichaun** (*Tome of Beasts*, pg. 67) drunk and sleeping on one of the sets of fine linen. The PC must succeed on a DC 11 Dexterity (Stealth) check to avoid waking the creature. If awoken, the clurichaun yells slurred obscenities and throws whatever it can reach (likely pillows) in the general direction of the PC. Orsvalt arrives in 2d4 rounds to investigate the noise.

15. MASTER BEDROOM

The double door entrance with smoked glass leads into one of the most lavish rooms in the whole of the manor. Unlike the tasteful decorations in much of the rest of the house, trinkets and shiny mementos laden each surface in this room.

The deacon has removed the valuable and occasionally gaudy decorations from the other rooms of his home and placed them in his own bedroom where only his steward, Orsvalt, and himself are allowed entry.

There are two wooden doors at the end of this room. The one to the southeast opens onto a closet and the one to the northeast leads to the deacon's private shrine.

16. DEACON'S CLOSET

Dusty boxes rest on the floor of this closet.

One box is marked by fingerprints, evidence it has recently been moved. It contains 150 gp of small gemstones, though empty cavities in the cloth-lined interior suggest it once held many more.

17. PRIVATE SHRINE

Sunlight streams through mottled glass windows into this pale, sage-colored room, glinting off the golden altars on the southern wall. Each altar sits beneath a portrait of the Green Gods. The northern wall contains a wooden shelf that holds a grape vine, a tiny flowering tree, and a leafy fern, each placed inside a golden pot. A wooden kneeling pew with velvet burgundy cushions follows the lines of the bay window, and two shrubs sit between the pew and the windows.

A successful DC 13 Wisdom (Perception) check notices the *blood stone* get warmer the closer the PC moves to the altar. This altar is one of two such places in the manor where the PC can place the stone. The two shrubs are **awakened shrubs** and attack the PC if the PC pulls out the *blood stone*. After the blood imps appear, the shrubs switch to attacking the imps instead.



18. GUEST ROOM

This elegant guest room has two full windows and contains several paintings that celebrate the wonders of spring. The bedroom furniture's pale golden wood has been engraved with a pattern of leaves and berries, and a white quilt with green organic details covers the bed.

19. GUEST LOUNGE

Plump leather armchairs line the walls of this long, well-lit room designed for reading and relaxation.

The doors on either end open onto smaller guest rooms, and the center door leads to the manor's library.

20. LIBRARY

This well-organized room contains a wide variety of reading material: rare histories, classic novels, and explorers' journals line the walls to bring endless delight to the deacon's guests.

If the PC spends time searching the room, the PC finds a strange biography of someone whose life was similar to the PC's own, but it took a tragic turn. The library also contains a lyrical but unfinished novella written by someone famous whose name is vaguely familiar to the PC, and a century-old treatise on proper yard decorations. A small shrine to Yarila and Porevit sits beneath the room's window, holding an open copy of *The Coming of the Green Gods*. A successful DC 13 Wisdom (Perception) check notices the *blood stone* get warmer the closer the PC moves to the altar. The altar is one of two such places in the manor where the PC can place the stone. The holy text on the altar contains a loose, folded page that is actually a **paper golem** (*Creature Codex*, p. 204), which defends the book and the altar if the PC pulls out the *blood stone*. After the blood imps appear, the golem switches to attacking the imps instead.

21. SMALL GUEST ROOM

This small guest room contains paintings of vineyards and rolling fields amidst the simple decor.

Concluding the Adventure

Once the PC has placed the *blood stone*, the arrival of blood imps attracts a great deal of attention after 2d4 rounds. While the servants flee to get help, Orsvalt, if he is able, charges to the attack. The blood imps divide their time between the PC, any altar defenders in the room, Orsvalt,

and causing destruction. A force of city guards and some agents from the Treasury, who have been actively looking for news of the missing stone, arrive in 15 rounds.

Assuming the PC escapes and makes their way back to Silberhaar, the wizard is bemused and unrepentant about not giving a warning about the *blood stone*. She pays 500 gp (or other agreed-upon amount) to the PC for a job well done.

If the PC fights the blood imps and doesn't harm Orsvalt in the process, the butler calms the altar's guardians (if any remain) and gives the PC a few rounds to explain their actions. If the PC is honest and tells Orsvalt the whole situation, Orsvalt sends the guards and Treasury agents to the Bearowl Alehouse to apprehend Silberhaar. Orsvalt then pays the PC 500 gp for their silence in this matter.

BLOOD IMP

Tiny fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	14 (+2)

Skills Persuasion +4, Religion +5, Stealth +4

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common, Infernal

Challenge 1/2 (100 XP)

Bleed the Dying. The imp's sting has greater efficacy against injured creatures. When the imp hits a creature that doesn't have all its hit points with its sting, the sting deals an extra 1d4 poison damage.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

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

Spew Blood. *Ranged Spell Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (2d4) poison damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned until the end of its next turn.

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