



# LIMITLESS ENCOUNTERS

VOL.2

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## Acknowledgements

We would like to thank our wives, children, families, and friends for supporting us in this crazy sidequest that seems to have turned into a full campaign.

When we started, we just wanted to create a simple set of tools to help DMs get over writer's block, and give them a direction when they were stuck. We had no idea we would receive so much love and support from the community.

Thank you,

- The Limitless Team

# Limitless Encounters vol.2

## Limitless Encounters vol.2 Design Team

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## A Note on Our Limitless Encounters

The purpose of this product is to make your life as DM easier. The following 100 encounters are random. These encounters were purposefully not designed for a certain level range. Some encounters may require players to come up with solutions other than combat. The world is a scary place and sometimes you may have to run for your life.

These modules can be used to craft a random encounter table for travel and exploration, to fill in the hexes of a sandbox, or whenever your players wander to a location for which you had not yet prepared. Feel free to change the names, treasures, and the number of creatures as you see fit to make the CRs appropriate for your party.

We value your business and your feedback, send us your comments, questions and concerns to [support@limitless-adventures.com](mailto:support@limitless-adventures.com)

## Novelties

Every Limitless Adventures product will contain something new; a unique creature, spell, item, god, or optional rule that is previously unpublished. These novelties are set apart in blue text boxes.

## Further Adventure™

Each Limitless Encounter will have a Further Adventure™ section to give the DM three ideas for additional quests that could spring from a seemingly random encounter. These hooks are merely suggestions for continuing a plot and should be used or ignored at your discretion. For example, if a hook suggests that the Duchess was the murderer, that is a just a possible twist you could build from and needn't be acted upon if it would disrupt your campaign.

Perhaps you find these encounters useful and recommend them to a friend or like us on [Facebook](#) or [Twitter](#)...

You could join our e-mail newsletter and get free exclusives monthly at [www.limitless-adventures.com](http://www.limitless-adventures.com) ...

Maybe you turn out to be a doppelganger...

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# Dungeon Encounters 2

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## Rust and Hunger

"This room appears to be an armory, though the suits of armor are old and dusty. On each of the walls rests an unlit torch in a rusty sconce."

### Creature(s)

#### Animated Object: Unfinished Armor

*Medium Construct, Unaligned*

**Armor Class:** 18 (natural armor)

**Hit Points:** 33 (6d8+6)

**Speed** 25 ft.

**Challenge** 2 (450 XP)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Antimagic Susceptibility** The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

#### Actions

**Multiattack** The armor makes two melee attacks. The unfinished armor may use its Grappling Chains and Rending Assimilation with these multiple attacks.

**Grappling Chains** As an attack, the unfinished armor can lash out with chains and straps in an attempt to begin tearing at a target's armor. The target must make a DC 12 Strength check, or be grappled. The chains may be attacked (AC 14; 6 hit points; immunity to poison and psychic damage).

**Rending Assimilation** *Melee Weapon Attack* +4 to hit, reach 5 ft (one grappled target) Once the armor has a target grappled, it can use its action to begin to rend and assimilate non-magical armor, leather, and metal worn or carried by the target. On a successful hit, the target's worn armor is reduced by 1 point of AC value. When the target armor reaches 10 AC, it is destroyed (ex: Leather Armor base AC is 11 and is destroyed with one hit - reduced to 10). On a successful hit, the unfinished armor will then assimilate this point to itself gaining 1 point of AC (max: 21), and gain 1d4+4 temporary hitpoints even above its hitpoint maximum. Multiple uses of assimilation will further increase the number of temporary hitpoints. Any nonmagical armor, weapons, or equipment made of non-rusted iron or leather can be assimilated in this manner.

**Slam** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 5 (1d6 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

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The suits of armor are actually animated and attack anyone who enters the room.

#### Optional Trap

The sconces on the wall flare in unison on initiative 20 (losing ties). All creatures in the room need to make a DC 13 Constitution save or be blinded for one round. The animated armor is immune to the blinded condition.

#### Treasure

Among the mismatched armor are 2 cp, 16 sp, 7 gp, and a nearly complete set of smith's tools (15 gp).

#### Further Adventure™

Some of the armor bears the recent maker's mark of a master craftsman thought dead...

The ghost of an adventurer haunts the dungeon and will continue to do so (attacking the party at the worst possible time) until the pieces of his family armor are found throughout the dungeon and reassembled...

The armor could be covered with a strange mold that transfers to the characters's armor slowly rotting and destroying it...



## The Twisting Bridge

"This room is thirty feet wide and consists of a chasm spanned by a narrow bridge one-hundred feet across."

### Trap

#### Rotating Bridge Trap

The bridge is ten feet wide on each side (cuboid in shape) and 100 ft. in length. The bridge is trapped. Once a plate is depressed by the weight of a Small or larger creature, the bridge begins to rotate clockwise. A DC 15 Acrobatics check is required to stay on the bridge. On a failed check, the creature is pitched into the pit, suffering 5d6 damage from the fall.

**Increasing the Difficulty:** The door at the end of the bridge could be locked and/or trapped.

... And a Locked Door (optional)

Party Level	Lock DC
0-4	15
5-10	20
11-16	25
17+	two DC 25 locks

... And a trap (optional)

(Small brass nozzles on the door that spray acid when the lock is tried)

Party Level	Damage
0-4	1d10 (acid)
5-10	2d10 (acid)
11-16	4d10
17+	10d10

### Treasure

The bridge has no treasure. The pit contains treasure as follows (determined by level):

Party Level	Treasure
0-4	3d4 gp, moss agate (10 gp)
5-10	3d8 gp, 1d4 moss agates (10 gp each)
11-16	3d10 gp
17+	3d10 pp

### Further Adventure™

The room could have gargoyles perched in the corners that swoop out and attempt to knock the PCs into the chasm...

A DC 15 Perception check could reveal a shiny treasure glinting on the floor of the chasm fifty feet below...

There could be a secret door hidden at the bottom of the chasm...

### Gargoyle

*Medium Elemental, Chaotic Evil*

**Armor Class:** 15 (natural armor)

**Hit Points:** 52 (7d8+21)

**Speed** 30 ft., fly 60 ft.

**Challenge** 2 (450 XP)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned;

**Senses** darkvision 60 ft., passive Perception 10;

**Languages** Terran

**False Appearance** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

**Actions**

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

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

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

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# Fizzy's Warm and Fuzzy

"You find a drow scout pinned beneath a large block of stone. Her leg appears to be completely trapped."

## Creature(s)

### Gnome, Deep (Svirfneblin)

*Small Humanoid (gnome), Neutral Good*

**Armor Class:** 15

**Hit Points:** 16 (3d6+6)

**Speed** 20 ft.

**Challenge** 1/2 (100 XP)

**Skills** Investigation +3, Perception +2, Stealth +4;

**Senses** darkvision 120 ft., passive Perception 12;

**Languages** Gnomish, Terran, Undercommon;

**Stone Camouflage** The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Gnome Cunning** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Innate Spellcasting** The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

**At will** *nondetection* (self only)

**1/day each:** 1/day each: *blindness/deafness*, *blur*, *disguise self*

#### Actions

**War Pick.** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target) Hit: 6 (1d8 + 2) piercing damage.

**Poisoned Dart.** *Melee Weapon Attack* +4 to hit, reach 30/120 ft., (one target) Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

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The drow is actually a deep gnome named Fizzy that changed her appearance using a *disguise self* spell thinking the party to be a scouting party of drow. The stone block that pins Fizzy's leg is very much real and requires a DC 20 Athletics check to move. Fizzy's leg is smashed.

## Treasure

If the party aids Fizzy, she awards them one of her home-brewed potions (see below).

## Further Adventure™

Fizzy is actually a drow who then poses as a deep gnome...

Fizzy was kicked out of her community for being a wererat...

Drow scouts return looking for Fizzy...

### Fizzy's Warm and Fuzzy

*Potion, common*

When you drink this potion, you gain a d4 to add to any one d20 roll. Once imbibed the bonus lasts until used or for 1d4 hours. Additionally, you gain one effect determined randomly.

d8 Effects

1. Your hair turns bright blue for 48 hours.
2. You lose your voice for one hour and can make only bird calls.
3. Your skin turns green for 48 hours.
4. You smell like a pile of rotten fish for 24 hours.
5. You see the demons living in everyone's shadows for 24 hours.
6. Everything you touch for the next 24 hours feels slimy.
7. Everyone sounds extremely loud for 24 hours.
8. The d4 gained from the potion is increased to a d6.

## Swords of the Watchers

"This circular chamber is roughly thirty feet in diameter. Around the room sit marble altars, each bearing the skeletal remains of a humanoid warrior, still wearing their armor and weapons."

### Creature(s)

#### Animated Object: Flying Sword

*Small Construct, Unaligned*

**Armor Class:** 17 (natural armor)

**Hit Points:** 17 (5d6)

**Speed** 0 ft., fly 50 ft. (hover)

**Challenge** 1/4 (50 XP)

**Saving Throws** Dex +4

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Languages** -

**Antimagic Susceptibility** The sword is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

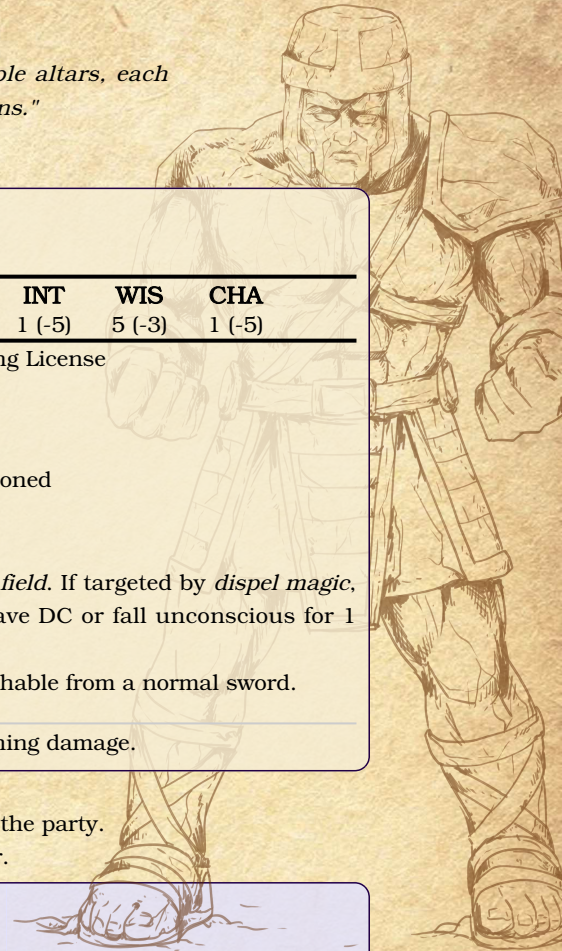
**False Appearance** While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

#### Actions

**Longsword** *Melee Weapon* Attack +3 to hit, reach 5 ft., (one player) Hit: 5 (1d8 + 1) slashing damage.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

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Once the party enters the room, the swords fly from their owners' scabbards' and attack the party. Use one sword per party member, and add a dagger per PC for a more difficult encounter.

#### Animated Object: Flying Dagger

*Tiny Construct, Unaligned*

**Armor Class:** 17 (natural armor)

**Hit Points:** 12 (5d4)

**Speed** 0 ft., fly 50 ft. (hover)

**Challenge** 1/8 (25 XP)

**Saving Throws** Dex +4

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Antimagic Susceptibility** The dagger is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the dagger must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance** While the dagger remains motionless and isn't flying, it is indistinguishable from a normal sword.

#### Actions

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

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### Treasure

The skeletons each have 3d4 gp in various coins. There is also a finely-crafted sword (non-magical) with a bull's head pommel (25 gp).

### Further Adventure™

The skeletons could animate and attack along side their floating blades...

One of the swords could appear magical, but is actually evil and intelligent...

The ghost of one of the skeletons can haunt the party until its blade is delivered to its surviving heir...

## King of the Midden Hill

"This room appears to be a midden heap. A band of small winged creatures cavort atop the waste pile laughing and joking."

### Creature(s)

#### Stench Mephit

*Small Elemental, Neutral Evil*

**Armor Class:** 10

**Hit Points:** 21 (6d6+1)

**Speed** 30 ft., fly 30 ft.

**Challenge** 1/4 (50 XP)

**Skills** Stealth +3

**Damage Resistances** necrotic

**Damage Immunities** poison

**Damage Vulnerabilities** radiant

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran

**Stench** Any creature that starts its turn within 5 feet of the stench mephit must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

**Death Burst** When the mephit dies, it explodes in a blast of necrotic energy. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) necrotic damage.

**Wave of Stench (3/Day)** ○○○ As a bonus action, the mephit can innately cast a *wave of stench*, requiring no material components. Its innate spellcasting ability is Charisma (DC 12). Each creature in a 15-foot cube originating from the mephit must make a Constitution saving throw. On a failed save, a creature takes 2d8 poison damage and is pushed 10 feet away from the mephit. On a successful save, the creature takes half as much damage and isn't pushed.

#### Actions

**Claws** *Melee Weapon Attack* +2 to hit, reach 5 ft., (one creature) *Hit:* 2 (1d4) slashing damage plus 2 (1d4) necrotic damage.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

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This room acts as a privy and garbage dump for the inhabitants of the dungeon. The stench mephits that live here are vile, nasty creatures that love to taunt and hurt people, though if faced by overwhelming odds, will fly away.

### Treasure

Searching through the midden heap requires a Constitution saving throw (DC 13) or be poisoned for one hour. Assuming the Con save is successful, the party will need to make a Perception check (DC 15) to uncover 3d6 cp, 3d8 sp, and 3d4 gp.

### Further Adventure<sup>™</sup>

The midden pile could hide an otyugh...

A trap door could be hidden under the midden heap requiring a lot of nasty work to uncover...

Contact with the pile could cause a disease (see below)...

#### Sewer Plague

When a creature comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected. It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest. At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

## The Stone Guardian

"On the far end of this room is a steel portcullis tucked behind the legs of a massive stone statue that glares down at you, daring you to approach."

### Creature(s)

#### Stone Golem

*Large Construct, Unaligned*

**Armor Class:** 17 (natural armor)

**Hit Points:** 178 (17d10+85)

**Speed** 30 ft.

**Challenge** 10 (5,900 XP)

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks.

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Immutable Form** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons** The golem's weapon attacks are magical.

#### Actions

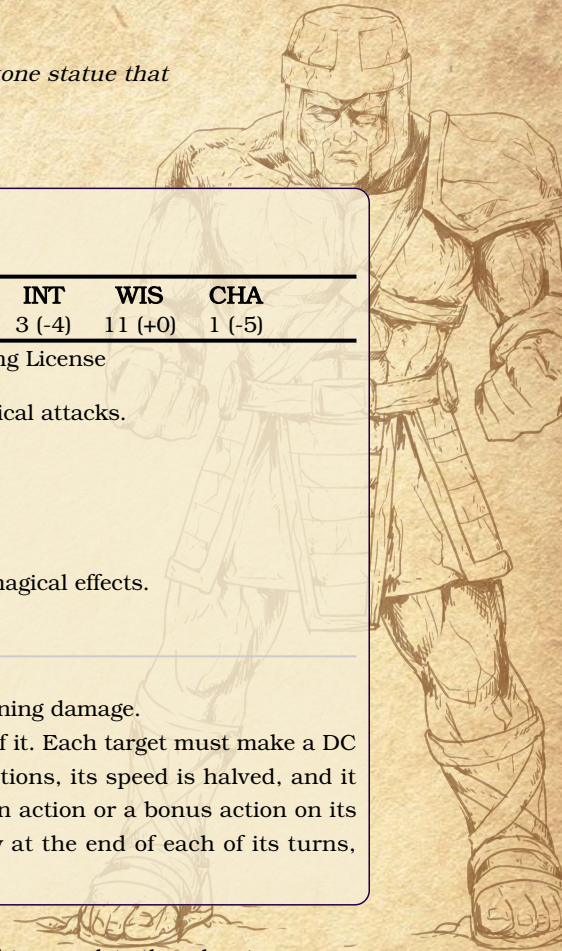
**Multiattack** The golem makes two slam attacks.

**Slam** *Melee Weapon Attack* +10 to hit, reach 5 ft., (one target) Hit: 19 (3d8 + 6) bludgeoning damage.

**Slow (Recharge 5-6)** The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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This room works best after the party searches for a door. The room shouldn't be required to complete the adventure.

### Treasure

987 cp, 5,243 sp, 1,709 gp, 56 pp, 2 Moonstones (50 gp), Quartz (50 gp), *Broom of Flying*

### Further Adventure™

The broom is intelligent and dumps the rider from a great height...

The golem is awakened, and within the treasure vault is a small golem child...

The golem could regenerate and block the door from the outside, making escape impossible...

#### Stone Golem Child

*Small Construct, Unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 33 (6d6+12)

**Speed** 25 ft.

**Challenge** 1/2 (100 XP)

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Immutable Form** The golem child is immune to any spell or effect that would alter its form.

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

#### Actions

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	3 (-4)	10 (+0)	6 (-2)

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# The Alchemist's Rug

"This room looks to be an alchemical laboratory. Several wooden tables line the walls with beakers, potions and pots bubbling and steaming away. A finely-crafted rug really ties this room together."

## Creature(s)

### Animated Object: Rug of Smothering

*Large Construct, Unaligned*

**Armor Class:** 12

**Hit Points:** 33 (6d10)

**Speed** 10 ft.

**Challenge** 2 (450 XP)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Antimagic Susceptibility** The rug is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Damage Transfer** While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

**False Appearance** While the rug remains motionless, it is indistinguishable from a normal rug.

#### Actions

**Smother** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

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The rug attacks the first person who steps on it. The rug could thrash about and knock over experiments that create a hazardous gas.

#### Noxious Gas

The gas fills the room and requires a DC 13 Constitution saving throw to avoid becoming poisoned for one hour.

#### Treasure

There is 50 gp worth of alchemical equipment, and a number of reagents that can be collected to create other items (see below).

#### Further Adventure™

The potions and experiments could form an alchemical ooze (see *Limitless Monsters*)...

A party member could carry off an experiment that leaks and poisons them or their mount...

A small rat in a cage on one of the tables appears to be a test subject, but is actually an imp...

### Searching for Reagents

**Complexity:** 4 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Arcana, Perception

**Success:** You find enough materials to create a healing potion and antitoxin at 75% of the normal cost.

**Failure(s):**

**1:** The next roll is made with disadvantage.

**2:** You trip and shatter a vial, the antitoxin reagents are lost.

**3:** The remaining components will allow you to craft a healing potion at 20% the normal cost, assuming you are proficient in the herbalist's kit.

## Treacherous Treasury

*This room appears to be a treasury. Wealth is stacked on the floor in a large pile. Coins, gems and glittering oddities begin to stir and crawl together into something vaguely humanoid in shape."*

### Creature(s)

#### Living Hoard

*Large Construct, Unaligned*

**Armor Class:** 15 (natural armor)

**Hit Points:** 126 (13d10+60)

**Speed** 30 ft., burrow 30 ft.

**Challenge** 5 (1,800 XP)

**Damage Resistances** bludgeoning, piercing, and slashing

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** can understand its creator, but cannot speak

**Fragile Items** Every time the living hoard is damaged there is a chance (decided by the DM) that a fragile item in the hoard is damaged or destroyed. For example, if the living hoard suffers fire damage, the DM could state that a spell scroll is incinerated. Potions could shatter after taking thunder or bludgeoning damage.

#### Actions

**Multiattack** The living hoard makes two slam attacks.

**Slam** *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 14 (2d8 + 5) bludgeoning damage.

The living hoard is created through a ritual that animates a collection of valuable objects. The living hoard acts as a last line of defense for monsters that amass large treasure troves such as dragons, liches, and some giants.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	3 (-4)	1 (-5)

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The treasure in the room has been animated to protect itself. Keep in mind that the party may actually damage the hoard and lessen its value, creating a quandary for the party.

### Treasure

1,110 cp, 213 sp, 449 gp, *potion of healing*, *potion of climbing*, bottle of rare wine (50 gp), crystal vase (75 gp).

### Further Adventure™

The hoard could reassemble itself at an inopportune time, ripping free of bags and pouches...

The hoard's creator can use divination to hunt down items and send a half-dragon assassin to exact revenge...

A rash of murders are tied to places where the party has traded or spent the treasure found in the living hoard...

#### Half-Red Dragon Veteran

*Medium Humanoid (human), Any Alignment*

**Armor Class:** 18

**Hit Points:** 65 (10d8+20)

**Speed** 30 ft.

**Challenge** 5 (1,800 XP)

**Skills** Athletics +5, Perception +2

**Damage Resistances** fire

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic

#### Actions

**Multiattack** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

**Fire Breath (Recharge 5-6)** The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

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# Zelos Brassbust

"This room appears to be a library of sorts with books and scrolls stuffed on shelves. In the center of the room, on a marble pillar, sits the bust of a scholarly looking man with odd facial hair."

### Creature(s)

#### Animated Object: Brass Oracle

*Small Construct, Unaligned*

**Armor Class:** 17 (natural armor)

**Hit Points:** 17 (5d4)

**Speed** 0 ft., fly 50 ft. (hover)

**Challenge** 1/4 (50 XP)

**Saving Throws** Int +4, Wis +3

**Skills** Arcana +4, Religion +4, History +4

**Damage Resistances** fire, cold

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 11

**Languages** One language known by its creator

**Long Memory** The brass oracle can remember facts and information it has been taught in a language it knows. It will photographically remember details of images or interactions it has seen, but can only describe them with words.

**Antimagic Susceptibility** The brass oracle is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the oracle must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance** While the brass oracle remains motionless, it is indistinguishable from a normal brass bust of a humanoid.

#### Actions

**Disapproving Gaze** One creature the oracle can see must make a DC 13 Wisdom save or take 5 (1d8 + 1) psychic damage. On a failed save, the creature will be stunned until the end of the oracle's next turn.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	11 (+0)	15 (+2)	12 (+1)	10 (+0)

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The statue is a brass oracle, a rare magical construct that acts like a sage. It could have been stolen by its current master and happy to escape the dungeon, or it could have been created by the dungeon's current or former master and not wish to leave. The bust isn't much of a combatant, but it can fly quite quickly.

### Treasure

There are a number of rare books in the room that would be worth something (6d10 gp for the lot) to a collector.

### Further Adventure<sup>™</sup>

One of the rare books could be a spellbook belonging to a vengeful lich...

Zelos, if treated rudely, waits for an opportunity and tries to fly away to find a more respectful owner...

Zelos offers to trade details on a valuable treasure or the location of a powerful item to the party if they take him to live in a famous library (see below)...

### Finding the Library

**Complexity:** 6 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** History, Investigation, Persuasion

**Success:** The party discovers the library and gains useful information from Zelos.

#### Failure(s):

- 1: The next skill check is made at disadvantage.
- 2: You find a contact with information about the library, but they want a bribe of 100 gp per PC.
- 3: Zelos is stolen by a guild of rogue wizards.

# Beyond the Obsidian Door

"You find a locked door made from reinforced wood and iron. The doorknob is a chunk of obsidian clenched in a skeletal hand. On the door, written in blood, is the message, 'turn knob to enter'. The air around the door seems colder, but that could just be your imagination."

## Trap

### The Skeletal Doorknob

The door remains closed until someone channels divinity to *turn undead* on the door, at which point the skeletal hand drops the doorknob and the door opens. Should someone attempt to open or unlock the door, they are struck with necrotic energy.

Party Level	Damage
0-4	1d10 necrotic
5-10	2d10 necrotic
11-16	4d10 necrotic
17+	10d10 necrotic

## Treasure

Party Level	Treasure
0-4	<i>mithral armor</i>
5-10	<i>elven chain</i>
11-16	<i>spellguard shield</i>
17+	<i>armor of invulnerability</i>

## Further Adventure™

A band of skeletal guardians could be waiting behind the locked door...

The party finds a mysterious prisoner behind the door, possibly a shapeshifter...

The door closes and locks again once the party is in the room, requiring a second turn undead to open...

## Optional Creature(s)

### Skeletal Guardian

*Medium Undead, Unaligned*

**Armor Class:** 13

**Hit Points:** 39 (6d8+12)

**Speed** 30 ft.

**Challenge** 1 (200 XP)

**Damage Immunities** poison

**Damage Vulnerabilities** bludgeoning

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands all languages it knew in life but can't speak

**Turn Resistance** The Skeletal Guardian has advantage on saving throws against effects that turn undead.

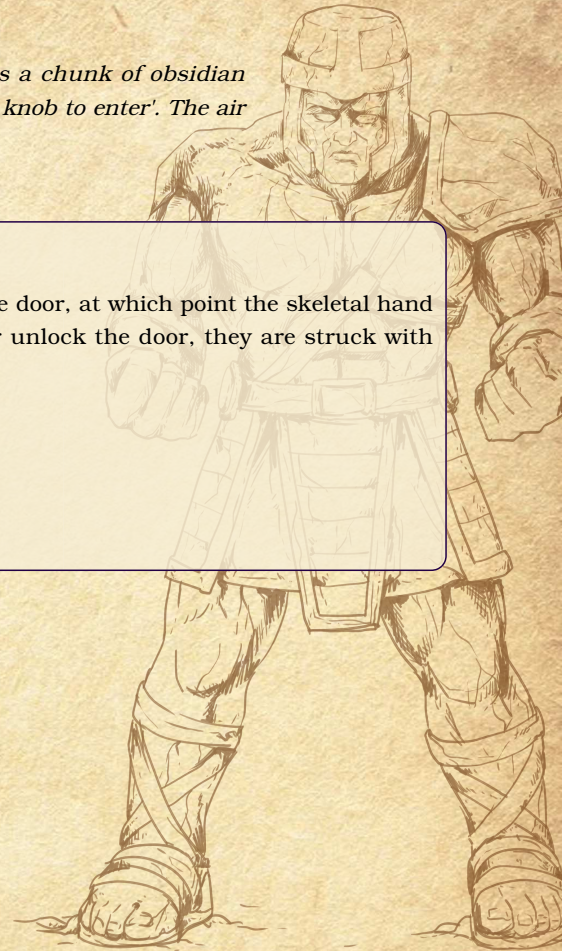
#### Actions

**Greatsword** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 9 (2d6 + 2) slashing damage.

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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# Forest Encounters 3

Andrew Hand: Writing, Editing

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# Wounded Hippogriff

"Leaning against an oak tree is a hippogriff with a grievous wound to its ribs. The beast's feathers are stained with blood and its breathing is labored."

## Creature(s)

### Hippogriff

*Large Monstrosity, Unaligned*

**Armor Class:** 11

**Hit Points:** 19 (3d10+3)

**Speed** 40 ft., fly 60 ft.

**Challenge** 1 (200 XP)

**Skills** Perception +5

**Senses** passive Perception 15

**Keen Sight** The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

#### Actions

**Multiattack** The hippogriff makes two attacks: one with its beak and one with its claws.

**Beak** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 8 (1d10 + 3) piercing damage.

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

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The hippogriff is bleeding (currently at 4 hp) and will continue to lose one hit point each round. If not stabilized or healed after 4 rounds, it will die.

## Treasure

The hippogriff has no treasure, but if the party heals the beast, it will return in the future with a small flock of its kin (one per character) to aid the party in a time when it would be most advantageous.

### Young Green Dragon

*Large Dragon, Lawful Evil*

**Armor Class:** 18 (natural armor)

**Hit Points:** 136 (16d10+48)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

**Challenge** 8 (3,900 XP)

**Saving Throws** Dex +4, Con +6, Wis +4, Cha +5

**Skills** Deception +5, Perception +7, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 17

**Languages** Common, Draconic

**Amphibious** The dragon can breathe air and water.

#### Actions

**Multiattack** The dragon makes three attacks: one with its bite and two with its claws.

**Bite** *Melee Weapon Attack* +7 to hit, reach 10 ft., (one target) Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

**Claw** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one target) Hit: 11 (2d6 + 4) slashing damage.

**Poison Breath (Recharge 5-6)** The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

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## Further Adventure™

The hippogriff has a leather saddle monogrammed with a "B"...

The attacker, a green dragon called Krillon, returns to finish the job...

The hippogriff could be a polymorphed wizard who was trying to get close enough to the dragon to study it...

# The Great Hunt

"You encounter a pair of wood elf hunters, one of whom is badly gored and bleeding profusely."

## Creature(s)

### Giant Boar

*Large Beast, Unaligned*

**Armor Class:** 12 (natural armor)

**Hit Points:** 42 (5d10+15)

**Speed** 40 ft.

**Challenge** 2 (450 XP)

**Senses** passive Perception 11

**Charge** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest)** If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

#### Actions

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

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The elf hunter Melora and her wounded friend Balen are tracking a giant boar. The hunters tracked the great boar to its den, but it gored Balen and escaped. The hunters explain that in their village it is shameful to return home from a hunt empty-handed, and ask the party to aid them in any way they can.

### Wood Elf Hunter

*Medium Humanoid (Wood Elf), Chaotic Good*

**Armor Class:** 13 (leather armor)

**Hit Points:** 11 (2d8+2)

**Speed** 35 ft.

**Challenge** 1/2 (100 XP)

**Skills** Nature +4, Perception +3, Stealth +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common and Elvish

**Mask of the Wild** The wood elf hunter can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**Fey Ancestry** The wood elf hunter has advantage on saving throws against being charmed, and magic can't put it to sleep.

**Keen Hearing and Sight** The Hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

#### Actions

**Multiattack** The hunter makes two melee attacks or two ranged attacks.

**Longbow** *Ranged Weapon Attack* +5 to hit, range 150/300 ft., (one creature) Hit: 6 (1d8 + 2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

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## Treasure

The wood elves have no treasure, but will gladly invite the party to their village to share in the feast and provide a safe night's rest. They may also have clues and information about further forest quests and dungeons.

## Further Adventure™

The party finds the boar, but it is with its mate and they must fight both boars...

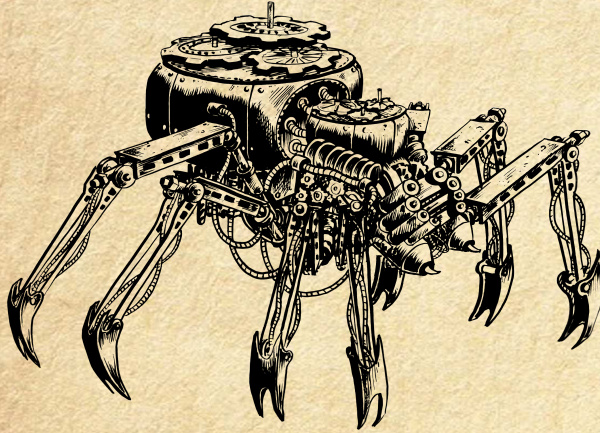
The boar is the animal companion of a irascible druid or ranger who doesn't take kindly to the hunters trying to eat his pet...

After the boar is killed, it reverts into a humanoid form, having been a wereboar or a shape-shifted caster...

# Clockwork Horrors

"The forest is cool and smells of earth and tree sap. You see a tree covered in a peculiar metallic webbing. In the distance, you hear a strange whirring and clicking."

## Creature(s)



The webbing was created by clockwork spiders. The spiders act like their flesh and blood counterparts with two exceptions. First, the spiders will eat any precious coins they can find. Second, the clockwork spiders wind up their prey in copper webs, but have no appetite and leave the meat to rot in the trees.

### Treasure

The copper webbing of the clockwork spiders can be collected and sold for 3d4 gp per spider.

### Further Adventure™

The party is approached by a clockwork humanoid (see below) and invited to meet the Maker...

The party could find a small cottage filled with copper webbing and books (written in gnomish) that sketch out several clockwork creatures...

The party is approached by an enigmatic figure that offers to trade gems for the party's coins...

## Clockwork Spider

*Large Construct, Unaligned*

**Armor Class:** 14 (natural armor)

**Hit Points:** 26 (5d10+5)

**Speed** 30 ft., climb 30 ft.

**Challenge** 1 (200 XP)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	2 (-4)	10 (+0)	4 (-3)

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**Skills** Stealth +7

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Spider Climb** The clockwork spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### Actions

**Bite** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 9 (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 paralyzed while poisoned in this way.

**Copper Web (Recharge 5-6)** *Ranged Weapon Attack* +5 to hit, range 30/60 ft., (one creature) Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 15; hp 10; immunity to bludgeoning, poison, and psychic damage).

## Clockwork Servant

*Medium Construct, Unaligned*

**Armor Class:** 9

**Hit Points:** 4 (1d8)

**Speed** 25 ft.

**Challenge** 0 (10 XP)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** passive Perception 10

**Languages** Common

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	10 (+0)	10 (+0)	8 (-1)	9 (-1)

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# The Watcher in the Woods

"As you travel through the damp forest, you cannot help but feel as though you're being watched."

## Creature(s)

### Forest Giant

*Huge Giant, Chaotic Neutral*

**Armor Class:** 17 (natural armor)

**Hit Points:** 96 (11d12+25)

**Speed** 40 ft.

**Challenge** 6 (2,300 XP)

**Saving Throws** Dex +5, Con +7, Wis +4

**Skills** Stealth +8, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Giant

**Pass Without Trace** ○ Once per day the forest giant can *pass without trace* as per the spell. (Effective Stealth +18)

**Among the Trees** While standing a forested area, a forest giant may Dash, Disengage or Hide as a bonus action.

**Forest Camouflage** The giant has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

#### Actions

**Multiattack** The giant makes two greatclub attacks.

**Greatclub** *Melee Weapon Attack* +8 to hit, reach 15 ft., (one creature) Hit: 18 (3d8 + 5) bludgeoning damage.

**Rock** *Ranged Weapon Attack* +8 to hit, range 64/240 ft., (one target) Hit: 21 (3d10+5) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	18 (+4)	10 (+0)	13 (+1)	10 (+0)

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The forest giant is stalking the strangers in his forest, waiting to see what they will do. Any player that is trying to spot the "watcher" will need to roll a Perception contested by the giant's Stealth (+8). Should the party set a fire, cut down a tree, or in any way harm the forest, the giant will attack.

## Treasure

The forest giant carries no treasure, but if treated with respect and kindness he can share information about the forest, and 3d4 goodberries.

## Further Adventure™

The giant could tax the party to travel through his forest, requiring them to plant saplings at the forest's edge...

The giant could ask for the party's help in driving off a band of ogres...

The giant could ask the party to answer a series of absurd questions with no real answers (what color is a whisper cat's tongue? etc.)...

### Ogre

*Large Giant, Chaotic Evil*

**Armor Class:** 11

**Hit Points:** 59 (7d10+21)

**Speed** 40 ft.

**Challenge** 2 (450 XP)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

#### Actions

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

**Javelin** ○○○ *Ranged Weapon Attack* +6 to hit, range 30/120 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

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# Freeing Ziamora

"As you travel the forest path you hear a scream, not with your ears, but with your mind."

## Creature(s)

### Unicorn

*Large Celestial, Lawful Good*

**Armor Class:** 12

**Hit Points:** 67 (9d10+18)

**Speed** 50 ft.

**Challenge** 5 (1,800 XP)

**Damage Immunities** poison

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Celestial, Elvish, Sylvan, telepathy 60 ft.

**Charge** If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Innate Spellcasting** The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

**At will** *detect evil and good, druidcraft, pass without trace*

**1/day each:** *calm emotions, dispel evil and good, entangle*

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

**Magic Weapons** The unicorn's weapon attacks are magical.

#### Actions

**Multiattack** The unicorn makes two attacks: one with its hooves and one with its horn.

**Horn Melee Weapon Attack** +7 to hit, reach 5 ft., (one target) Hit: 8 (1d8 + 4) piercing damage.

**Healing Touch (3/Day)** The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

**Teleport (1/Day)** The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

#### Legendary Actions

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

**Hooves** The unicorn makes one attack with its hooves.

**Shimmering Shield (Costs 2 Actions)** The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

**Heal Self (Costs 3 Actions)** The unicorn magically regains 11 (2d8 + 2) hit points.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

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The voice belongs to a wounded unicorn caught in a rusted bear trap. The unicorn, named Ziamora, has either used its teleportation for the day or is testing the party to see if they're worthy of a grand quest. The trap requires a DC 15 Strength check to open.

## Treasure

The unicorn carries no treasure, but will use its spells to aid the party.

## Further Adventure™

The trapper uses the blood left on the bear trap to summon and control the unicorn...

The unicorn asks the party to aid it in freeing its mate from a cloud giant's cloud castle...

Ziamora seeks the party's help in retrieving the body of its paladin rider from a dragon's cave...

# The Bear Necessities

"You find a scraggly-looking man with a mane of unruly hair and a coarse brown beard running wildly around the clearing, surrounded by a cloud of honey bees, each the size of a gnome."

## Creature(s)

### Werebear

*Medium Humanoid (human), Unaligned*

**Armor Class:** 10

**Hit Points:** 135 (18d8+54)

**Speed** 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

**Challenge** 5 (1,800 XP)

**Skills** Perception +7

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** passive Perception 17

**Languages** Common (can't speak in bear form)

**Shapechanger** The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, 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.

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

#### Actions

**Multiattack** In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

**Bite (Bear)** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

**Claw (Bear/Hybrid)** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) slashing damage.

**Greataxe** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 10 (1d12 + 4) slashing damage.

AC is 11 (natural armor) in bear and hybrid form

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

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The man is a werebear named Poko Danue who is attempting to steal honey from a hive of giant honeybees.

## Treasure

If the party helps Poko, he will give them a share of the honey (one portion per character) and show them how to use it to treat wounds (which will grant advantage on Medicine rolls, and requires one portion).

## Further Adventure™

The bear tells the party that some fey friends of his have been taken into the hive as food for the queen...

The hive could be wrapped around a sour, old treant that protects the bees...

The werebear wants to safely extract the queen to start his own hive closer to his home...

### Giant Honey Bee

*Small Beast, Unaligned*

**Armor Class:** 12

**Hit Points:** 7 (2d6)

**Speed** 10 ft., fly 30 ft.

**Challenge** 1/2 (100 XP)

**Senses** passive Perception 10

#### Actions

**Sting** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 4 (1d4 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, or take an additional 1d6 poison damage.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	3 (-4)

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# Lupine Dreams

"You find an ideal spot to camp for the night; a clearing bathed in moonlight. You drift off to sleep to the howls of wolves far off in the night."

## Magical Slumber

The party falls asleep in the grove (even those that attempt to stay up or require less sleep, like elves) and slip into a collective dream in which each character is in the body of a wolf (see below). A ghostly white wolf leads the pack on a chase through the woods as they hunt a giant elk together.

## Creature(s)

### Wolf

*Medium Beast, Unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 11 (2d8+2)

**Speed** 40 ft.

**Challenge** 1/4 (50 XP)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

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

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

#### Actions

**Bite** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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

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## Treasure

There is no treasure; however, for the next 30 days, the party has advantage on Animal Handling checks due to their newfound insight.

## Further Adventure<sup>™</sup>

A character (chosen randomly) has a wolf-shaped shadow for the next week, which leads people to believe they are a werewolf...

An NPC in the next town the party visits accuses a party member of being a werewolf...

The party begins to see the ghostly spirit wolf during their waking hours, though it flees if they approach...

### Giant Elk

*Huge Beast, Unaligned*

**Armor Class:** 14 (natural armor)

**Hit Points:** 42 (5d12+10)

**Speed** 60 ft.

**Challenge** 2 (450 XP)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

**Charge** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

#### Actions

**Ram** *Melee Weapon Attack* +6 to hit, reach 10 ft., (one creature) Hit: 11 (2d6 + 4) bludgeoning damage.

**Hooves** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 22 (4d8 + 4) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

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# The Grovekeeper's Approval

"You hear a sweet humming coming from within the trees. A small woman dressed in a simple green dress covered by a brown apron hums softly as she inspects the trees."

## Creature(s)

### Young Silver Dragon

*Large Dragon, Lawful Good*

**Armor Class:** 18 (natural armor)

**Hit Points:** 168 (16d10+80)

**Speed** 40 ft., fly 80 ft.

**Challenge** 9 (5,000 XP)

**Saving Throws** Dex +4, Con +9, Wis +4, Cha +8

**Skills** Arcana +6, History +6, Perception +8, Stealth +4

**Damage Immunities** cold

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18

**Languages** Common, Draconic

#### Actions

**Multiattack** The dragon makes three attacks: one with its bite and two with its claws.

**Bite** *Melee Weapon Attack* +10 to hit, reach 10 ft., (one target) Hit: 17 (2d10 + 6) piercing damage.

**Claw** *Melee Weapon Attack* +10 to hit, reach 5 ft., (one target) Hit: 13 (2d6 + 6) slashing damage.

**Breath Weapons (Recharge 5-6)** The dragon uses one of the following breath weapons.

**Cold Breath** The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

**Paralyzing Breath** The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 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.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

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The old woman is actually a silver dragon named Olijinnraxx. The dragon is peaceful and kind, but overly protective of the forest.

## Treasure

The Grove-Keeper wears a *hat of disguise*; her hoard is hidden in a cave miles away from the forest.

## Further Adventure™

The Grove-Keeper tells the party of a green dragon that lives nearby...

The Grove-Keeper is dying from a rare disease and has traveled to the forest in search of a cure...

The dragon is being pursued by an older dragon and needs a peaceful solution to her suitor troubles...

## Finding a Cure

**Complexity:** 6 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Nature, Medicine, Survival

**Success:** You find a cure for the Grove-Keeper's illness.

#### Failure(s):

**1:** Lost in the forest. Your next check is made with disadvantage.

**2:** Made too much noise. You are attacked by goblins. Lots of goblins.

**3:** You find the cure, but too late. The Grove-Keeper is deformed and her mind is affected. Her alignment shifts to chaotic evil.

# Halfling Caravan

"You hear the sounds of laughter and singing, and smell delicious food being prepared. When you investigate, you find a small halfling caravan, their wagons circled together in a small clearing."

## Pie Eating Contest

The players can participate in a pie eating contest. Make three DC 12 Constitution saving throws.

Successes	Result
0	You fail to eat one pie and are mocked mercilessly.
1	You finish 2 pies before falling off your chair.
2	You finish 4 pies and gain the respect of the caravan. Your Charisma-based checks with the halflings are made with advantage for the next 48 hours.
3	You win the contest, gain the respect of the caravan (and the bonus listed above), and gain a point of inspiration.

## Three-Dragon Ante

The halflings invite the party to join them in a game of Three-Dragon Ante. Make three DC 15 Wisdom checks, and add your proficiency bonus if you are proficient with a gaming set.

Successes	Result
0	Lose 3d4 gp
1	Lose 1d10 gp
2	Win 1d10 gp
3	Win 3d4 gp

## Halfling

*Small Humanoid (any race), Lawful Good*

**Armor Class:** 11

**Hit Points:** 3 (1d6)

**Speed** 25 ft.

**Challenge** 0 (10 XP)

**Senses** passive Perception 10

**Languages** Common

**Lucky** When the halfling rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

**Brave** Halflings have advantage on saving throws against being frightened.

**Halfling Nimbleness** Halflings can move through the space of any creature that is a size larger or more.

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

**License:**

## Treasure

The halflings don't have much treasure, a search of the wagons (DC 15 Perception) yields 3d8 cp, 3d6 sp, and 3d4 gp. There are also some trade goods (fabric, spices, cook pots) worth 50 gp.

## Further Adventure™

The halflings ask the party to escort them to the edge of the forest ...

The halflings say one of their members went missing in these woods years ago, and they always camp in the same spot each year in hopes their lost friend will show up...

One of the halfling teenagers shows a real talent for magic and his parents attempt to convince a spellcaster in the party (divine or arcane) to take the youth as an apprentice...

# Feathers and Stones

"In a copse of ash trees you discover a finely-carved statue of a woman. The statue rests near a crudely made sign that reads, "Danejur, Kockotrices!"

## Creature(s)

### Medusa

*Medium Monstrosity, Lawful Evil*

**Armor Class:** 15 (natural armor)

**Hit Points:** 127 (17d8+51)

**Speed** 30 ft.

**Challenge** 6 (2,300 XP)

**Skills** Deception +5, Insight +4, Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common

**Petrifying Gaze** When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic. 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 medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

#### Actions

**Multiattack** The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

**Snake Hair** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

**Longbow** *Ranged Weapon Attack* +5 to hit, range 150/600 ft., (one target) Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

There are no cockatrices in the glade, and a DC 15 Arcana check will reveal that victims of a cockatrice revert to their natural state eventually. The glade is actually the home of a medusa named Rheah. Rheah will approach the party cloaked and hooded, asking if they've seen her sister. When she is 30 ft. from the party, she pulls back her hood and attacks. Rheah is not suicidal and will flee if clearly outmatched.

## Treasure

The medusa carries 12 cp, 3 sp, 56 gp, and a +1 arrow in her quiver.

## Further Adventure™

More stone figures are discovered, but they have been smashed to pieces by something very large...

The party finds a garden filled with stone fey creatures...

If defeated, Rheah offers to hand over a powerful item trapped on the stone body of one of her victims...

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

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# Jungle Encounters

Andrew Hand: Writing, Editing

Michael Johnson: Writing, Graphic Design, Art Direction



## Monkey Business

"You are pulled from a daydream as a piece of rotten fruit explodes on your shoulder. You look up to see a group of monkeys in woven grass hats taunting you in a strange language. They seem to be laughing at you."

### Creature(s)

#### Duende

*Small Fey, Chaotic Good*

**Armor Class:** 15

**Hit Points:** 1 (1d4-1)

**Speed** 10 ft., climb 30 ft.,

**Challenge** 1/4 (50 XP)

**Skills** Athletics

**Languages** Sylvan, Elvish

**Magic Resistance** The duende has advantage on saving throws against spells and magic effects.

**Innate Spell Casting** The duende's innate spellcasting is Wisdom (Spell save DC 12). It can innately cast the following spells, requiring only naturally found items as a component.

**At Will** *jump*

*1/day confusion, freedom of movement, faerie fire, gust of wind, phantasmal, force, polymorph, sleep, and speak with plants.*

**Actions**

**Superior Invisibility** The duende magically turns invisible until its concentration ends (as if it is concentrating on a spell). Any equipment the duende wears or carries is invisible with it.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	12 (+1)	14 (+2)	12 (+1)

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The duende are harmless fey creatures that look like monkeys. This particular troop sits high in the trees, hurling rotten fruit (no damage) at the party and teasing them in sylvan.

### Treasure

The duende carry no treasure, but if the party plays along with the fey, the duende leave behind a pile (2d4) of *goodberries*.

### Further Adventure™

The duende steal an item from the party and place it at the top of a tall tree...

The fey lead the party to the camp of some orcs that have been terrorizing the jungle...

The duende volunteer to lead the party safely through the jungle if the party agrees to travel without pants...

#### Orc

*Medium Humanoid (orc), Chaotic Evil*

**Armor Class:** 13

**Hit Points:** 15 (2d8+6)

**Speed** 30 ft.

**Challenge** 1/2 (100 XP)

**Skills** Intimidation +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

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

**Actions**

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

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

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# Surprise Attack

"Out of the corner of your eye, you see a black blur of movement before you are knocked to the ground."

## Creature(s)

### Panther

*Medium Beast, Unaligned*

**Armor Class:** 12

**Hit Points:** 13 (3d8)

**Speed** 50 ft., climb 40 ft.

**Challenge** 1/4 (50 XP)

**Skills** Perception +4, Stealth +6

**Senses** passive Perception 14

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

**Pounce** If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

#### Actions

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

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

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The panther attacks the the last character in the marching order. The pounce knocks the wind from the character, preventing them from screaming, and allowing the panther a few rounds before the rest of the party realizes something is amiss. After suffering 7 damage, the panther runs away.

## Treasure

A DC 15 Perception check uncovers the partially-consumed body of a traveler nearby. The body has a leather belt pouch containing 7 cp 9 sp 5 gp, a wooden comb, and a dagger.

## Further Adventure™

A druid approaches the party to ask if they have seen his animal companion, a panther...

Animal attacks continue, leading the party to believe that someone or something is affecting the creatures of the jungle...

Instead of attacking the party, the panther acts oddly, trying to get them to follow him to a nearby shrine...

### Druid

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 11

**Hit Points:** 27 (5d8+5)

**Speed** 30 ft.

**Challenge** 2 (450 XP)

**Skills** Medicine +4, Nature +3, Perception +4

**Senses** passive Perception 14

**Languages** Druidic plus any two languages

**Spellcasting** The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

**Cantrips (at will)** *druidcraft, produce flame, shillelagh*

**1st level (4 slots)** ○○○○ *entangle, longstrider, speak with animals, thunderwave*

**2nd level (3 slots)** ○○○ *animal messenger, barkskin*

#### Actions

**Quarterstaff** *Melee Weapon Attack* +2 to hit, reach 5 ft., (one creature) Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

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## At the Tip of a Spear

"Forms materialize from the foliage, stern faces peer at you down the shafts of long spears. Their leader is unarmored, leans heavily on a gnarled staff, and has brightly colored parrot feathers in his hair."

### Creature(s)

#### Tribal Warrior

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 12 (hide armor)

**Hit Points:** 11 (2d8+2)

**Speed** 30 ft.

**Challenge** 1/8 (25 XP)

**Senses** passive Perception 10

**Languages** any one language

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

#### Actions

**Spears** *Melee or Ranged Weapon Attack* +3 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

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

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The intention of the hunting party is entirely up to the DM. Respectful and patient adventurers could gain an ally, while rash players might draw the tribe's ire. The tribe could be peaceful, but wary of outsiders, or they could be crazed cannibals.

#### Tribal Witch Doctor

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 11

**Hit Points:** 27 (5d8+5)

**Speed** 30 ft.

**Challenge** 2 (450 XP)

**Skills** Medicine +4, Nature +2, Perception +4

**Senses** passive Perception 14

**Languages** any two languages

**Whisper of the Ancients** The witch doctor can cast *speak with dead* once per day without any material components.

**Spellcasting** The witch doctor is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

**Cantrips (at will)** *druidcraft, poison spray, produce flame*

**1st level (4 slots)** *animal friendship, entangle, speak with animals, thunderwave*

**2nd level (3 slots)** *barkskin, locate animals and plants*

#### Actions

**Quarterstaff** *Melee Weapon Attack* +2 to hit, reach 5 ft., (one creature) Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands.

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

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### Treasure

The warriors each carry a bone necklace (5 gp), and the witch doctor carries a chunk of uncut crystal that functions as a spell focus (10 gp).

### Further Adventure™

The tribe has fallen under the control of a demon they worship as a god...

The tribe is suffering from a horrible plague and begs the party to aid them in a cure...

The witch doctor tells a party member that a spirit has a message for them, perhaps a dead enemy of the party, or an NPC that died after the party set out on their adventure...

# A Rare Hare

"A striped rabbit bounds between your legs and screams, 'Get the hells out of the way, high pockets'. Busting through the undergrowth in pursuit of the rabbit is a snake longer than a man."

## Creature(s)

### Giant Poisonous Snake

*Medium Beast, Unaligned*

**Armor Class:** 14

**Hit Points:** 11 (2d8+2)

**Speed** 30 ft., swim 30 ft.

**Challenge** 1/4 (50 XP)

**Skills** Perception +2

**Senses** blindsight 10 ft., passive Perception 12

#### Actions

**Bite** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one target) Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

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The snake is not evil, only hungry. It avoids the party and continues to chase Snowfoot. You can increase the difficulty by adding more snakes, all of whom ignore the party and attempt to catch Snowfoot.

## Treasure

If the players help Snowfoot, he leads them to a blackberry bush growing next to a freshwater spring.

### Snowfoot (Awakened Rabbit)

*Tiny Beast, Unaligned*

**Armor Class:** 10

**Hit Points:** 1 (1d4)

**Speed** 20 ft.

**Challenge** 0 (10 XP)

**Senses** darkvision 30 ft., passive Perception 10

#### Actions

**Bite** *Melee Weapon Attack* +0 to hit, reach 5 ft., (one target) Hit: 1 piercing damage.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	8 (-1)	9 (-1)	10 (+0)	12 (+1)

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## Further Adventure™

Snowfoot says a wizard made of metal awakened him and his brother, Fleetfoot...

Snowfoot begs the players to help him free his mate and their children from a hunter's snares...

If any of the party's animal companions touch snowfoot, they too begin talking, though it wears off in 1d4 days...

### Finding Snowfoot's Mate

**Complexity:** 4 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Nature, Perception, Survival

#### Success:

The party finds Snowfoot's mate and their young.

#### Failure(s):

- 1: You become lost in the jungle. The next roll is made at disadvantage.
- 2: You eat some questionable food and gain the poisoned condition.
- 3: The party stumbles onto the hunter's camp, but the hunter catches them in the act.

# The Green Lady

"You find a sun-dappled clearing ringed with orchids. Atop a flat gray rock rests a lithe woman of indeterminate race brushing through long green hair. She sees you and smiles sweetly, bidding you come closer."

## Creature(s)

### Couatl

*Medium Celestial, Lawful Good*

**Armor Class:** 19 (natural armor)

**Hit Points:** 97 (13d8+39)

**Speed** 30 ft., fly 90 ft.

**Challenge** 4 (1,100 XP)

**Saving Throws** Con +5, Wis +7, Cha +6

**Damage Resistances** radiant

**Damage Immunities** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** truesight 120 ft., passive Perception 15

**Languages** all, telepathy 120 ft.

**Innate Spellcasting** The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

**At will** *detect evil and good, detect magic, detect thoughts*

**3/day each** *bleed, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield*

**1/day each** *dream, greater restoration, scrying*

**Magic Weapons** The couatl's weapon attacks are magical.

**Shielded Mind** The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

#### Actions

**Bite** *Melee Weapon Attack* +8 to hit, reach 5 ft., (one target) Hit: 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

**Constrict** *Melee Weapon Attack* +6 to hit, reach 10 ft., (one target) Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

**Change Shape** The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice). In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

The Green Lady is actually a benevolent celestial called a couatl. She will keep her true form a secret as long as she can because in the past, people have found her feathered, serpentine form alarming. The Green Lady makes an excellent and enigmatic quest-giver and healer. If attacked, the Green Lady will change shape into a parrot and fly off.

This encounter works well when the party is in need of rest and/or healing.

## Treasure

The green lady carries no treasure but does have a wealth of useful spells she is willing to cast if the party is kind and respectful.

## Further Adventure™

The Green Lady asks the party to gather the components to brew antitoxins. She will give them one if they help her...

The couatl tells the party of treasure-filled ziggurat hidden nearby and guarded by snakemen...

The lady asks the party to retrieve an egg from a tribe of lizardfolk who mistakenly think it's a green dragon egg...

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

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# The Child Thief

"You come into a clearing near the bank of a lazy river. Standing up to their waist in the river, lizardfolk warriors are shouting at a massive one-eyed crocodile with a lizardfolk child gripped in its jaws."

## Creature(s)

### Lizardfolk

*Medium Humanoid (lizardfolk), Neutral*

**Armor Class:** 15 (natural armor, shield)

**Hit Points:** 22 (4d8+4)

**Speed** 30 ft., swim 30 ft.

**Challenge** 1/2 (100 XP)

**Skills** Perception +3, Stealth +4, Survival +5

**Senses** passive Perception 13;

**Languages** Draconic;

**Hold Breath** The lizardfolk can hold its breath for 15 minutes.

#### Actions

**Multiattack** The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

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

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

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The lizardfolk are fighting to save a young child from a savage crocodile.

### Mogour the Young Taker

*Huge Beast (crocodile), Unaligned*

**Armor Class:** 14 (natural armor)

**Hit Points:** 85 (9d12+27)

**Speed** 30 ft., swim 50 ft.

**Challenge** 5 (1,800 XP)

**Skills** Stealth +5

**Senses** passive Perception 10

**Hold Breath** The crocodile can hold its breath for 30 minutes.

#### Actions

**Multiattack** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite** *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail** *Melee Weapon Attack* +8 to hit, reach 10 ft. (one creature) Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	3 (-4)	10 (+0)	8 (-1)

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## Treasure

If the party aids the lizardfolk in saving the child, the village produces 120 gp in uncut gems as thanks. The party is inducted as members of the tribe and can seek food or lodging in the village at any time.

## Further Adventure™

The party learns that the lizardfolk tribe worships a green dragon named Lekkwar...

The corpses of the stolen children come crawling out of the river as zombies...

The crocodile could drag a PC under the water and into a cave complex accessible only through the water...

# The Tiger's Cage

"You hear a terrible roaring noise coming from the jungle ahead. You quickly determine the noise to be coming from a massive tiger caught in a cage of wood lashed together with vines. There is no sign of the cage's creator nearby."

## Creature(s)

### Weretiger

*Medium Humanoid (human), Neutral*

**Armor Class:** 12

**Hit Points:** 120 (16d8+48)

**Speed** 30 ft. (40 ft. in tiger form)

**Challenge** 4 (1,100 XP)

**Skills** Perception +5, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common (can't speak in tiger form)

**Shapechanger** The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is 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.

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

**Pounce (Tiger or Hybrid Form Only)** If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

#### Actions

**Multiattack (Humanoid or Hybrid Form Only)** In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

**Bite (Tiger or Hybrid Form Only)** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

**Claw (Tiger or Hybrid Form Only)** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 7 (1d8 + 3) slashing damage.

**Scimitar (Humanoid or Hybrid Form Only)** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 6 (1d6 + 3) slashing damage. (currently unarmed)

**Longbow (Humanoid or Hybrid Form Only)** *Ranged Weapon Attack* +4 to hit, range 150/600 ft., (one target) Hit: 6 (1d8 + 2) piercing damage. (currently unarmed)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

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The tiger in the cage is actually a weretiger named Rolos. He was captured by a native tribe that believes he has been eating their livestock (which he has). Rolos isn't evil, but he is somewhat of a jerk, believing shapeshifters to be above normal humans.

## Treasure

The weretiger carries no treasure, but if he transforms back into humanoid form, he will offer the party a 50 gp gem as reward. Additionally, he knows a great deal about the jungle and could provide them with helpful information.

## Further Adventure™

Rolos is actually evil and the tribe has captured him to keep people safe...

The weretiger is losing its mind and transforms at random and often inopportune times...

The players encounter a small village filled with weretigers...

## Pitfalls

"You wipe sweat from your brow and trudge through the fecund jungle path, when suddenly the ground gives way and you are plunged into a deep earthen pit."

### Creature(s)

#### Boar

*Medium Beast, Unaligned*

**Armor Class:** 11 (natural armor)

**Hit Points:** 11 (2d8+2)

**Speed** 40 ft.

**Challenge** 1/4 (50 XP)

**Senses** passive Perception 9

**Charge** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest)** If the boar takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

#### Actions

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

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#### Simple Pit Trap

Save DC 13 passive Perception to spot

(20 ft. deep, 15 ft. on each side)

Party Level	Damage
0-4	1d10
5-10	2d10
11-16	4d10
17+	10d10

The boar is frightened and will charge anyone that comes within 5 feet. The walls of the pit are soft and crumble easily and as such, require two full rounds and two successful DC 15 Athletics checks to escape.

### Treasure

There is no treasure in the pit.

### Further Adventure™

The trappers return, and they are very hungry (see below)...

The boar could be a wereboar or a shapeshifted druid; perhaps it created the trap...

If the party rescues the boar, a sprite appears and thanks the party and helps them in some small way...

#### Cannibal Warriors

*Medium Humanoid (human), Chaotic Evil*

**Armor Class:** 12 (hide armor)

**Hit Points:** 11 (2d8+2)

**Speed** 30 ft.

**Challenge** 1/8 (25 XP)

**Senses** passive Perception 10

**Languages** Common

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

#### Actions

**Spear** *Melee or Ranged Weapon Attack* +3 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

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

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# Net Neutrality

"The jungle heat is oppressive, the insects insatiable, and the vines endless."

## Trap

### Simple Net Trap

**DC 13 passive Perception to spot**

DC 15 Dexterity check using thieves' tools to disarm the tripwire.

If the net is triggered, it falls, covering a 10-foot-square area. PC in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

### Alternate Scenario

If your players easily spot the net trap, you can add a second trap nearby that was triggered by a traveling archivist (see below).

## Archivist

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 11

**Hit Points:** 9 (2d8)

**Speed** 30 ft.

**Challenge** 1/4 (50 XP)

**Skills** +4 Arcana, +4 History

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Answers from the Other Side** Once per day the archivist can cast *speak with dead* without material components.

**Spellcasting** The archivist is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The archivist has following wizard spells prepared:

**Cantrips (at will)** *light, firebolt, minor illusion*

**1st level (3 slots)** ○○○ *detect magic, identify, comprehend languages*

Archivists are minor spellcasters that care for the skulls of dead sages which they can question for a price.

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

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## Treasure

The archivist carries little in the way of treasure, but is happy to aid the party with his/her spells. Additionally, the archivist offers to speak with one of the three archives (polished skulls) they carry. The players may choose one of the archives below and ask it five questions.

### Archives

Bel Gammon - Human Naturalist (Nature +8)

Fizz Bimbledent - Gnome Illusionist (Arcana +9)

Shela Brighteyes - Tiefling Historian (History +6)

### Further Adventure™

The trappers, a particularly vile tribe of kobolds, lay another trap for the party...

The archivist is in the jungle seeking a new archive, preferably a witch doctor...

There could be a dead tribesman caught in a net, and a scouting party finds the party in the clearing and assumes they are the trappers...



## Still Water

"You find a small pool of water surrounded by tall trees whose canopy creates a shady glen."

### Creature(s)

#### Swarm of Tiger Flies

*Medium Beast (Swarm), Unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 22 (5d8)

**Speed** fly 30 ft.

**Challenge** 1/2 (100 XP)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 8

**Swarm** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

#### Actions

**Bites** *Melee Weapon Attack* +3 to hit, reach 0 ft., (one creature in the swarm's square) Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. The target must then succeed on a DC 13 Constitution saving throw or become poisoned.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	11 (+0)	1 (-5)	7 (-2)	1 (-5)

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The pool of water is home to a flying swarm of poisonous insects. The pool makes an inviting spot to rest and could allow that swarm a surprise attack if the party is seated and distracted mid-rest.

### Treasure

The swarm carries no treasure, though a DC 15 Perception check will reveal a skeleton hidden in the tall grass. A DC 20 Medicine check reveals that the skeleton is most likely a human male of middle age. The skeleton wears a silver chain (12 gp) that holds a tarnished brass key.

### Further Adventure™

A local scholar and healer hires the party to capture live tiger flies, so a cure or repelling ointment can be created...

The swarm is actually a new form of jungle vampire that takes the shape of a cloud of insects to feed on prey...

A cloaked figure approaches the party later and asks if they have found a key belonging to his sister...

#### Cloaked Figure

*Medium Humanoid (human), Neutral Evil*

**Armor Class:** 12

**Hit Points:** 27 (6d8)

**Speed** 30 ft.

**Challenge** 1 (200 XP)

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

**Senses** passive Perception 16

**Languages** Common, Draconic

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

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

#### Actions

**Multiattack** The cloaked man makes two melee attacks.

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

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

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

# Lower Planar Encounters

Andrew Hand: Writing, Editing

Michael Johnson: Writing, Graphic Design, Art Direction



## Lower Planar Encounters

### Bearded Slavers

"You spy a line of slaves, their necks chained together, being spurred on at a great speed by bearded devils."

#### Creature(s)

#### Bearded Devil

*Medium Fiend (devil), Lawful Evil*

**Armor Class:** 13 (natural armor)

**Hit Points:** 52 (8d8+16)

**Speed** 30 ft.

**Challenge** 3 (700 XP)

**Saving Throws** Str +5, Con +4, Wis +2

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Infernal, telepathy 120 ft.

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

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

**Steadfast** The devil can't be frightened while it can see an allied creature within 30 feet of it.

#### Actions

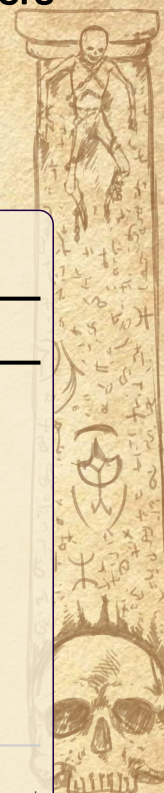
**Multiattack** The devil makes two attacks: one with its beard and one with its glaive.

**Beard Melee Weapon Attack** +5 to hit, reach 5 ft., (one creature) Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Glaive Melee Weapon Attack** +5 to hit, reach 10 ft., (one creature) Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

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The slavers will attack the party if it appears they can be subdued easily. The bearded devils will retreat and return with reinforcements if it is clear they will be defeated.

#### Slaves

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 10

**Hit Points:** 4 (currently 1) (1d8)

**Speed** 30 ft.

**Challenge** 0 (10 XP)

**Senses** passive Perception 10

**Languages** Common

**Noncombatant** The slaves flee from a fight, or if unable to escape, they will cower.

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

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#### Treasure

The bearded devils each carry 3d6 iron coins bearing the face of a handsome devil standing in front of a tower.

#### Further Adventure™

One of the slaves calls out to the party and seems to know them, though the slave is unknown to the party...

The devils are ambushed by a squad of demon soldiers...

The party is captured and taken to be sold at a slaver's market...

# A Noisy Meal

"You hear the cracking of bones, and slurping, and chewing, all punctuated by pitiful screeches and squeaks of pain. You see massive, spiderlike demons feasting on tiny demons the size of children."

## Creature(s)

### Kavora

*Large Fiend (demon), Chaotic Evil*

**Armor Class:** 16 (natural armor)

**Hit Points:** 142 (14d10+65)

**Speed** 30 ft.

**Challenge** 8 (3,900 XP)

**Saving Throws** Str +8, Con +8, Wis +4

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 120 ft. (blind outside this radius), passive Perception 11

**Languages** understands Abyssal but cannot speak

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

**Spider Climb** The kavora can climb difficult surfaces, including upside down, without needing an ability check.

#### Actions

**Multiattack** The kavora makes three attacks: one with its bite and two with its claws.

**Bite** *Melee Weapon Attack* +8 to hit, reach 5 ft., (one target) Hit: 16 (2d10 + 5) piercing damage.

**Claw** *Melee Weapon Attack* +8 to hit, reach 5 ft., (one target) Hit: 15 (3d6 + 5) slashing damage.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	11 (+0)

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A demon(s) is feeding upon a pair of dretches. The feeding kavora can be bypassed with a Stealth check DC 11.

### Dretch

*Small Fiend (demon), Chaotic Evil*

**Armor Class:** 11 (natural armor)

**Hit Points:** 18 (4d6+4)

**Speed** 20 ft.

**Challenge** 1/4 (50 XP)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

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

#### Actions

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

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

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

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

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## Treasure

The kavora carry no treasure, but one of the dretch could be carrying a message with important information.

## Further Adventure™

One of the dretches pleads with the party in Common and seems unusually intelligent for a dretch...

The dretches could be the advance scouts of a larger demon party nearby...

The kavora are attracted to the soul trapped in an intelligent item carried by a party member (perhaps unknown to them)...

# Bazaar of Lost Souls

"You hear a din coming from a massive open-air bazaar filled with brightly-colored tents, strange pack animals, and hawkers selling small, ornate jars. In the middle of the bazaar, on a raised dais, lounges a massive horned devil."

### Creature(s)

## Horned Devil

*Large Fiend (devil), Lawful Evil*

**Armor Class:** 18 (natural armor)

**Hit Points:** 148 (17d10+55)

**Speed** 20 ft., fly 60 ft.

**Challenge** 11 (7,200 XP)

**Saving Throws** Str +10, Dex +7, Wis +7, Cha +7

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Infernal, telepathy 120 ft.

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

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

### Actions

**Multiattack** The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

**Fork Melee Weapon Attack** +10 to hit, reach 10 ft., (one target) Hit: 15 (2d8 + 6) piercing damage.

**Tail Melee Weapon Attack** +10 to hit, reach 10 ft., (one target) Hit: 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

**Hurl Flame Ranged Weapon Attack** +7 to hit, range 150 ft., (one target) Hit: 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

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The horned devil invites the party to approach its dais, intrigued by the presence of travelers from the Prime. The devil calls itself Gorru the Peerless, and is an exceptional host. Gorru offers the party fine wine and food. Gorru is respectful and courteous in true diabolic fashion; in reality, Gorru is an ancient monster responsible for countless atrocities. If the party attacks Gorru, he defends himself and calls for guards. Within 1d6 rounds bearded devils will appear to defend their master.

### The Price of Souls

The bazaar traffics in unclaimed souls, but they cannot be purchased with coins. Gorru only accepts magical items, service, secrets, and souls for his "treasures".

### Treasure

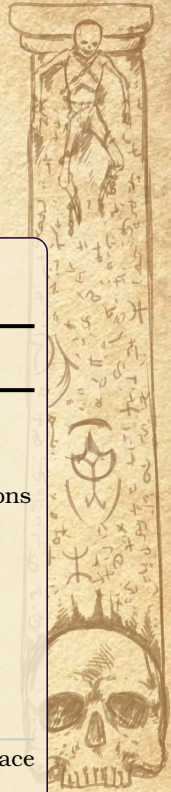
The horned Devil wears a *ring of spell storing* containing the following spells: *sanctuary*, *hold person*, *expeditious retreat*, *hideous laughter*. The DC for these spells (where applicable) is 17, the caster level is 9th, and the to hit is +9. He also carries 5 cp, 2 sp, 9 gp, and 34 pp.

### Further Adventure™

The party recognizes a name label on a soul jar...

A wizard at the bazaar tempts the party by offering to enchant their weapons using soul magic...

Should one of the characters strike a chord with Gorru, he offers to trade one *wish* for the player's soul, to be paid after the character's death...





# The Lost Guardian

"You discover a statue of stone and wood standing in the shadow of a granite menhir."

## Creature(s)

### "Zeeb" Awakened Shield Guardian

*Large Construct, Unaligned*

**Armor Class:** 17 (natural armor)

**Hit Points:** 142 (15d10+60)

**Speed** 30 ft.

**Challenge** 7 (2,900 XP)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Languages** Common

**Bound** The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

**Regeneration** The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Spell Storing** A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

#### Actions

**Multiattack** The guardian makes two fist attacks.

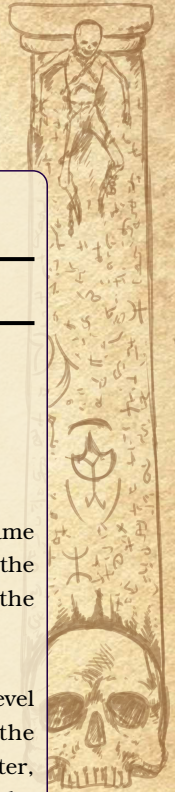
**Fist Melee Weapon Attack** +7 to hit, reach 5 ft., (one target) Hit: 11 (2d6 + 4) bludgeoning damage.

#### Reactions

**Shield** When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	10 (+0)	12 (+1)	13 (+1)

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Menhir (n.) A standing stone.

The statue is actually an awakened shield guardian named Zeeb. Zeeb has become separated from its master and is frightened and confused. Zeeb is peaceful unless attacked.

## Treasure

Zeeb carries a spell component pouch bearing a wizard's sigil. Additionally, Zeeb has stored within it a *resilient sphere* which it will cast to protect itself or the party if they treat it well.

## Further Adventure™

Zeeb killed his master in a rage after he became awakened and hid his body...

Zeeb's master is being held by demons/devils until he reveals his secret of awakening constructs...

Zeeb is actually possessed by a wizard who transferred his consciousness into a construct when his aging body began to fail...

# Night Terrors

"You wake in a cold sweat. Your mouth is dry and your head aches. Blood trickles from your ears and nose."

## Creature(s)

### Night Hag

*Medium Fiend, Neutral Evil*

**Armor Class:** 17 (natural armor)

**Hit Points:** 112 (15d8+45)

**Speed** 30 ft.

**Challenge** 5 (1,800 XP)

**Skills** Deception +7, Insight +6, Perception +6, Stealth +6

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 16;

**Languages** Abyssal, Common, Infernal, Primordial;

**Innate Spellcasting** The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

**At will** *detect magic, magic missile*

**2/day each** *plane shift (self only), ray of enfeeblement, sleep*

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

#### Actions

**Claws (Hag Form Only)** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) slashing damage.

**Change Shape** The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

**Etherealness** The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in her possession.

**Nightmare Haunting (1/Day)** While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's *soul bag*. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

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This encounter triggers when the party attempts to take a long rest. The night hag (or hags, if you need to increase the difficulty) uses its Nightmare Haunting to prevent one character, preferably a caster, from benefiting from a long rest. It may take a second night before the PC realizes something is amiss. The party will need to research the cause of the dream attacks.

The party needs to make a DC 20 Arcana check, and on a result of 15 or less no result is discovered, on a result of 16 - 19 the player believes that a wizard is using a *dream* spell against the party.

### Treasure

The night hag carries rare herbs used as spell components for wizards (25 gp), a black pearl (100 gp), and a heartstone.

### Further Adventure™

The night hag's heartstone can be ground up into an *oil of etherealness*...

The night hag has been hired by a powerful entity to weaken the party prior to an attack...

The party is led to believe that an NPC from the past is using the *dream* against them...



### Bowed Heads

"Three shining fiery horses in black barding stand with faces chained on a three-sided rock monolith carved with a bas relief. Each horse can only move its head a little, forced to look at the carved message on the stone. One occasionally pulls at his bonds, another tries to kick the chain. By the marks on the ground, and stone, you judge they've been here a long time."

#### Creature(s)

#### Nightmare

*Large Fiend, Neutral Evil*

**Armor Class:** 13 (natural armor)

**Hit Points:** 68 (8d10+24)

**Speed** 60 ft., fly 90 ft.

**Challenge** 3 (700 XP)

**Damage Immunities** fire

**Senses** passive Perception 11

**Languages** understands Abyssal, Common, and Infernal but can't speak

**Confer Fire Resistance** The nightmare can grant resistance to fire damage to anyone riding it.

**Illumination** The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

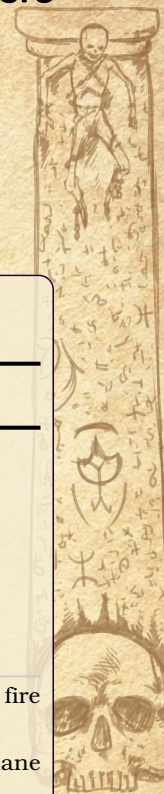
#### Actions

**Hooves** *Melee Weapon Attack* +6 to hit, reach 5 ft. (one target) Hit: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

**Ethereal Stride** The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

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A DC 15 Investigation roll (with an understanding of Abyssal or Infernal) reveals the pillar recounting the cowardice of the three mounts in battle, and how their riders were dispatched by a paladin bearing a shining holy sword. Words describing them in detail are outlined with what appear to be rubies and other gemstones to draw the eye to their failure. While the nightmares cannot speak, they can understand and can nod or stamp their feet. The nightmares will pretend to be broken and downtrodden, and even agree to be ridden if they are freed. They will be docile until all three are free. Once freed, they will immediately attack the party for one round, and then flee the next round (via flight or ethereal stride) if they don't have the upper hand in the battle.

Slaying the nightmares without freeing them should result in no experience award.

#### Treasure

There are 50 small rubies and sapphires (50 gp each.) worth 2500gp inlaid in the statue. It takes 10 minutes to pry them all out. A DC 15 Religion or Insight check reveals that some of the information about the battle and the sword noted on the monolith would be valuable for good-aligned clerics or paladin orders.

#### Further Adventure<sup>™</sup>

The freed nightmares will harry the party if they camp in the open - preventing them from resting...

One of the nightmares will return alone with a note from her master, seeking the party's assistance...

One of the nightmares might enter into the next battle, helping or hindering the party (or maybe a little of both)...

# The Light Beyond the Portal

"A stone arch covered with arcane runes stands on the shore of a roiling green pond. A large pig-faced demon with under-sized wings prowls around the gateway, seemingly on guard."

## Creature(s)

### Nalfeshnee

*Large Fiend (demon), Chaotic Evil*

**Armor Class:** 18 (natural armor)

**Hit Points:** 184 (16d10+96)

**Speed** 20 ft., fly 30 ft.

**Challenge** 13 (10,000 XP)

**Saving Throws** Con +11, Int +9, Wis +6, Cha +7

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

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

#### Actions

**Multiattack** The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

**Bite** *Melee Weapon Attack* +10 to hit, reach 5 ft., (one target) Hit: 32 (5d10 + 5) piercing damage.

**Claw** *Melee Weapon Attack* +10 to hit, reach 10 ft., (one target) Hit: 15 (3d6 + 5) slashing damage.

**Horror Nimbus (Recharge 5-6)** The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

**Teleport** The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

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The demon, Razzgraxx, has been ordered to guard this portal by his master for a year and a day for some perceived slight or insult. Razzgraxx is therefore in a horrible mood. Regardless of its appearance, Razzgraxx is quite intelligent and uses his fly ability and teleportation to full advantage. Additionally, the portal sits on the shore of an acid pond which Razzgraxx will try to knock an adventurer (especially one in metal armor) into.

#### Acid Pond

Any player submerged in the acid pond suffers 33 (6d10) acid damage. A creature takes the same damage when it enters the pond for the first time on a turn or ends its turn there.

#### Treasure

Razzgraxx has a leather bag containing 34 cp, 45 sp 29 gp, the severed hand of a red-skinned humanoid (possibly a tiefling), and a pair of *boots of speed*.

#### Further Adventure™

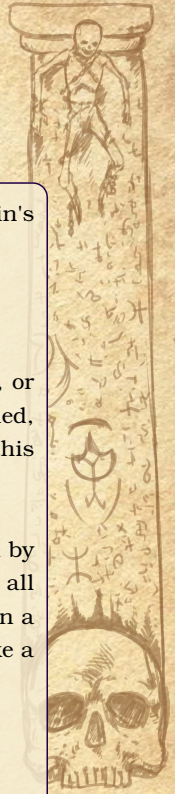
The portal could lead back to the party's home plane of existence...

If Razzgraxx defeats the party; he could spare them if they agree to guard the portal in his place...

The portal could require a complex or rare key to open...

### Sunlight in the Darkest Place

"Amid the chaos and horror of the Abyss, you find a patch of brilliant sunlight. In a circle of green grass, surrounded by wildflowers, lay the skeletal remains of a warrior."



This area is the final resting ground of a powerful paladin who died on a mission of some importance. The paladin's deity blessed the area where their champion fell with a *hallow* spell.

From the *hallow* spell

First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the GM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.

The area is under the following effect:

Daylight. Bright light fills the area. Magical darkness created by spells of a lower level than the slot you used to cast this spell can't extinguish the light. (The hallow was created using a ninth level slot)

#### Treasure

The skeleton wears rusted armor, a holy symbol to a good-aligned deity, a pouch with the 3 cp, 9 sp, 12 gp, and 3 pp. In the skeleton's grasp is a brilliant, silvered *fiend slayer* longsword.

#### Further Adventure<sup>™</sup>

The party is approached by a cleric who wants to launch an expedition to recover the paladin's body...

The paladin's spirit materializes to aid the party in a moment of need (As per the spell, *spiritual guardian*)...

The spirit of the paladin could possess one of the PCs in an attempt to complete its final mission...

#### *Fiend Slayer*

Weapon (any sword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a fiend with this weapon, the fiend takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "fiend" refers to any creature with the fiend type, to include demons, devils, succubi, hellhounds, night hags, nightmares, and rakshasa for example.

# The Painter and the Pitfiend

"You come upon a strange and horrific sight: a man is being eaten alive by two hell hounds, as a human man in strange clothes seems to be painting the scene on a canvas."

## Creature(s)

### The Painter

*Medium Humanoid (any race), Chaotic Neutral*

**Armor Class:** 10

**Hit Points:** 4 (1d8)

**Speed** 30 ft.

**Challenge** 0 (10 XP)

**Skills** Artisan's Tools (painter) +6

**Senses** passive Perception 11

**Languages** Common, Special\*

\*The painter is currently under the effects of a *tongues* spell

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

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The painter is focused on his task and ignores the players unless they choose to interact with him. Likewise, the hell hounds have been ordered to stay in place, though they will defend themselves.

## Treasure

The painter carries 3 sp covered with strange writing, as well as painting supplies worth 10 gp.

## Further Adventure™

The painter awakens and fades from view in front of the party's eyes...

The painter's patron, a pit fiend called Gorkus, or one of his servants, returns to find the party...

The painter awakens, and the hell hounds are free to act normally...

### Hell Hound

*Medium Fiend, Lawful Evil*

**Armor Class:** 15 (natural armor)

**Hit Points:** 45 (7d8+14)

**Speed** 50 ft.

**Challenge** 3 (700 XP)

**Skills** Perception +5

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Infernal but can't speak it

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

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

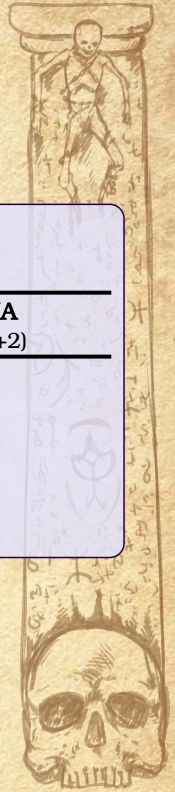
#### Actions

**Bite** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit:7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

**Fire Breath (Recharge 5-6)** The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

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# Stepping Stones

"You come to a river of acid, some 30 feet across. The fumes and stink of it sting your eyes and throat. There are five rows of stepping stones, each only five feet apart, crossing the stream."

## Skill Challenge

### Crossing the Stream

**Difficulty:** DC 20

The river is real, but the section with the stones is a *mirage arcane* covering a bridge. The illusion will permit creatures poking at the illusory acid per the spell. Each of the first five stepping stones is, in fact, a cage that springs up around a medium or small creature stepping on that block, activated by a weight of at least 20 pounds. As a reaction, the creature can make a DC 15 Dexterity check, allowing the creature to use its reaction to skip to the next stone (and the next cage). If the character falls, they will merely be standing on the bridge with no visible support. The cage is steel and has a complicated steel lock (AC 19 Threshold 8 HP 8) with a DC 20 Dexterity check to open. Once the illusion is revealed, the bridge can be crossed with a single DC 15 Intelligence or Dexterity save (or save again for confinement in a cage). Trapped creatures must still be freed, even if the illusion is discovered.

### Treasure

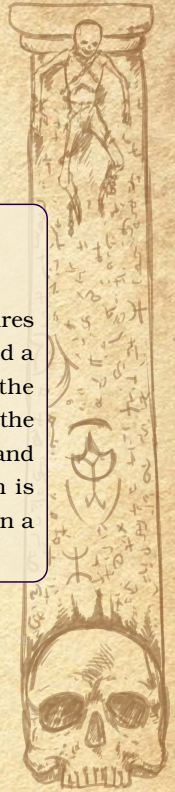
The first cage trap to spring contains the remains of a skeleton and a note. The note appears to be a will or letter starting "My love, I could not reach you in time..." and is bound in a thin cable made of cold iron. A DC 15 Arcana check will reveal that the cold iron may be inlaid in a weapon by a skilled smith (which may require magical assistance), increasing the damage of the weapon by 1d4 against fey, fiends, and undead. The weapon will count as magical for purposes of resistance or immunity by those creatures.

### Further Adventure™

Periodically, harpies will come check the bridge for a quick feast of foolish travelers...

The cable was stolen from the bonds one devil used to trap another, and he searches for those who possess it...

The skeleton was human who came here on a quest to exorcise a demon from his one true love...



## Harpy

*Medium Monstrosity, Chaotic Evil*

**Armor Class:** 11

**Hit Points:** 38 (7d8+7)

**Speed** 20 ft., fly 40 ft.

**Challenge** 1 (200 XP)

**Languages** Common

### Actions

**Multiattack** The harpy makes two attacks: one with its claws and one with its club.

**Claws** *Melee Weapon Attack* +3 to hit, reach 5 ft., (one target) *Hit:* 6 (2d4 + 1) slashing damage.

**Club** *Melee Weapon Attack* +3 to hit, reach 5 ft., (one target) *Hit:* 3 (1d4 + 1) bludgeoning damage.

**Luring Song** The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

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

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# Oriental Encounters

Andrew Hand: Writing, Editing

Michael Johnson: Writing, Graphic Design, Art Direction



# The Green Demon

"You find a samurai in green armor with a demon on his kabuto, surrounded by bandits."

## Creature(s)

### Ronin

*Medium Humanoid (any race), Any Lawful*

**Armor Class:** 17

**Hit Points:** 58 (9d8+18)

**Speed** 30 ft.

**Challenge** 3 (700 XP)

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

#### Actions

**Multiattack** The ronin makes two katana attacks, and if it has a wakizashi drawn, it can also make a wakizashi attack. Or the ronin can make two longbow attacks.

**Katana** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Wakizashi** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 6 (1d6 + 3) piercing damage.

**Longbow** *Ranged Weapon Attack* +4 to hit, range 150/600 ft., (one target) Hit: 5 (1d8+1) piercing damage.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

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The green-armored man is a ronin named Daichi, a masterless samurai mercenary who travels from town to town looking for work, and above all, an honorable master to serve. Use enough bandits to present a reasonable challenge, and you can wound the ronin severely if his presence will make the encounter too easy. Place some bandit archers high in trees with half cover (+2 AC & Dex saves).

### Bandit

*Medium Humanoid (any race), Chaotic Evil*

**Armor Class:** 12 (leather armor)

**Hit Points:** 11 (2d8+2)

**Speed** 30 ft.

**Challenge** 1/8 (25 XP)

**Senses** passive Perception 10

**Languages** any one language (usually Common)

#### Actions

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

**Light Crossbow** Hit: 5 (1d8 + 1) piercing damage.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

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## Treasure

Ronin: 3 cp, 5 sp, 9 gp

Bandits: 3d6 cp, 3d8 sp, 3d4 gp, a bottle of cheap sake (5 gp).

## Further Adventure™

The ronin seeks help avenging the death of his master, who was recently assassinated...

The ronin is actually an outlaw and the "bandits" are really guards trying to apprehend him...

The ronin believes one of the party to be a reincarnation of a historical warlord and offers to serve them...

# Shadows and Steel

"The assassins come on as swiftly and as unwanted as a winter wind. They are black-clothed blurs that surround your group and menace you with blackened weapons."

## Creature(s)

### Ninja

Medium Humanoid (any race), Any Alignment

**Armor Class:** 12

**Hit Points:** 27 (6d8)

**Speed** 30 ft.

**Challenge** 1 (200 XP)

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

**Senses** passive Perception 16

**Languages** any two languages

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

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

#### Actions

**Multiattack** The ninja makes two melee attacks.

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

**Katana** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 5 (1d8 + 2) slashing damage if used one-handed, or 7 (1d10+2) slashing damage if used with two hands.

**Shuriken** *Ranged Weapon Attack* +4 to hit, range 20/60 ft., (one creature) Hit: 2 piercing damage.

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

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The ninjas have been sent to attack, distract, or assassinate the party, either intentionally by an enemy, or mistakenly.

### Treasure

The ninja carry no money, though each has its battle gear as listed in their stat block, plus caltrops or ball bearings and silk rope.

### Further Adventure™

The attack was a ruse to distract the party while the real crime was carried out at the same time...

The party learns that the ninja have mistaken them for agents of a local ruler looking to enslave their village...

The attack is a trial meant to test the party's fighting skills before offering them membership into the ninja clan...

### Ninja Equipment

#### Ninjato

There are no historical examples of the ninjato, and no antique versions exist, leading historians to doubt the sword's use by ninjas in the Edo period. That being said, the straight, single-edged shortsword commonly attributed to the ninja in popular culture would have the following traits: Martial Melee Weapon 10 gp 1d6 slashing 2 lb. Finesse, light.

#### Smoke Bomb

As a standard action, you can shatter the smoke bomb (usually a glass sphere or eggshell) against a solid surface and create a 10-foot-radius sphere of smoke centered on a point within range (20/60 ft.). The sphere spreads around corners, and its area is heavily obscured. It lasts until the start of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

#### Climbing Claws

These claws, worn on the palms of the hands, grant advantage on Athletics checks made to climb. The claws also function as a weapon with the following features: Martial Melee Weapon 5 gp 1d4 slashing damage 1 lb. light.



## Oni with an Iron Club

"A frightened farmer bursts from the treeline and stumbles into your party screaming for help."

### Creature(s)

#### Oni

*Large Giant, Lawful Evil*

**Armor Class:** 16

**Hit Points:** 110 (13d10+39)

**Speed** 30 ft., fly 30 ft.

**Challenge** 7 (2,900 XP)

**Saving Throws** Dex +3, Con +6, Wis +4, Cha +5

**Skills** Arcana +5, Deception +8, Perception +4

**Languages** Common, Giant

**Senses** darkvision 60 ft., passive Perception 14

**Innate Spellcasting** The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

**At will** *darkness, invisibility*

**1/day each** *charm person, cone of cold, gaseous form, sleep*

**Magic Weapons** The oni's weapon attacks are magical.

**Regeneration** The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

#### Actions

**Multiattack** The oni makes two attacks, either with its claws or its glaive.

**Claw (Oni Form Only)** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 8 (1d8 + 4) slashing damage.

**Glaive** *Melee Weapon Attack* +7 to hit, reach 10 ft., (one creature) Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

**Change Shape** The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

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If the party follows the farmer, they find a clearing with a dark stone idol in its center. A blue-skinned oni stands over the body of an unconscious farmer. To create a greater challenge, the farmer(s) could be an oni as well. Make good use of the oni's at-will invisibility and the 10 ft. reach of its glaive.

#### Commoner

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 10

**Hit Points:** 4 (1d8)

**Speed** 30 ft.

**Challenge** 0 (10 XP)

**Senses** passive Perception 10

**Languages** Common

#### Actions

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

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#### Treasure

The oni carries a sacrificial dagger (10 gp), a bloodstone (50 gp), a snow leopard pelt (25 gp), and 76 gp.

#### Further Adventure™

The oni mutters a death curse and the statue animates and attacks (use a gargyle)...

The idol could be a gateway to a dungeon or another plane of existence...

The party finds a wicker basket among the oni's belongings filled with poisonous snakes...

## Tea Ceremony

"The small statue of heaven's warrior in the shrine at the end of the lane is decorated with garlands of flowers and a small cloth setting with an empty tea cup. At the far end of the lane, in the temple, six monks each take ceremonial cups of tea to present to the statue. Each takes a careful drink, wipes the rim, and refills his cup. Together, they begin the procession to the shrine. One after another, they begin to foam at the mouth and collapse, poisoned. The ground begins to shake."

### The ceremony

#### A Shared Effort

**Complexity:** 6 successes before 4 failures

**Difficulty:** DC 15

**History:** The statue is imbued with the essence of a great warrior who used his very soul to bind closed a portal to the Lower planes and seal it, but he requires a yearly ceremony to maintain his resolve

**Skills:** One success from each characteristic is required: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma.

**Test:** At least one drop from each cup must be carried to the end of the lane (45 feet from the temple door), and poured into the warrior's cup by hand. Cups may be refilled as an action at the temple door. The teapot may not be removed from the temple. Some tests may require multiple rounds to accomplish. Assistance is possible if the party is creative. One creature may attempt more than once, and may attempt more than one cup. Move in initiative order, as all the cup bearers may attempt their cup/test on their turn.

**Strength:** "The wind begins to blow, and howl - and you find yourself being pushed back. Make a DC 15 Strength save or be pushed 10 feet."

**Dexterity:** "The ground trembles and bucks beneath your feet. Make a DC 15 Dexterity save each round or be knocked prone."

**Constitution:** "Just before you make it to the statue, you are overcome by a sickening sulfurous cloud. Make a DC 15 Constitution save or be knocked unconscious."

**Intelligence:** "Unlike the other trials, you are able to walk directly to the statue, but now you see two cups. Make a DC 15 Intelligence save to determine which cup is real."

**Wisdom:** "The cup is missing. Make a DC 15 Wisdom save to take the leap of faith to pour into the cup you know should be there."

**Charisma:** "As you approach, the rumbling, and wind, and strangeness has stopped and the world seems calm - everyone is gone, it's just you and the statue and your little cup of tea. Make a DC 15 Charisma check, or drink your cup for yourself." If you drink it, you are *poisoned* and can't benefit from hit dice during short rests.

**Success:** Each success fulfills one of the characteristics, and another may be attempted.

#### Failure(s):

**1:** A large crack grows down the lane, giving disadvantage on Dexterity rolls.

**2:** A wave of heat blasts out from the statue, dealing 7 (2d6) fire damage to everything within a 20 foot radius.

**3:** The statue begins to crack. A blue spectral light glows around it in bands trying to keep it together.

**4:** The statue explodes with 11(4d10) force damage to creatures and structures within a 20 foot radius. The spirit of a warrior collapses to his knees and vanishes as a portal to the Lower Planes opens on the spot.

### Treasure

There is no treasure, but party members will have advantage on Charisma rolls related to villagers and minor lords in surrounding areas as news of their victory spreads. Similarly, if they fail, news will spread that perhaps the party poisoned the monks and opened the portal, granting disadvantage.

### Further Adventure™

A dark group of shadowy monks poisoned the tea in hopes of having access to the open portal...

The warrior appears weakened and requires a holy rope (Shimenawa) added to the shrine to help him maintain his hold...

Two more portals exist in villages ringing the mountain, forming chains trapping a great beast deep below...

# Catching the Big Slippery One

"You hear laughing and splashing and see a pair of small children wrestling an enormous lizard. The beast is thrashing and bucking wildly."

## Creature(s)

### Giant Salamander

Medium Beast, Unaligned

**Armor Class:** 12 (natural armor)

**Hit Points:** 19 (3d8+3)

**Speed** 30 ft., swim 30 ft.

**Challenge** 1/4 (50 XP)

**Senses** darkvision 30 ft., passive Perception 10

**Slippery** Any attempt to grab or grapple a giant salamander are made with disadvantage.

#### Actions

**Bite** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target) Hit: 6 (1d8 + 2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	2 (-4)	11 (+0)	5 (-3)

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The children are trying to catch a giant salamander for which a local sage and sorcerer will pay them 5 gp. The salamander is larger than they are and is putting up quite a fight. The salamander is slimy and difficult to grasp, any attempt to do so is made with disadvantage.

## Treasure

The children have no money but split their lunch with the party and teach them the secret to catching worms.

### Giant Lizard

Large Beast, Unaligned

**Armor Class:** 12 (natural armor)

**Hit Points:** 19 (3d10+3)

**Speed** 30 ft., climb 30 ft.

**Challenge** 1/4 (50 XP)

**Senses** darkvision 30 ft., passive Perception 10

#### Actions

**Bite** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target) Hit: 6 (1d8 + 2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

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## Further Adventure™

The children tell you about a talking salamander that they almost caught once...

The children are actually a pair of kitsune seeking to play a trick on the party...

One of the children is swept down the river and a chase is required to catch him...

## Water Rescue

**Complexity:** 4 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Athletics, Perception

**Success:** The child is recovered from the water safely.

#### Failure(s):

1: Slipped on the wet rocks. Your next check is made with disadvantage.

2: Caught in the current. You gain a level of exhaustion.

3: You manage to pull the child free, but attract the attention of a giant lizard sunning itself nearby.

# Water Demons and Dirty Laundry

"You see a mother standing on the side of the road with three filthy children in tow. The mother looks tired and a little frightened."

## Creature(s)

### Kappa

*Small Fey, Chaotic Neutral*

**Armor Class:** 15 (natural armor)

**Hit Points:** 22 (6d8+4)

**Speed** 30 ft., swim 30 ft.

**Challenge** 1/2 (100 XP)

**Skills** Perception +3, Stealth +4, Survival +5

**Senses** passive Perception 13;

**Languages** Sylvan

**Limited Amphibiousness** The kappa can breathe air and water, but it needs to keep the indentation on the top of its skull filled with water to avoid suffocating.

#### Actions

**Multiattack** The kappa makes two melee attacks.

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

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

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The mother and her children were coming to the water's edge to bathe and wash their clothes when they spotted a kappa. A DC 15 Nature check reveals that their small turtle-like creatures are known for their unpredictable temperament and are rumored to eat small children. The mother is afraid to approach, but needs to gather fresh water.

The kappa are unpredictable and are as likely to attack the party as aid them. The encounter's outcome is up to the DM or a roll of the dice. Should a fight break out, the kappa could call upon giant crabs to aid them (see below).

## Treasure

If the kappa lair can be found, DC 20 Perception check, it contains 3d4 cp, 3d6 cucumbers - each with a child's name written on it, and several pieces of human-sized clothing.

## Further Adventure™

Several children have gone missing and a kappa is believed to be the cause...

A monk tells you of a shrine to the north, built in the middle of a small lake where a kappa heals the sick...

The local fisherman claims the kappa are eating all the fish and they are offering a bounty for kappa heads...

### Giant Crab

*Medium Beast, Unaligned*

**Armor Class:** 15 (natural armor)

**Hit Points:** 13 (3d4)

**Speed** 30 ft., swim 30 ft.

**Challenge** 1/8 (25 XP)

**Skills** Stealth +4

**Senses** blindsight 30 ft., passive Perception 9

#### Actions

**Claw** *Melee Weapon Attack* +3 to hit, reach 5 ft. (one target) Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

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## Beguiling Beggar

"You find an old woman sitting on the side of the road. In her hands is a weathered beggar's bowl."

### Creature(s)

#### Kitsune (lesser)

*Medium Fey (Shapeshifter), Any Chaotic*

**Armor Class:** 12

**Hit Points:** 27 (6d8)

**Speed** 30ft.

**Challenge** 1 (200 XP)

**Skills** Deception +6, Performance +4, Persuasion +4

**Senses** passive Perception 11

**Languages** Sylvan. Common

**Innate Spellcasting** The kitsune's innate spellcasting ability is Charisma (spell save DC 14). The kitsune can innately cast the following spells, requiring no material components:

Two Tails - 1/day *alter self*, *invisibility*

Three Tails - 1/day *silent image*

Four Tails - 1/day *misty step*

Five Tails - *hypnotic pattern*

#### Actions

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

**Bite (Fox Form)** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target) Hit: 1 piercing damage.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	15 (+2)	13 (+1)	15 (+2)

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The traveler is actually a kitsune(three-tails) looking to make mischief and earn a few easy coins.

**Lore:** History

**DC 15-** Kitsune are fox spirits, fey shapeshifters capable of taking humanoid form.

**DC 20-** Every one hundred years a kitsune grows an additional tail. Kitsune can have as many as nine tails.

#### Treasure

The kitsune carries 7 cp, 6 sp, 1 gp, a tortoiseshell comb (5 gp) and a small crystal fox pin (10 gp).

#### Further Adventure<sup>™</sup>

The kitsune promises to bring you luck if you find his old friend, Taavi Three-Tails...

The kitsune mentions that a beloved shrine in the hills to the north was recently claimed by an oni...

The old woman asks the party to escort her, secretly leading the party into the path of a gang of bandits...

#### Bandit

*Medium Humanoid (any race), Chaotic Evil*

**Armor Class:** 12 (leather armor)

**Hit Points:** 11 (2d8+2)

**Speed** 30 ft.

**Challenge** 1/8 (25 XP)

**Senses** passive Perception 10

**Languages** any one language (usually Common)

#### Actions

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

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

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# Ameotoko

"The sun is shining and the sky is blue and cloudless, save for one dark cloud centered over a small cabin."

## Creature(s)

### Commoner

Medium Humanoid (any race), Any Alignment

**Armor Class:** 10

**Hit Points:** 4 (1d8)

**Speed** 30 ft.

**Challenge** 0 (10 XP)

**Senses** passive Perception 10

**Languages** Common

#### Actions

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

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The man, a simple hermit named Hisato, is an ameotoko, cursed to be followed forever by a rain cloud. Hisato was cursed after he stole a large sum of money from a holy shrine.

### Treasure

Hisato has 7 pp wrapped in a cloth hidden under the floorboards of his cabin. This is the remains of the treasure he stole from the shrine. Hisato feels that while he was wrong to steal the money, he has since earned it with the misery he's experienced over the years.

### Further Adventure™

Farmers in a drought-affected land nearby hear tales of Hisato and beg for him to bring rain to their parched fields...

Hisato asks the party to join them on their current quest as he seeks to redeem himself...

The source of the rain is a donryu, or storm dragon, sent by the gods to punish Hisato for his crimes...

### Storm Dragon (Donryu)

Large Dragon, Lawful Neutral

**Armor Class:** 17 (natural armor)

**Hit Points:** 142 (15d10+60)

**Speed** 40 ft., burrow 20 ft., fly 80 ft.

**Challenge** 9 (5,000 XP)

**Saving Throws** Dex +4, Con +8, Wis +6, Cha +7

**Skills** Perception +10, Stealth +4

**Damage Immunities** lightning

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 19

**Languages** Common, Draconic

**Innate Spellcasting** The storm dragon's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

**1/day:** *control weather*

#### Actions

**Multiattack** The dragon makes three attacks: one with its bite and two with its claws.

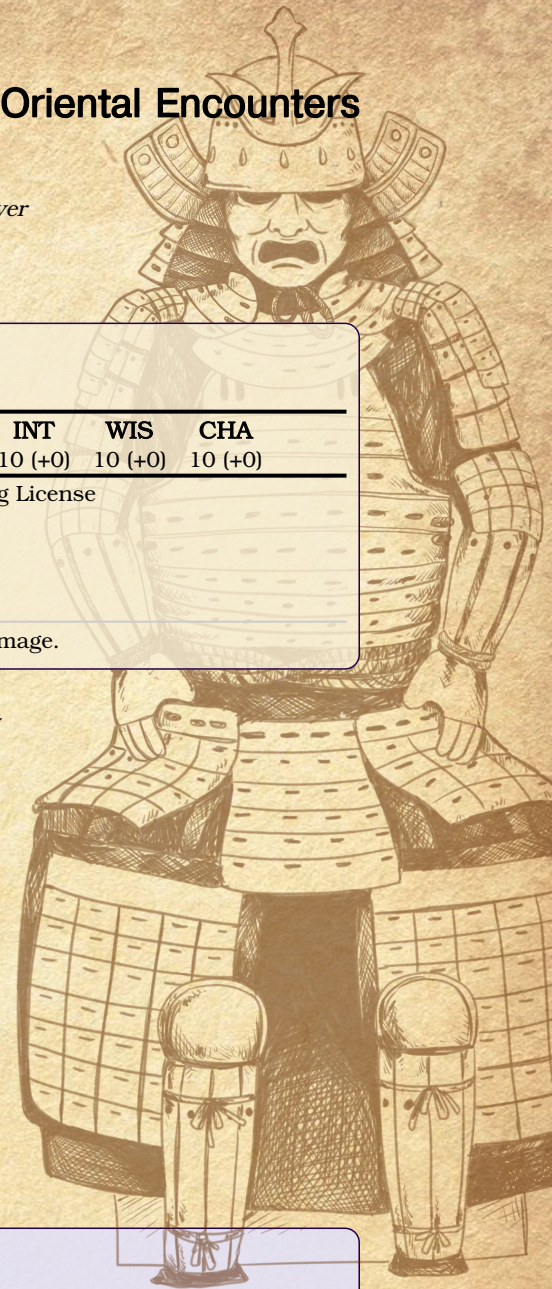
**Bite** *Melee Weapon Attack* +9 to hit, reach 10 ft., (one target) *Hit:* 18 (3d8 + 5) piercing damage.

**Claw** *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) *Hit:* 12 (2d6 + 5) slashing damage.

**Lightning Breath (Recharge 5-6)** The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	15 (+2)	14 (+2)	17 (+3)

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# Stronger than Steel

"A muffled cry draws your attention to a young woman in the boughs of a tree nearby. The woman's clothes are torn and she is suspended in what appears to be spider webs that are wrapped around her mouth and limbs."

## Creature(s)

### Kumo

*Large Fiend, Neutral Evil*

**Armor Class:** 15 (natural armor)

**Hit Points:** 102 (12d10+36)

**Speed** 30 ft., climb 30 ft. (spider form only)

**Challenge** 5 (1,800 XP)

**Skills** Deception +10, Perception +4, Stealth +9

**Damage Resistances** cold, fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal, Common

**Shapechanger** The kumo can use its action to polymorph into a Small or Medium humanoid (usually an attractive human), or back into its true form (a spider with a twisted human face). Its statistics 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.

**Innate Spellcasting** The kumo's innate spellcasting ability is Charisma (spell save DC 15). The Kumo can innately cast the following spells, requiring no material components:

**At will** *poison spray, minor illusion*

**1/day each** *jump, magic missile, invisibility, stinking cloud*

**Spider Climb** The kumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker** The kumo ignores movement restrictions caused by webbing.

#### Actions

**Bite (Spider form)** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 6 (1d8+2) piercing damage plus 18 (4d8) poison damage and the target must make a DC 14 Constitution check or become poisoned.

**Web (Recharge 5 - 6)** *Ranged Weapon Attack* +6 to hit, range 30/60 ft., (one target) Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	18 (+4)

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The woman is, in fact, a kumo, a shapeshifting fiend, whose true form is that of a massive spider with a hideous human head. The kumo waits for the party to approach, and hopefully get caught in the webs, before attacking.

## Treasure

Wrapped in a bundle of silk in the kumo's nest is 77 gp, a silver wedding ring (10 gp), a tiger's eye (10 gp), a small vial of rose oil (5 gp)

## Further Adventure™

The party discovers a clutch (2d8) of large kumo eggs (roughly the size of a melon) wrapped in spider silk...

The party finds other humanoids wrapped in silk but are they monsters as well...

If defeated, the kumo tells of a powerful relic hidden in the hills nearby, and offers to lead them there if its life is spared...



# A Savage Performance

"A scream in a park reveals a large beast with a porcelain mask savagely attacking a man."

**Creature(s)** - each form in succession, per the Cursed Kumadori

## Kumadori Tiger

*Large Beast, Chaotic Evil*

**Armor Class:** 12

**Hit Points:** 37 (5d10+10)

**Speed** 40 ft.

**Challenge** 1 (200 XP)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

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**Skills** Perception +3, Stealth +6

**Senses** darkvision 60 ft., passive Perception 13

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

**Pounce** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

**Actions**

**Bite** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 8 (1d10 + 3) piercing damage.

**Claw** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 7 (1d8 + 3) slashing damage.

## Treasure

The cursed paints are elsewhere.

## Cursed Kumadori (Face Paint)

*Wonderous item (makeup), very rare*

This kit of Kumadori face paint contains special rice powders, rare inks, and ground gemstones that grant a performer advantage on Charisma checks related to Performances, and it has the ability to cast *seeming* once per day. Each use of this ability requires a DC 13 Charisma save, or allows an evil spirit to possess the user until dawn the following day. The spirit may cast *disguise self* at will. Three times per day, as an action, the spirit may change the form of the possessed person into that of any beast CR 4 or lower, but with enhanced Intelligence (10) and Charisma (12). If the form is reduced to 0 hit points, the spirit reverts to its host's form. If the host is reduced to 0 hit points, the spirit leaves and returns to the case. The beast appears to have a mask of porcelain, brightly painted, with ribbons. Identify will reveal these properties.

## Kumadori Giant Constrictor Snake

*Huge Beast, Chaotic Evil*

**Armor Class:** 12

**Hit Points:** 60 (8d12+8)

**Speed** 30 ft., swim 30 ft.

**Challenge** 2 (450 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

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**Skills** Perception +2

**Senses** blindsight 10 ft., passive Perception 12

**Actions**

**Bite** *Melee Weapon Attack* +6 to hit, reach 10 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

**Constrict** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

## Kumadori Elephant

*Huge Beast, Chaotic Evil*

**Armor Class:** 12 (natural armor)

**Hit Points:** 76 (8d12+24)

**Speed** 40 ft.

**Challenge** 4 (1,100 XP)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	10 (+0)	11 (+0)	12 (+1)

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**Senses** passive Perception 10

**Trampling Charge** If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

**Actions**

**Gore** *Melee Weapon Attack* +8 to hit, reach 5 ft., (one target) Hit: 19 (3d8 + 6) piercing damage.

**Stomp** *Melee Weapon Attack* +8 to hit, reach 5 ft., (one prone creature) Hit: 22 (3d10 + 6) bludgeoning damage.

## Further Adventure™

If the paints are not found, the attacks continue in the city ...  
An old man has been selling the paints to ladies of the court...  
The cursed spirits seem to be gathering material components...

# Planar City Encounters

Andrew Hand: Writing, Editing

Michael Johnson: Writing, Graphic Design, Art Direction



## The Helpful Dragoman

"You are approached by a smiling tiefling holding a sign that says 'guide for hire' in ten different languages."

### Creature(s)

#### Tiefling Dragoman

*Medium Humanoid (tiefling), Any Chaotic*

**Armor Class:** 12

**Hit Points:** 27 (6d8)

**Speed** 30 ft.

**Challenge** 1 (200 XP)

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

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 16

**Languages** any four languages

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

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

#### Actions

**Multiattack** The dragoman makes two melee attacks.

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

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

A dragoman is city guide and interpreter.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	13 (+1)	14 (+2)	16 (+3)

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The tiefling guide, or dragoman, is named Krella. Krella can be hired to guide and translate for the party for a cost of 5 gp a day. The services of a dragoman allow the party to reroll one Investigation, Persuasion, or Insight roll, once per day.

### Treasure

The dragoman carries 3 cp, 5 sp, 6 gp, a set of thieves' tools, a copper coil (3 cp), a tuning fork (1 gp), and a pouch of seeds.

### Further Adventure<sup>™</sup>

The players find themselves trapped in the planar city and need to find a portal home...

The dragoman offers to take the players a high-stakes card game where great wealth (and danger) can be found...

The dragoman asks for help translating a human document given as payment by a traveler; the scroll describes a powerful staff guarded by a dracolich...

#### High Stakes Game

**Complexity:** 4 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Insight, Perception,

**Success:**

1: Win a pot of 3d8 gp.

2: Win a pot of 6d8 gp.

3: Win back your stake, plus 8d10 gp.

**Failure(s):**

1: Underdog. Your next check is made with disadvantage. You lose 6d8 gp of your initial stake.

2: Stonewall. You lose an additional 6d8 gp.

3: Showdown. You lose the rest of your stake and are ejected from the game.

## Red's Letter

"A gnome with bright red hair approaches you hurriedly. 'How would you like to earn a platinum piece?' she asks pushing an envelope into one hand and a shiny coin into the other. 'I need to deliver this letter to Red at the Purple Worm Inn, it is extremely important. I would deliver it myself, but the innkeeper is a former lover, and it ended badly.' With that, she turns and heads into the crowd."

### Creature(s)

#### Pit Fiend

*Large Fiend (devil), Lawful Evil*

**Armor Class:** 19 (natural armor)

**Hit Points:** 300 (24d10+168)

**Speed** 30 ft., fly 60 ft.

**Challenge** 20 (25,000 XP)

**Saving Throws** Dex +8, Con +13, Wis +10

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 14

**Languages** Infernal, telepathy 120 ft.

**Fear Aura** Any hostile creature that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom save, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. A successful save means the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

**Magic Resistance** The pit fiend has advantage on saving throws against spells and other magical effects.

**Magic Weapons** The pit fiend's weapon attacks are magical.

**Innate Spellcasting** The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

**At will** *detect magic, fireball*

**3/day each** *hold monster, wall of fire*

#### Actions

**Multiattack** The pit fiend makes four attacks: one each with its bite, its claw, its mace, and its tail.

**Bite** *Melee Weapon Attack* +14 to hit, reach 5 ft., (one creature) Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Claw** *Melee Weapon Attack* +14 to hit, reach 5 ft., (one creature) Hit: 17 (2d8 + 8) slashing damage.

**Mace** *Melee Weapon Attack* +14 to hit, reach 10 ft., (one creature) Hit: 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

**Tail** *Melee Weapon Attack* +14 to hit, reach 10 ft., (one creature) Hit: 24 (3d10 + 8) bludgeoning damage.

The gnome never gives her name, and the meeting should take less than thirty seconds. The letter is sealed with wax and says, "For Red's eyes only". Should the party try to open the letter, it resists and glows faintly. The gnome is named Ginger Glibheart, a known con woman. If the players enter the inn and ask for Red, they are pointed to a back booth filled by the bulk of a blood-red pitfiend. If they give Red the letter, he opens it, smiles, and hands it back to the party. It reads:

"Most fearsome Red, I am sorry to say that I don't have your money, but my new friends promised to cover the debt." Red, still smiling says, "Shall we open negotiations?"

### Treasure

The coin given by the gnome is indeed a platinum piece.

### Further Adventure<sup>™</sup>

Should the party choose to not to deliver the letter, Red's goons find them with the letter in their possession...

The letter could be trapped to explode in Red's face (lightning or acid damage)...

Red says he won't eat the party if they can find Ginger and deliver her, alive, to him...

## An Abysmal Deal

"A massive cloaked figure, twelve feet tall, beckons to you. The creature is clearly demonic, with a horned canine head, four sets of arms: two humanoid, and two massive pincers. Despite its horrific appearance, the demon has a calm and inviting voice. 'Greetings! I am Jovorr the Trader. Tell me, would you be interested in a magical weapon?' With that, the demon reveals a magnificent mace."

### Creature(s)

#### Globrezu

*Large Fiend (demon), Chaotic Evil*

**Armor Class:** 17 (natural armor)

**Hit Points:** 157 (15d10+75)

**Speed** 40 ft.

**Challenge** 9 (5,000 XP)

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

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 13

**Languages** Abyssal, telepathy 120 ft.

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

**At will** *darkness, detect magic, dispel magic*

**1/day each** *confusion, fly, power word stun*

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

#### Actions

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

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

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

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If asked the price, Jovorr tells the party all he requires is a favor to be carried out at a later date. Jovorr is nice, helpful, and even funny, but if someone mentions selling their soul, Jovorr seems insulted and states that only devils traffic in souls. Jovorr will not attack the party but will defend himself.

### Treasure

Jovorr the Trader has 6 gp, 6 ep, and 6 pp. Additionally, the demon possesses a *mace of smiting*.

### Further Adventure<sup>™</sup>

While the mace isn't cursed, it can be used to locate the party through divination...

Jovorr the Trader appears later and tell the party it is time to repay him by uncovering a diabolic cult operating in a nearby city...

Jovorr tells the party they must find an item that summons rust monsters so they can be unleashed on a tower made of iron...

### Mace of Smiting

*Weapon (mace), rare*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct. When you roll a 20 on an attack made with this weapon, the target takes an extra 2d6 bludgeoning damage, or 4d6 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

## Sodden Serril The Fallen Angel

"A pint glass of beer explodes in a shower of foam against the wall, not two feet from your head. The source of the missile appears to be an angel sitting at a table nearby, screaming at a tiefling serving boy. You're a liar! You all lie as easily as you draw breath!" The angel stands up and cleaves his table in half with a massive greatsword."

### Creature(s)

#### Planetar

*Large Celestial, Lawful Good*

**Armor Class:** 19 (natural armor)

**Hit Points:** 200 (16d10+112)

**Speed** 40 ft., fly 120 ft.

**Challenge** 16 (15,000 XP)

**Saving Throws** Con +12, Wis +11, Cha +12

**Skills** Perception +11

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** truesight 120 ft., passive Perception 21

**Languages** all, telepathy 120 ft.

**Angelic Weapons** The planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

**Divine Awareness** The planetar knows if it hears a lie.

**Innate Spellcasting** The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components:

**At will** *detect evil and good, invisibility* (self only)

**3/day each** *blade barrier, dispel evil and good, flame strike, raise dead*

**1/day each** *commune, control weather, insect plague*

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

#### Actions

**Multiattack** The planetar makes two melee attacks.

**Greatsword** *Melee Weapon Attack* +12 to hit, reach 5 ft., (one target) Hit: 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

**Healing Touch (4/Day)** The planetar touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

The angel is named Serril and it used to serve as the herald of now-deceased god, whose name is unknown to all but the most learned scholars. Serril feels personally responsible for the travesty, and has since fallen somewhat from grace. Today would historically be an important holiday in Serril's faith and that fact has driven the angel to the bottle.

The bartender, a dwarf named Nerra, tells the party if they can keep that "pigeon-winged disgrace" from destroying her bar, they'll drink for free for the rest of their days. Serril is mad with grief and self-loathing, but will stop short of killing the party.

### Treasure

The planetar carries only a few coins, but is sobered and befriended. The planetar can share its healing abilities, and even raise the dead.

### Further Adventure<sup>™</sup>

Serril enlists the party to aid him in reviving his deity by procuring a divine spark from the god storm on the elemental plane of air...

It could be revealed that Serril was actually the one to destroy his master either directly or through inaction...

Serril could be mistaken in thinking the deity dead, it could actually be imprisoned in the lower planes, its divine energy being used to fuel a fiendish device...

## Time Bandits

"Evil laughter surrounds you, bouncing off walls, and echoing madly. You turn to see a gang of children clothed in rags moving towards you menacingly."

### Creature(s)

#### Time Mephit

*Small Elemental, Neutral*

**Armor Class:** 10

**Hit Points:** 31 (7d6+7)

**Speed** 30 ft., fly 30 ft.

**Challenge** 1/2 (100 XP)

**Skills** Perception +6, Insight +6

**Damage Immunities** necrotic, radiant, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Celestial

**Death Burst** When the mephit dies, it explodes in a blast of necrotic or radiant energy. This can be chosen by a d6, odd is necrotic and even is radiant, or chosen by the DM. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) of the appropriate damage type.

**Time Stop (1/Day)** ○ As a bonus action, the mephit can alter the flow of time around itself. The mephit may then finish its current turn, and then take one more turn before play resumes as normal. Reactions by other creatures are not possible, the mephit can go twice.

#### Actions

**Claws** *Melee Weapon Attack* +1 to hit, reach 5 ft. (one creature) *Hit:* 2 (1d4) radiant damage plus 2 (1d4) necrotic damage.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	9 (-1)	10 (+0)	18 (+4)	9 (-1)

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The band of children is actually a group of time mephits who plan to rob the party, not for monetary gain, but to blackmail the party or force them to leave the city.

### Treasure

Each mephit carries 1d4 cp, 1d6 sp, 1d6 gp, and a small horn trophy (which a DC 15 Arcana check reveals comes from a dretch).

### Further Adventure<sup>™</sup>

The mephits use their time stop ability to steal items from the party and then flee in different directions...

The mephits serve a spirit naga known as a Glide believed to have murdered dozens of adventurers, if he could be located the local authorities would pay handsomely...

The gang of flying miscreants offer to return the party's belongings if they aid them in a turf war against a group of dretches...

#### Finding Glide

**Complexity:** 6 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Deception, Intimidation, Investigation

**Success:** The party learns the location of the spirit naga, Glide, wanted for murder.

**Failure(s):**

- 1: Lost in the city. Your next check is made at disadvantage.
- 2: Asked too many questions. The party is attacked by a gang of thugs.
- 3: Stumbled into trouble. Glide is located, but is waiting in ambush.

## Shooting Stars in Your Pocket

"The ancient man wears odd clothes with sewn from leaves in blue, purple, and bright orange. He stares at the party intently, holding out a twisted blue-leaved branch. 'You there', he totters over. "We must hurry. Empty your pockets, or we could all be dead in just a matter of decades!"

### Creature(s)

#### Astral Druid

*Medium Humanoid (any race), Chaotic Neutral*

**Armor Class:** 15 (mage armor)

**Hit Points:** 71 (13d8+13)

**Speed** 30 ft.

**Challenge** 8 (3,900 XP)

**Saving Throws** Wis +7, Int +5

**Skills** Insight +10, Perception +10

**Senses** passive Perception 14

**Languages** Common, Celestial, Infernal, Abyssal, Ignan

**Magic Resistance** The astral druid has advantage on saving throws against spells and other magical effects.

**Spellcasting** The astral druid is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +8 to hit with spell attacks). The astral druid has the following spells prepared:

**Cantrips (at will)** *druidcraft, guidance, poison spray, produce flame, and shocking grasp*

**1st level (4 slots)** ○○○○ *detect magic, entangle, goodberry, thunderwave*

**2nd level (3 slots)** ○○○○ *locate object, moonbeam, pass without trace*

**3rd level (3 slots)** ○○○○ *call lightning, dispel magic, protection from energy*

**4th level (3 slots)** ○○○○ *freedom of movement, polymorph, stoneskin*

**5th level (3 slots)** ○○○○ *conjure elemental, planar binding, scrying*

**6th level (1 slot)** ○ *sunbeam*

**7th level (1 slot)** ○ *planeshift*

#### Actions

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	15 (+2)	19 (+4)	16 (+3)

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Xi'vnitz is a druid of the Circle of World Tree. He is hunting for a *World Seed* in the party's possession, using a magical branch. Xi'vnitz will become angry if the players don't cooperate. He will flee if outmatched, but will return for the seed. He will plant it in an empty demiplane so it can to grow.

### Treasure

Xi'vnitz carries a branch of the World Tree, which can locate seeds in the current plane of existence.

#### Seed of The World Tree

*Wondrous Item, legendary*

When astral winds buffet a World Tree bordering the Astral plane, seeds may be knocked free and fall like shooting stars into worlds far and wide. These seeds appear like small gemstones. A world seed may be planted in a demi-plane or extradimensional space (whether already in existence, or newly created via a spell or magic item), and will continue to expand until that plane becomes a new living world of its own. The growth rate accelerates over time, the first foot in size taking centuries, the next foot only decades, and eventually, it will expand into a whole new world. If the seed is placed in a bag of holding, or portable hole, the item will become unusable once emptied of other items. As the seed begins to grow, it will begin bonding with the fibers of the bag and filling the space. Items may be taken out, but will not fit back in. After a year, the bag will rupture into the astral plane, where the tree will continue to grow. World Seeds can sometimes damage worlds they land in, making them more and more like the Feywild as they grow.

### Further Adventure™

Xi'vnitz is a distraction to keep the party busy looking at coins while his allies ready their attack ...

This seed is tainted by the Plane of Shadow and will expand to envelop the world in darkness...

The seed can be used as part of a ritual of godhood, and is being sought by a powerful Lich...



## Far Magic

"You look like someone who likes a bit of a challenge, and is always on the lookout for new spells, no doubt.' The gruff man's face with plenty of scars, and his somewhat crazed expression remind you he's probably seen a few things. He holds up a scroll that appears to be made of some strange blue-black shiny hide. '1000 gold. A spell of your calibre, I'm sure.' He unrolls it enough for you to see the spell is encoded in a strange mathematical language of geometric shapes and designs like you've never seen."

### Skill Challenge

#### Reverse Engineering

**Complexity:** 1-3 successes before 1 failure, expending 250gp worth of materials for each attempt.

**Difficulty:** DC 15,20,25

**Suggested Skills:** Arcana

Grant advantage if the spellcaster has had direct contact with machine races from mechanical planes of existence. This challenge is progressive, and the spell increases in power for each success. Once they fail, they cannot proceed further. So after one success (*lightning bolt*), if they fail then they may only gain *lightning bolt*. They may learn the identity of a higher level spell, but may not learn it or continue until they are able to cast the appropriate level of spells. Attempts may be made in succession with additional expense in materials.

**# of Successes before a failure:**

**0:** The caster has no clue how to decode the scroll, and the sight of it aggravates them. They must wait a month before attempting it again.

**1: DC 15** The spell appears to function like *lightning bolt* (3rd level) enough for the caster to copy it out, destroying the scroll. But the scroll contains so much more, if the caster wishes to continue study instead of taking *lightning bolt*.

**2: DC 20** The spell appears to function like *chain lightning* (6th level) enough for the caster to copy it out, destroying the scroll. But the scroll contains so much more, if the caster wishes to continue study instead of taking *chain lightning*.

**3: DC 25** The spell appears to create a cloud of electrostatic energy that fills an area with massive discharges of energy *electrical storm* (8th level), and can be copied out, destroying the scroll.

**Failure(s):** Once the caster rolls a failure (after the first success), they cannot continue research on the scroll and have damaged it so that further successes are impossible. They may only copy out the last successful spell discovered.

#### Electrical Storm

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

A crackling distortion to the air dancing with small sparks and electrical discharges appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is lightly obscured. It lasts for the duration or until a heavy rain disperses it.

When the distortion appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 lightning damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

#### Further Adventure™

Roll a d20 when the spell is cast, on a 1, the floor in the area becomes a doorway to a demiplane consisting of machinery...

After three successes, further research of the scroll itself reveals a way to create armor with lightning resistance...

The scroll is part of a sacred work, holy on the plane of machinery, and they are drawn to the spells cast from it...

## Skid Road Toad

"You see a fat toad trying to hop out of an alley, but its right rear leg appears badly injured. It sees you staring and tumbles end over end back the way it came."

### Creature(s)

#### Quasit

*Tiny Fiend (demon), Unaligned*

**Armor Class:** 13

**Hit Points:** 7 (3d4)

**Speed** 40 ft.

**Challenge** 1 (200 XP)

**Skills** Stealth +5

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Abyssal, Common

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

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

#### Actions

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

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

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

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The toad is actually a shapeshifted quasit attempting to lure the party into an ambush. If the party enters the alley, invisible quasits attack.

### Treasure

The quasits have a stash of coins and objects they've managed to lift off of passers-by: 12 cp, 6 sp, 9 gp, a dagger, a flask of oil, and a "gold" tooth (0 gp, the tooth is actually just very yellow).

### Further Adventure<sup>™</sup>

The party later mistakenly spots the toad again, but it is actually a familiar of a powerful wizard, not a quasit...

The quasits are just the henchmen of a more powerful demon crime boss, who now looks to settle the score...

The party hears a rumor that the quasit gang is at war with a band of mephits...

## Interdimensional Stockade

"At the end of long alley, you see a man stuck in the middle of a stone wall. The man is smeared with filth and a band of rowdy children stands throwing garbage at his face."

### Creature(s)

#### Mage

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 12

**Hit Points:** 40 (9d8)

**Speed** 30 ft.

**Challenge** 6 (2,300 XP)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

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

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

**1st level (4 slots)** ○○○○ *detect magic, mage armor, magic missile, shield*

**2nd level (3 slots)** ○○○○ *misty step, suggestion*

**3rd level (3 slots)** ○○○○ *counterspell, fireball, fly*

**4th level (3 slots)** ○○○○ *greater invisibility, ice storm*

**5th level (1 slot)** ○ *cone of cold*

#### Actions

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

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The man stuck in the wall is a mage named Grilby, who entered (partially) the city through a color pool on the astral plane, but got stuck when the portal closed suddenly. Now the unfortunate mage has become a source of entertainment for a band of street children. If the party intervenes, the children will turn their rotten garbage on the party. A DC 20 Strength check is required to pull Grilby from the wall, after which the hole reforms.

#### Pickpocket Street Child

*Small Humanoid (Human), Chaotic Neutral*

**Armor Class:** 11

**Hit Points:** 4 (1d8)

**Speed** 25 ft.

**Challenge** 0 (10 XP)

**Skills** Stealth +3, Sleight of Hand +3

**Senses** passive Perception 10

**Languages** Common

**Noncombatant** Children know better than to fight adults, they flee from a fight, or if unable to escape, they will cover.

**Nimble** The street child can move through the space of any creature that is larger than itself.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	8 (-1)	10 (+0)	10 (+0)

**License:**

### Treasure

Grilby will give the party a scroll of *levitate* if they can free him from the wall.

### Further Adventure<sup>™</sup>

The parents of one of the children is a powerful element in the city and takes issue with the party's treatment of their child, whether real or conjured by the youth)...

The party could be required to find a rare item in the city to use as a portal key...

Grilby could be in the city to find a party to aid him in recovering an item hidden in a temple on an upper plane because it was deemed too dangerous...

## The Jester's Riddle

"A gnome dressed in motley juggles six daggers nearby. She tosses a wry smile in your direction and calls out to you by name. 'Brave adventurer, your blade is sharp but methinks your wits are likely dull. Dare to prove me wrong?'"

### Creature(s)

#### Jester

*Medium Humanoid (any race), Any Neutral*

**Armor Class:** 11

**Hit Points:** 9 (2d8)

**Speed** 30 ft.

**Challenge** 1/4 (50 XP)

**Skills** Performance +4, Acrobatics +3, Sleight of Hand +3

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Jester's Inspiration** ○○ Similar to Bardic Inspiration. The jester's inspiration can bestow 1d6 as a bonus action as per the bardic ability. If holding his marotte, the Jester may bestow this bonus upon himself.

**Spellcasting** The jester is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The jester has following bard spells prepared:

**Cantrips (at will)** *Prestidigitation, Vicious Mockery*

**1st level (3 slots)** ○○○ *Disguise Self, Hideous Laughter*

#### Actions

**Jester's Marotte** *Melee Weapon Attack* +2 to hit, reach 5 ft. (one target) *Hit:* 2 (1d4) bludgeoning damage. A bell in the head of the carved Jester rings when it strikes.

Jesters are performers for a court, recounting stories both humorous and sad for the entertainment of the assembly and the nobles. Their style may including singing, or other physical and vocal performances. Their Marotte (Rod carved with a tiny jester) and costume are their spellcasting focus for their bardic powers.

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

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Should the character accept the jester's (whose real name is Mimsy) challenge, she asks the following riddle:

"Two tieflings played dice for silver; the winner received one piece of silver per game from the loser. When it was time for one of the tieflings to go home, one tiefling had won three games, while the other tiefling had a profit of three pieces of silver. How many individual games had they played?"

**Solution:** They ended up playing nine games. The other tiefling had won 6 games (vs 3) for a profit of 3 pieces of silver.

### Treasure

Should the player get the correct answer, the crowd cheers and grants them a point of inspiration.

### Further Adventure™

The jester's heckle was a distraction for pickpockets in the crowd...

Mimsy approached the party about stopping a vampire dubbed, "the Silence", that preys on street performers and musicians...

A DC 15 Perception check reveals that the jester is hiding a message in the riddle with Thieves' cant...

# Savage Lands Encounters

Andrew Hand: Writing, Editing

Michael Johnson: Writing, Graphic Design, Art Direction



# Scales and Feathers

"You hear the panicked cawing of a bird overhead and see a lizard as long as a horse scaling the trunk of a tree, seemingly intent on reaching a large nest. The bird making all of the commotion is a magnificent, snow white bird of unearthly beauty."

## Creature(s)

### Giant Lizard

*Large Beast, Unaligned*

**Armor Class:** 12 (natural armor)

**Hit Points:** 19 (3d10+3)

**Speed** 30 ft., climb 30 ft.

**Challenge** 1/4 (50 XP)

**Senses** darkvision 30 ft., passive Perception 10

**Actions**

**Bite** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target) Hit: 6 (1d8 + 2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

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The giant lizard is trying to scale the tree to eat the eggs of the white bird, a rare and magical creature known as a caldrius.

### Caldrius

*Tiny Celestial, Unaligned*

**Armor Class:** 12

**Hit Points:** 1 (1d4)

**Speed** 10 ft., fly 50 ft.

**Challenge** 0 (10 XP)

**Skills** Perception +3

**Senses** passive Perception 13

**Cure Disease / Neutralize Poison (Long Rest)** The caldrius can remove one disease or neutralize one poison effect once per long rest with a touch of its wing.

**Healing Touch (Long Rest)** The caldrius can heal a willing creature (1d8+1) once per long rest by touching it with a wing.

**Actions**

**Beak** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 1 piercing damage.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	9 (-1)	3 (-4)	12 (+1)	7 (-2)

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**Lore:** Arcana

DC 15 - A DC 20 Religion check reveals that the caldrius, while it looks like a beast, is actually a celestial bird able to heal wounds, diseases, and even poison.

## Treasure (Harvest)

The creatures have no treasure, however, the giant lizard can yield a skin (25 gp) with a DC 15 Survival check and two hours.

## Further Adventure™

The caldrius bird appears in a time of need and saves a PC from death with its healing touch...

The eggs of a caldrius can fetch 250 gp to a collector of rare animals...

A divine caster or devout PC believes that the caldrius is a sign from the gods...



## The Beast and the Beauty

"You find a young woman tied to a post, her wrists, ankles and neck bound with rope. A filthy gag is stuffed into her mouth. Nearby, but out of sight, drums boom ominously as something massive begins moving through the trees towards you."

### Creature(s)

#### Giant Ape

*Huge Beast, Unaligned*

**Armor Class:** 12

**Hit Points:** 157 (15d12+60)

**Speed** 40 ft., climb 40 ft.

**Challenge** 7 (2,900 XP)

**Skills** Athletics +9, Perception +4

**Senses** passive Perception 14

#### Actions

**Multiattack** The ape makes two fist attacks.

**Fist** *Melee Weapon Attack* +9 to hit, reach 10 ft., (one target) Hit: 22 (3d10 + 6) bludgeoning damage.

**Rock** *Ranged Weapon Attack* +9 to hit, range 50/100 ft., (one target) Hit: 30 (7d6 + 6) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

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The woman, Kola, has been left as an offering for a giant ape known as Chief Gron by the ape-like kaboo who worship it. The kaboo will stay out of melee range and harass the party with rocks while Chief Gron attacks. While Gron goes after Kola, the kaboo could try and carry off a weak party member or an NPC, forcing the players to decide to stop Gron, or save their friend.

#### Kaboo

*Medium Humanoid (kaboo), Chaotic Evil*

**Armor Class:** 12

**Hit Points:** 26 (4d8+8)

**Speed** 30 ft., climb 30 ft.

**Challenge** 1/2 (100 XP)

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

#### Actions

**Multiattack** The kaboo makes two fist attacks.

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

**Rock** *Ranged Weapon Attack* +5 to hit, range 25/50 ft., (one target) Hit: 6 (1d6 + 3) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	9 (-1)

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**Lore:** Nature

DC 15 - The kaboo are humanoid apes. While limited in mental faculties, the kaboo are every bit as strong and fast as their beast progenitors.

### Treasure

Chief Gron has amassed a pile of treasure left as offerings: 23 cp, 17 sp, 98 gp, a bone club made from a human femur, and several flowers, fruits, and piles of nuts.

### Further Adventure™

Chief Gron is a wizard who uses *polymorph* to trick the kaboo into worshipping him as a god...

If the party defeats Chief Gron, the kaboo could worship them as deities...

The kaboo served Chief Gron for protection from a tribe of lizard folk who sought to enslave them...



## Battle of the Titans

"The land shakes and trembles as if from an earthquake, and the roar of great beasts can be heard close by."

### Creature(s)

#### Tyrannosaurus Rex

*Huge Beast, Unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 136 (13d12+52)

**Speed** 50 ft.

**Challenge** 8 (3,900 XP)

**Skills** Perception +4

**Senses** passive Perception 14

#### Actions

**Multiattack** The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

**Bite** *Melee Weapon Attack* +10 to hit, reach 10 ft., (one target) Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

**Tail** *Melee Weapon Attack* +10 to hit, reach 10 ft., (one target) Hit: 20 (3d8 + 7) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

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#### Triceratops

*Huge Beast, Unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 95 (10d12+30)

**Speed** 50 ft.

**Challenge** 5 (1,800 XP)

**Senses** passive Perception 10

**Trampling Charge** If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

#### Actions

**Gore** *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) Hit: 24 (4d8 + 6) piercing damage.

**Stomp** *Melee Weapon Attack* +9 to hit, reach 5 ft., (one prone target) Hit: 22 (3d10 + 6) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

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The party discovers two massive dinosaurs battling in a clearing. The party can ignore the creatures, and attempt to sneak past, but must make a Stealth check DC 14 (the T-Rex's passive perception) or draw the attention of the T-Rex.

### Treasure: Harvest

Neither dinosaur has any treasure, but a DC 15 Survival check and three hours will yield a hide (75 gp).

### Further Adventure™

The party finds a clutch of five large T-Rex eggs...

The flank of the T-Rex bears a brand shaped like an eye...

The commotion causes a stampede of triceratops headed straight toward the party...

# Stampede!

"You hear a thunderous ruckus as dozens of small animals scuttle past you, and dozens of massive birds rush into the clearing."

## Creature(s)

### Axe Beak

*Large Beast, Unaligned*

**Armor Class:** 11

**Hit Points:** 19 (3d10+3)

**Speed** 50 ft.

**Challenge** 1/4 (50 XP)

**Senses** passive Perception 10

#### Actions

**Beak** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target) Hit: 6 (1d8 + 2) slashing damage.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

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The players find themselves in the middle of an axe beak stampede. The birds are not looking to attack the party, but will defend themselves and their young. Something has frightened the flock and they are all running together (dashing each turn). The axe beak stampede continues for several rounds (3d4 or as determined by the DM) and the players need to make a DC 12 Dexterity saving throw each round or be knocked prone and suffer 3d6 bludgeoning damage.

Players can attempt to escape the stampede by climbing into the trees. This action requires a full round and a DC 12 Athletics check.

## Treasure

The feathers of the axe beaks are prized as fletchings for javelins and arrows and can be traded for food and aid.

## Further Adventure™

The party's packs are destroyed in the stampede and they must hunt for replacement food and water...

A group of wild elves ask the party to aid them in their hunt for axe beak mounts...

The party is invited back to the wild elf village where a deadly plague is underway...

### Wild Elf Scout

*Medium Humanoid (Wild Elf), Chaotic Good*

**Armor Class:** 13 (hide armor)

**Hit Points:** 16 (3d8+3)

**Speed** 35 ft.

**Challenge** 1/2 (100 XP)

**Skills** Perception +5, Stealth +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Sylvan

**Nature Magic** The wild elf scout can cast the *druidcraft* cantrip at will, without any material components.

**Fey Ancestry** The wild elf scout has advantage on saving throws against being charmed, and magic can't put it to sleep.

**Keen Hearing and Sight** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

#### Actions

**Multiattack** The wild elf scout makes two melee attacks or two ranged attacks.

**Spear** *Melee or Ranged Weapon Attack* +3 to hit, 5 ft., (reach one target) or 20/60 ft., (range one target) Hit: 4 (1d6+1) piercing damage or 5 (1d8+1) piercing damage if used two-handed.

**Longbow** *Ranged Weapon Attack* +3 to hit, range 150/300 ft., (one target) Hit: 5 (1d8 + 1) piercing damage.

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

**License:**

## Still Waters

"You discover a large pond, its banks strewn with the remains of partially eaten humanoids."

### Creature(s)

#### Plesiosaurus

*Large Beast, Unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 68 (8d10+24)

**Speed** 20 ft., swim 40 ft.

**Challenge** 2 (450 XP)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

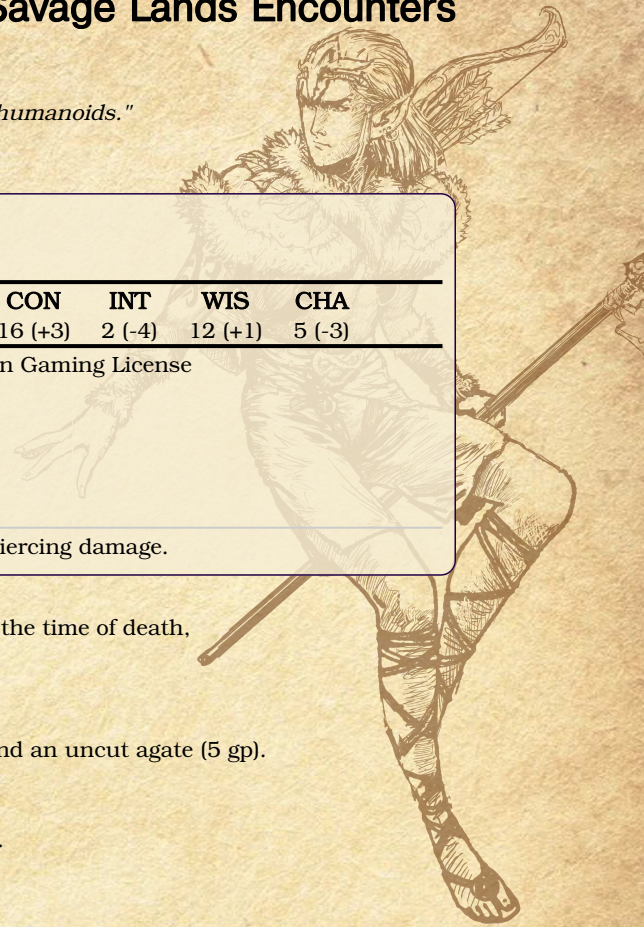
**Hold Breath** The plesiosaurus can hold its breath for 1 hour.

#### Actions

**Bite** *Melee Weapon Attack* +6 to hit, reach 10 ft., (one target) Hit: 14 (3d6 + 4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

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A DC 10 Investigation check reveals that all the bodies were clutching flowers at the time of death, and none of the bodies were wearing armor or carrying weapons.

### Treasure

A DC 15 Perception check reveals two irregular freshwater pearls (15 gp each), and an uncut agate (5 gp).

### Further Adventure™

The offerings were left by a band of chull that that wish to win the beast's favor...

The party find a clutch of large eggs in a nest made of sticks and mud...

Sages and naturalists will pay well for the skeleton of such a rare creature...

#### Chuul

*Large Aberration, Chaotic Evil*

**Armor Class:** 16 (natural armor)

**Hit Points:** 93 (11d10+33)

**Speed** 30 ft., swim 30 ft.

**Challenge** 4 (1,100 XP)

**Skills** Perception +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Deep Speech but can't speak

**Amphibious** The chuul can breathe air and water.

**Sense Magic** The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

#### Actions

**Multiattack** The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

**Pincer** *Melee Weapon Attack* +6 to hit, reach 10 ft., (one target) Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

**Tentacles** One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

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## Survival of the Fittest

"The trees, rocks, shadow, all of them seem to be watching; waiting for you to drop your guard."

### Creature(s)

#### Saber-Toothed Tiger

*Large Beast, Unaligned*

**Armor Class:** 12

**Hit Points:** 52 (7d10+14)

**Speed** 40 ft.

**Challenge** 2 (450 XP)

**Skills** Perception +3, Stealth +6

**Senses** passive Perception 13

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

**Pounce** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

#### Actions

**Bite** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one target) Hit: 10 (1d10 + 5) piercing damage.

**Claw** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one target) Hit: 2 (2d6 + 15) slashing damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

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The party can't shake the feeling of being watched, as a saber-toothed tiger(s) is stalking the party.

#### Treasure (Harvest)

The tiger has no treasure, but a DC 15 Survival check and two hours can produce a pelt worth 300 gp.

#### Further Adventure<sup>™</sup>

If killed, the tiger could revert to a humanoid form...

The party could hear the mewing of a saber-toothed kitten after the battle...

If seen wearing or carrying the saber-toothed tiger pelt by natives, the PC is seen as an omen by the locals...

#### Saber-Toothed Weretiger

*Medium Humanoid (human), Neutral*

**Armor Class:** 15 (natural armor)

**Hit Points:** 135 (18d8+54)

**Speed** 30 ft. (40 ft. in tiger form)

**Challenge** 6 (2,300 XP)

**Skills** Perception +6, Stealth +6

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common (can't speak in tiger form)

**Shapechanger** The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is 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.

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

**Pounce (Saber-Toothed Tiger or Hybrid)** If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

#### Actions

**Multiattack (Humanoid or Hybrid)** In hybrid form, it can attack like a humanoid or make two claw attacks. In saber-toothed tiger form, it can make one bite attack and two claw attacks.

**Bite (Saber-Toothed Tiger or Hybrid)** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 11 (2d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with weretiger lycanthropy.

**Claw (Saber-Toothed Tiger or Hybrid)** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 11 (1d10 + 4) slashing damage.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	9 (-1)	12 (+1)	9 (-1)

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## The Intriguing Radiance

"You notice an eerie, arcane glow coming from inside a large primeval plant. A closer inspection reveals a glowing ring inside the hollow cavity of the plant."

### Creature(s)

#### Pitcher Plant

*Large Plant, Unaligned*

**Armor Class:** 15 (natural armor)

**Hit Points:** 136 (16d10+48)

**Speed** 20 ft.

**Challenge** 5 (1,800 XP)

**Skills** Stealth +2

**Damage Resistances** acid

**Damage Vulnerabilities** fire, cold

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

#### Actions

**Multiattack** The pitcher plant makes two vine attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the pitcher plant uses its swallow ability on it.

**Vine** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one target) Hit: 13 (2d8 + 4) slashing damage.

**Swallow** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one target) The plant attacks a medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded, it has total cover against attacks and other effects outside the pitcher plant, and it takes 5 (2d4) acid damage at the start of each of the plant's turns. The plant can have only one target swallowed at a time. If the plant dies, a swallowed creature can escape from the corpse using 5 feet of movement, exiting prone.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

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If the players investigate the plant, or attempt to retrieve the ring, the plant attacks. Increase difficulty by allowing the pitcher plant a surprise round.

### Treasure

In the belly of the pitcher plant is a moss agate (10 gp) and a copper earring in the shape of an owl (3 cp), and a glowing silver ring (see below).

### Further Adventure™

The ring could be intelligent and attempt to steer the party towards its former owner's quest...

The party finds a child or a creature nearby whose parent was eaten by the plant...

The party finds a humanoid arm that has been dipped in silver, and a DC 15 Perception check reveals flakes of silver leading away...

#### Wayfarer's Ring

*Ring, Uncommon*

While wearing this ring, you always know which direction is true north. Additionally, you gain proficiency with the Survival skill. If you are already proficient in Survival, you gain advantage on Survival rolls.

## The Naturalist

"A gold dragonborn in green robes sits on a large rock sketching into a large leather-bound book. As you approach, he holds one scaled finger to his lips and points to a brightly-colored bird on a branch nearby."

### Creature(s)

#### Gold Dragonborn Mage

Medium Humanoid (Dragonborn), Lawful Good

**Armor Class:** 12

**Hit Points:** 40 (9d8)

**Speed** 30 ft.

**Challenge** 6 (2,300 XP)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6, Nature +6

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** any four languages plus Draconic

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

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

**1st level (4 slots)** ○○○○ *detect magic, mage armor, magic missile, shield*

**2nd level (3 slots)** ○○○○ *blur, misty step, web*

**3rd level (3 slots)** ○○○○ *counterspell, fly, water breathing*

**4th level (3 slots)** ○○○○ *greater invisibility, polymorph*

**5th level (1 slot)** ○ *wall of force*

#### Actions

**Fire Breath (Recharge 5-6)** The gold dragonborn mage exhales fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	13 (+1)

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The gold dragonborn is a mage and naturalist named Kli Oli Mek. Kli is kind and friendly he will aid the party with their current quest if he can, but he dislikes violence and avoids it whenever possible. Kli will defend himself, but is more likely to use his magic to escape. Kli Oli Mek is best used as a quest giver (see below).

### Treasure

The naturalist carries a large sketch book filled with quality drawings of rare creatures that would be worth 100 gp to the right collector. Additionally, he carries 4 cp, 9 sp, 38 gp, a spellbook containing the spells listed above, plus: *arcane lock, major image, and confusion*, and a staff that doubles as a spell focus.

### Further Adventure™

The naturalist needs the party's help distracting a roc so that he can study its nest and eggs...

The naturalist could have been infected with a strange disease that makes it act oddly or even aggressive, but the party has clues to the mage's true alignment...

Kli Oli Mek is in the savage lands in search of a proto-dragon that predates the metallic and chromatic species...

## Corpse Flowers

"Here the canopy is a little more sparse, and ropy roots crisscross through the spongy, wet, ground. A few huge Cycad trees give you a little shade in the oppressive heat. Among the bushes are a number of tall thin reddish-brown cones of some large unopened flower, larger than any flower you've ever seen. The exposed roots seem to pulsate."

### Skill Challenge

#### Corpse Flower Grove

**Complexity:** 5 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Stealth, Athletics, Acrobatics

**Success:** With each success, nothing occurs.

**Test:** Characters are trying to step carefully without disturbing the root systems of the flowers that fill the area.

**Failure(s):**

- 1: The area around the player who failed their roll comes under the effect of *stinking cloud* as a nearby corpse flower springs open in a burst of spores and slime spray.
- 2: Another corpse flower erupts, and attracts a swarm of flies and other carrion insects (immune to the cloud).
- 3: All the flowers burst open, filling the entire area with a stinking cloud, and summoning another 2 (1d4) swarms of insects. The characters and their equipment will smell like rotten meat for 48 hours unless properly cleaned. Stealth rolls will be made with disadvantage, creatures with Keen Smell will immediately know the location of stinking creatures within 60 feet.

#### Swarm of Insects

*Medium Beast (Swarm), Unaligned*

**Armor Class:** 12 (natural armor)

**Hit Points:** 22 (5d8)

**Speed** 20 ft., climb 20 ft.

**Challenge** 1/2 (100 XP)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 8

**Swarm** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

**Actions**

**Bites** *Melee Weapon Attack* +3 to hit, reach 0 ft., (one creature in the swarm's square) Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

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### Treasure

The thin white stamen of a corpse flower is worth a considerable amount to necromantic casters, and as a way to enhance healing potions, adding an additional 3 (1d6) points to the potion. With care and a DC 15 Survival roll, 1d6 stamen may be harvested. After this, the area becomes too infested with flies to harvest any more.

### Further Adventure™

A very odd little man with no sense of smell lives in the middle of this grove...

The orcs love to tie a victim down in the middle of the grove, and then activate the flowers with slings or arrows...

A druid requires the petals of one of the flowers as a cocoon in order to complete a reincarnation spell...

## Thief in the Night

"While on watch, you just barely see something out of the corner of your eye by one of your sleeping comrades."

### Creature(s)

#### Feral Child (9-12)

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 10

**Hit Points:** 3 (1d8-1)

**Speed** 30 ft.

**Challenge** 0 (10 XP)

**Skills** Stealth +4

**Senses** passive Perception 9

**Languages** none

#### Actions

**Club** *Melee Weapon Attack* +0 to hit, reach 5ft., (one target) *Hit:* 1 (1d4-1) bludgeoning damage.

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

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### The Feral Child

A small, starving child, dressed in camouflage grasses and paint, was lucky enough to be hiding very close to where one of your companions bedded down. She waited for hours to slowly move to dig through their pack to find food. As soon as you moved, she stopped. By luck, her small size and dress give her Advantage on Stealth checks as long as she's only trying to find food in the pack.

Each round, make opposed checks for perception against the child's Stealth + Advantage. If the child can stay hidden for three rounds, she will pocket the food and escape later, when there's an opportunity. If discovered, she will attempt to take the pack and run. If caught, she will attempt to flee. If unable to flee, she will scream and cry.

Once caught, the players will see her emaciated state, that she has several signs of disease and malnourishment. She cannot speak any language, but can communicate via gestures.

### Treasure

The girl carries no treasure, but knows (and will show) of a safe cave to sleep in, and clean water to drink nearby. She may follow the party (from a distance) for a few days if they feed her. She may even attempt to help party members who are attacked in other encounters.

### Further Adventure™

A local village was wiped out, and the girl managed to escape and survive...

The girl was stolen from her crib in another world, and her abductor lost her here while teleporting away...

The girl may be the vessel of an ancient spirit that has yet to reveal its true power...



# Subterranean Encounters 2

Andrew Hand: Writing, Editing

Michael Johnson: Writing, Graphic Design, Art Direction



## In the Land of the Blind

"The ground beneath your feet gives way and you plunge into the darkness."

### Creature(s)

#### Grimlock

*Medium Humanoid (grimlock), Neutral Evil*

**Armor Class:** 11

**Hit Points:** 11 (2d8+2)

**Speed** 30 ft.

**Challenge** 1/4 (50 XP)

**Skills** Athletics +5, Perception +3, Stealth +3

**Condition Immunities** blinded

**Senses** blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

**Languages** Undercommon

**Blind Senses** The grimlock can't use its blindsight while deafened and unable to smell.

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

**Stone Camouflage** The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

#### Actions

**Spiked Bone Club** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature ) Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

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The party has triggered a pit trap set by a group of grimlocks.

Each player must succeed on a DC 15 Dexterity saving throw or be plunged into a 20 ft. pit. On a failed save, the PC takes 2d6 damage. The Athletics DC to escape the pit is 15 and requires two rounds of movement.

Once the trap is sprung, the grimlocks attack any PCs who don't fall into the pit. In the event that all the characters fall into the pit, the grimlocks attack as the players attempt to exit the pit.

### Treasure

The grimlocks carry a belt of polished rat skulls, some moldy mushrooms, and a deep drake tooth (they are grimlocks, what do you want).

### Further Adventure™

The party encounters a deep gnome in the pit that offers to lead them to safety through a secret passage...

Bodies in the pit begin to animate and attack the party...

The grimlocks take the party alive, bringing them to a cave and place them in a larger pit...

#### Giant Mole

*Medium Beast, Unaligned*

**Armor Class:** 10

**Hit Points:** 13 (2d8+4)

**Speed** 30 ft., burrow 20 ft.

**Challenge** 1/4 (50 XP)

**Senses** darkvision 30 ft., passive Perception 10

**Poor Eyesight** The giant mole has disadvantage on Perception checks based on sight for targets more than 30 ft. away.

**Keen Smell** The giant mole has advantage on Wisdom (Perception) checks that rely on smell.

#### Actions

**Multiattack** The giant mole makes two attacks with its claws.

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

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

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# The Melting Pot

"In the corridor ahead, you see a kobold straining to carry a large clay pot. He notices you watching, and hastily sets the pot down and begins to flee."

### Creature(s)

#### Kobold

*Small Humanoid (kobold), Lawful Evil*

**Armor Class:** 12

**Hit Points:** 5 (2d4)

**Speed** 30 ft.

**Challenge** 1/8 (25 XP)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

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

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

#### Actions

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

**Sling** *Ranged Weapon Attack* +4 to hit, range 30/120 (one creature) Hit: 4 (1d4 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

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Unbeknownst to the party, the heavy clay pot contains a gray ooze. The kobold apprentice was sent to collect an ooze for its master as part of an experiment. The apprentice leaves the pot behind and flees, using its Dash action each turn. Should the party investigate the clay pot, the grey ooze bursts forth and attacks them.

#### Gray Ooze

*Medium Ooze, Unaligned*

**Armor Class:** 8

**Hit Points:** 22 (3d8+9)

**Speed** 10 ft., climb 10 ft.

**Challenge** 1/2 (100 XP)

**Skills** Stealth +2

**Damage Resistances** acid, cold, fire

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

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

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

**Corrode Metal** Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

**False Appearance** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

#### Actions

**Pseudopod** *Melee Weapon Attack* +3 to hit, reach 5 ft., (one target) Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

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### Treasure

If it is contained to its pot, the grey ooze can be sold for 250 gp to a sage or less scrupulous buyer. Additionally, the kobold apprentice carries 3 sp, 4 gp, a spell focus (rat skull), and a live scorpion.

### Further Adventure™

The kobold returns with its master, a particularly fierce red dragonborn evoker...

The gray ooze begins to spell out words in common on the rough stone floor of the cave...

In the bottom of the clay pot is a signet ring belonging to a royal dwarven house...

## The Barricaded Mine

"Panicked Dwarven shouts echo through the passageway. At the mouth of a side tunnel is a hastily-assembled wooden barricade, where dirty dwarves can be seen through the gaps in the wooden planks. Three large insects sniff at the barricade with long, feathery antennae."

### Creature(s)

#### Rust Monster

*Medium Monstrosity, Unaligned*

**Armor Class:** 14 (natural armor)

**Hit Points:** 27 (5d8+5)

**Speed** 40 ft.

**Challenge** 1/2 (100 XP)

**Senses** darkvision 60 ft., passive Perception 11

**Iron Scent** The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

**Rust Metal** Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

#### Actions

**Bite** *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 5 (1d8 + 1) piercing damage.

**Antennae** The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

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The dwarves are miners who have recently uncovered a rich silver vein which has attracted the attention of a pack of rust monsters. The rust monsters are not violent, only hungry, and should the players approach, the rust monsters try to rust any non-magical weapons or armor.

#### Dwarven Miners

*Medium Humanoid (dwarf), Lawful Good*

**Armor Class:** 10

**Hit Points:** 11 (2d8+2)

**Speed** 25 ft.

**Challenge** 0 (10 XP)

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Dwavish

#### Actions

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

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

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### Treasure

If the players aid the dwarves in defending their mine, they are rewarded with 100 gp worth of silver ore.

### Further Adventure™

The dwarves release something evil hidden in the dark depths ...

The drow attempt to seize control of the mine...

The dwarves are mining silver to combat an army of duergar vampires that threaten to overrun their city...

## The Slippery Bridge

"The path leads to a scum-covered bridge over a murky pool filled with pale, white-eyed fish."

### Creature(s)

#### Swarm of Quippers

*Medium Aberration, Unaligned*

**Armor Class:** 13

**Hit Points:** 28 (8d4)

**Speed** 0 ft., swim 40 ft.

**Challenge** 1 (200 XP)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 8

**Blood Frenzy** The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Swarm** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

**Water Breathing** The swarm can breathe only underwater.

**Actions**

**Bites** Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

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Any creature that attempts to cross the 60 ft. bridge must succeed on a DC 15 Acrobatics check, or slip into the pool and be immediately attacked by a quipper swarm. Any creature that moves half speed makes their check with advantage.

### Treasure

At the bottom of the pool is a skeleton wearing a silver ring with a malachite stone (15 gp).

### Further Adventure™

There is a tunnel at the bottom of the pool that connects to a larger pool, home to an aboleth...

The skeleton is a skeletal guardian and attempts to drown the PC that claims the ring...

The bridge could be an earth elemental that dumps the players into the water once they step on his back...

#### Skeletal Guardian

*Medium Undead, Unaligned*

**Armor Class:** 13

**Hit Points:** 39 (6d8+12)

**Speed** 30 ft.

**Challenge** 1 (200 XP)

**Damage Immunities** poison

**Damage Vulnerabilities** bludgeoning

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands all languages it knew in life but can't speak

**Turn Resistance** The Skeletal Guardian has advantage on saving throws against effects that turn undead.

**Actions**

**Greatsword** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 9 (2d6 + 2) slashing damage.

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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# Turned to Stone

"When you place your hand on this stalactite, it's cold to the touch, and stinks of the grave. It has grown all the way to the floor. Spidery cracks begin to trace their way to the top, and a skeletal leg breaks free. A huge skeleton with iridescent opal veins running through its fossilized frame lunges clumsily toward you."

## Creature(s)

### Petrified Troll Skeleton

*Large Undead, Chaotic Evil*

**Armor Class:** 19 (natural armor)

**Hit Points:** 190 (19d10+85)

**Speed** 25 ft.

**Challenge** 12 (8,400 XP)

**Skills** Perception +3

**Damage Resistances** fire, cold, non-magical piercing or slashing

**Damage Immunities** necrotic

**Damage Vulnerabilities** thunder

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Giant, but cannot speak

**Sunlight Sensitivity** While in sunlight, the troll skeleton has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Regeneration** The troll regains 10 hit points at the start of its turn. If the troll takes acid or radiant 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

**Multiattack** The troll makes three attacks: one with its bite and two with its claws.

**Bite** *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) Hit: 12 (2d6 + 5) piercing damage.

**Claw** *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) Hit: 26 (6d6 + 5) slashing damage.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	7 (-2)	8 (-1)	12 (+1)

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The troll attacks the nearest player relentlessly. It is slow and stupid. Note the resistance to fire attacks, that fire doesn't affect the troll's regeneration, and the vulnerability to thunder damage.

## Treasure

If no thunder damage is used, a DC 15 Dexterity (Jeweler's Tools) check will allow the harvest of a large 2000gp opal from the Troll skeleton. On a failed check, or if thunder damage was used, the opal is shattered into five 250gp smaller opals.

## Further Adventure™

Creatures that die in the area, or stay too long, will begin to petrify...

The troll's opal, if whole, can be used with other reagents and magics to carve a *ring of regeneration*...

The opal will cast *animate dead*, and make hostile, the next creature killed or dead creature the new owner touches...

# Gems, Delicious Gems

"A strange scaled creature sits on the path ahead, weeping loudly. The creature has three legs and three arms, with a large, tooth-filled mouth. It mutters in a strange, gravelly language."

## Creature(s)

### Xorn

*Medium Elemental, Neutral*

**Armor Class:** 19 (natural armor)

**Hit Points:** 73 (7d8+42)

**Speed** 20 ft., burrow 20 ft.

**Challenge** 5 (1,800 XP)

**Skills** Perception +6, Stealth +3

**Damage Resistances** piercing and slashing from nonmagical attacks that aren't adamantine

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 16

**Languages** Terran

**Earth Glide** The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

**Stone Camouflage** The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Treasure Sense** The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

#### Actions

**Multiattack** The xorn makes three claw attacks and one bite attack.

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

**Bite** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one target) Hit: 13 (3d6 + 3) piercing damage.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

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The xorn is not hostile, and it only speaks Terran. It is crying because it is hungry. Should the party attempt to find it some gems to dine on, it will aid the party with information or by serving as a guide. The degree to which the xorn helps the party is dependent on the number of gems found.

# of gems	Helpfulness
0-3	Not very helpful
4-10	Helpful
11-18	Extremely helpful

### Xorn Gem Hunt

**Complexity:** 4 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Nature, Perception,

**Success:** You manage to find 3d6 gems (adjusted for any failures) for the xorn and earn its trust.

#### Failure(s):

- 1: Wrong turn. Your next check is made with disadvantage.
- 2: Minor cave-in. You lose one hour digging out. Subject 1 from your total number of gems discovered.
- 3: Broken tool. Subtract an additional 3 from your total number of gems discovered.

### Treasure

The gems discovered are rough, uncut stones each worth 5 gp.

### Further Adventure<sup>™</sup>

The xorn leads the characters to a secret passage containing a useful clue or item...

The xorn betrays the party and leads them into a trap for its master...

A band of dwarven miners are hunting the xorn and want to scare it off or kill it to stop it from eating a fortune in gems...

### Worm Fall

"You discover the remains of a purple worm, its massive corpse being devoured by maggots the size of house cats."

#### Creature(s)

#### Zombie, Purple Worm

*Gargantuan Undead, Neutral Evil*

**Armor Class:** 18 (natural armor)

**Hit Points:** 262 (15d20+105)

**Speed** 50 ft., burrow 30 ft.

**Challenge** 15 (13,000 XP)

**Saving Throws** Con +11, Wis +2

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., tremorsense 60 ft., passive Perception 9

**Maggot-Ridden Corpse** When the purple worm zombie takes slashing damage a giant maggot escapes its rotting body. The maggot attacks the creature that dealt the damage and attacks on the worm's turn.

**Tunneler** The worm can burrow through rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

#### Actions

**Multiattack** The zombie worm makes two attacks: one with its bite and one with its stinger.

**Bite** *Melee Weapon Attack* +9 to hit, reach 10 ft., (one creature) Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, has total cover against attacks and effects outside the worm, and it takes 21 (6d6) necrotic damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm is destroyed, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

**Tail Stinger** *Melee Weapon Attack* +9 to hit, reach 10 ft., (one creature) Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (-2)	24 (+7)	1 (-5)	6 (-2)	4 (-3)

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The apparently dead worm is actually a zombie that springs at the party, should they attack or come within 30 ft. The zombie worm is mindless and knows only an insect-like drive and hunger to devour any creature that crosses its path.

#### Giant Maggot

*Tiny Beast, Unaligned*

**Armor Class:** 12 (natural armor)

**Hit Points:** 3 (1d4+1)

**Speed** 25 ft.,

**Challenge** 0 (10 XP)

**Senses** blindsight 30 ft., passive Perception 8

#### Actions

**Bite** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 1 piercing damage.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	1 (-5)	5 (-3)	3 (-4)

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#### Treasure

None.

#### Further Adventure™

The drow are experimenting with zombie purple worms in an attempt to tunnel into a dwarven stronghold...

A swallowed PC finds the corpse inside the worm that carries an important clue or item...

Alchemists prize the bile of giant maggots, and would pay well for a live specimen...



# Howls In the Deep

"A series of strange roars grows closer. As you round a bend, you spy two strange, lithe lizards circling one another while a slightly smaller lizard watches expectantly."

**Creature(s)**



## Deep Drake

*Large Dragon, Unaligned*

**Armor Class:** 15 (natural armor)

**Hit Points:** 119 (14d10+42)

**Speed** 40 ft.

**Challenge** 6 (2,300 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

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**Skills** Perception +4, Stealth +6

**Senses** darkvision 120 ft., passive Perception 14

**Actions**

**Multiattack** The deep drake makes three attacks: one with its bite and two with its claws.

**Bite** *Melee Weapon Attack* +7 to hit, reach 10 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be paralyzed for 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.

**Claws** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) slashing damage.

For some time before this encounter happens, the party continues to hear strange roars in the distance. One deep roar followed shortly after by a higher pitched roar. A DC 10 Nature check reveals that these are mating calls of two large beasts. Furthermore, a Nature check of 20 or higher reveals these to be deep drakes: rare, wingless dragons that stalk the subterranean wilderness. Two large males are competing for the attention of a smaller female.

**Treasure**

The deep drake does not hoard treasure, but nearby is the body of duergar that fell victim to the beast. The corpse has 8 cp, 12 sp, 18 gp, and a set of mason's tools.

**Further Adventure™**

The deep drake was guarding a clutch of eggs...

The female deep drake wears the remains of a tattered saddle made of woven spider silk...

Ogre trappers, looking to capture the drakes alive, appear and join the battle against the party...

## Ogre

*Large Giant, Chaotic Evil*

**Armor Class:** 11

**Hit Points:** 59 (7d10+21)

**Speed** 40 ft.

**Challenge** 2 (450 XP)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Actions**

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

**Javelin** ○○○ *Ranged Weapon Attack* +6 to hit, range 30/120 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

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## Brass Scales and Falling Stones

"Dust begins to rain from the ceiling followed by an avalanche of rocks and dirt."

### Cave In!

The ceiling begins to cave in and the party must make a DC 15 Dexterity save or suffer damage as follows from the falling rocks and debris:

PC Level	Damage
1 - 4	1d10
5 - 10	2d10
11 - 16	4d10
17 - 20	10d10

The entire cavern becomes difficult terrain and requires double movement. Whether the cave-in was a natural effect or a trap set by the denizens of the deep places is a mystery.

### Treasure

None. (See below)

### Further Adventure™

The cave-in could reveal a vein of precious metals or a dungeon entrance...

The cave-in could have been caused by a tunneling brass dragon (see below)...

A drow burial crypt has been disturbed, and foul undead are seeping into the tunnels and passageways...

### Creatures

#### Young Brass Dragon

*Large Dragon, Chaotic Good*

**Armor Class:** 17 (natural armor)

**Hit Points:** 110 (13d10+39)

**Speed** 40 ft., burrow 20 ft., fly 80 ft.

**Challenge** 6 (2,300 XP)

**Saving Throws** Dex +3, Con +6, Wis +3, Cha +5

**Skills** Perception +6, Persuasion +5, Stealth +3

**Damage Immunities** fire

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Draconic

#### Actions

**Multiattack** The dragon makes three attacks: one with its bite and two with its claws.

**Bite** *Melee Weapon Attack* +7 to hit, reach 10 ft., (one target) Hit: 15 (2d10 + 4) piercing damage.

**Claw** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one target) Hit: 11 (2d6 + 4) slashing damage.

**Breath Weapons (Recharge 5-6)** The dragon uses one of the following breath weapons.

**Fire Breath** The dragon exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

**Sleep Breath** The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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# The Riddle Chamber

The walls in this chamber have been written on with white chalk, the characters are strange and rune-like. Beneath the writing is a stone catafalque holding a stone coffin of superior craftsmanship."

## Goren's Riddle

Catafalque (*n.*): a decorated framework supporting the coffin of a distinguished person during a funeral.

The runes are ancient dwarven, but the dialect is strange and a DC 15 Intelligence check (in addition to the ability to read dwarvish) is needed to decipher the writing.

The Dwarven runes, once deciphered, read:

"Goren Bluebraids was walking through the crypt of his family's clanhold. On the wall of the crypt was a rune for each of his parents, each of his grandparents, all the way up to each of his great-great-great-grandparents. How many runes were there?"

### Solution

There are 62 runes on the wall of Goren's family crypt. You can increase the difficulty of the puzzle by changing Goren's name to Goren the Bastard, or Goren Baseborn, to hint that one of his parents are unknown, thus changing the answer to 61. Solution: 2 parents 4 grandparents 8 great-grandparents 16 great-great-grandparents 32 great-great-great-grandparents 2 + 4 + 8 + 16 + 32 = 62 runes in all.

## Treasure

The coffin contains the skeletal remains of a dwarven male, 34 cp, 56 sp, 98 gp, and a *potion of clairvoyance*.

## Further Adventure™

Opening the coffin causes Goren's spirit to awaken and attack (see below)...

Once the riddle is solved, new runes could appear on the coffin lid asking the players to find Goren's killer...

Goren's coffin could contain a treasure map to a legendary dwarven treasury known as Ten Dragons' Hoard...

## Wraith

*Medium Undead, Neutral Evil*

**Armor Class:** 13

**Hit Points:** 67 (9d8+27)

**Speed** 0 ft., fly 60 ft. (hover)

**Challenge** 5 (1,800 XP)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 12;

**Languages** the languages it knew in life;

**Incorporeal Movement** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

### Actions

**Life Drain** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Create Specter** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

# Urban Encounters 3

Andrew Hand: Writing, Editing

Michael Johnson: Writing, Graphic Design, Art Direction



## The Invisible Prankster

"You feel a strong breeze and watch as a massive book materializes out of thin air and drops into your hands. You hear a strange, inhuman laughter moving away."

### Creature(s)

#### Invisible Stalker

*Medium Elemental, Neutral*

**Armor Class:** 14

**Hit Points:** 104 (16d8+32)

**Speed** 50 ft., fly 50 ft. (hover)

**Challenge** 6 (2,300 XP)

**Skills** Perception +8, Stealth +10

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Auran, understands Common but doesn't speak it

**Invisibility** The stalker is invisible.

**Faultless Tracker** The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

#### Actions

**Multiattack** The stalker makes two slam attacks.

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

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The book is delivered by an invisible stalker who was summoned to fetch it for a wizard. The wizard was rude and mistreated the stalker.

### Treasure

The Codex of Gervell. A DC 15 Arcana check reveals that the Codex is an expansive spellbook written in a difficult code that helps wizards learn new spells.

#### Deciphering the Codex

**Complexity:** 4 successes before 3 failures

**Difficulty:** DC 20

**Suggested Skills:** Arcana

**Success:** The codex is deciphered and yields two new wizard's spells known. These spells may be added to your spellbook at no cost. Each spell learned from the Codex must be of a level for which you have spell slots, as shown on the Wizard table. After transcribing the the second spell, the Codex disappears.

#### Failure(s):

**1:** Arcane headache. Your next check is made with disadvantage.

**2:** Arcane overload. You suffer 22 (4d10) psychic damage.

**3:** Arcane fatigue. You manage to decipher the Codex, but suffer a -5 penalty to all Intelligence checks and saves. Every time you finish a long rest, the penalty is reduced by 1 until it disappears.

#### Further Adventure™

The wizard tracks the party down if they don't take precautions to guard themselves against divination...

The Codex, communicating through words appearing on a blank page, describes the location of a legendary item...

The party learns that the Codex's creator is a powerful demigod, who was once a mortal wizard...

## The Fighter in the Square

"A small, raised platform made of wood sits at the mouth of four streets. On the platform stands a battered and scarred fighter. A gnomish barker calls out for challengers to best the champion in bare-knuckle boxing."

### Creature(s)

#### Gladiator

Medium Humanoid (any race), Any Alignment

**Armor Class:** 16

**Hit Points:** 112 (15d8+45)

**Speed** 30 ft.

**Challenge** 5 (1,800 XP)

**Saving Throws** Str +7, Dex +5, Con +6

**Skills** Athletics +10, Intimidation +5

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Brave** The gladiator has advantage on saving throws against being frightened.

**Brute** A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

#### Actions

**Multiattack** The gladiator makes three melee attacks or two ranged attacks.

**Spear** *Melee or Ranged Weapon Attack* +7 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shield Bash** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

#### Reactions

**Parry** The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

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The fighter, a human named Kel, promises the PC a fair fight, with no low-blows or cheap shots. The result of the fight is decided by a skill challenge to allow characters of any level to feel challenged, and to avoid the tedium of weaponless combat.

#### The Bare Knuckle Bout

**Complexity:** 4 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Athletics, Insight, Intimidate

**Success:** You manage to knock out your opponent. For the next week, you make all Intimidate rolls with advantage.

#### Failure(s):

- 1: Body blows. Your next check is made with disadvantage.
- 2: Swollen eye. Your next check is made with disadvantage.
- 3: Glass jaw. You are knocked unconscious. You forfeit the purse.

#### Treasure

The PCs can bet up to 5 gp each (the barker can't cover higher than 5 gp) on the fight for an even money wager. Additionally, should the PC win the bout, they make all Intimidate rolls with advantage for the next week.

#### Further Adventure™

During the fight, the gladiator whispers to the PC that he is a slave, and asks the PC to help him escape...

The gladiator offers to join the party, hoping to learn from the party's martial character(s)...

The barker, a gnome named Flick, hires the party to escort him home with the winnings, fearing an attack from a local gang...

## The Missing Child

"A gnome, short even by gnomish standards, waves at you frantically from the mouth of an alley. He looks at you with pleading eyes and begs you to help him find his son."

### Creature(s)

#### Flesh Golem

*Medium Construct, Neutral*

**Armor Class:** 9

**Hit Points:** 93 (11d8+44)

**Speed** 30 ft.

**Challenge** 5 (1,800 XP)

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Berserk** On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

**Aversion of Fire** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Immutable Form** The golem is immune to any spell or effect that would alter its form.

**Lightning Absorption** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

**Magic Weapons** The golem's weapon attacks are magical.

#### Actions

**Multiattack** The golem makes two slam attacks.

**Slam** *Melee Weapon Attack* +7 to hit, reach 5 ft., (one target) Hit: 13 (2d8 + 4) bludgeoning damage.

The gnome is a mage named Lask who has recently finished crafting a flesh golem that he believes embodies the spirit of his dead son. Lask begs the party to find his "son" Opal without harming him. He describes his son as "tall and scarred".

#### Finding Opal

**Complexity:** 3 Successes, differing outcomes depending on Failures

**Difficulty:** DC 15

**Suggested Skills:** Investigation

#### Failure(s):

- 0: The party finds the golem alone in a dark alley.
- 1: The party finds the golem, but it is scared and any attempts to calm him down are made at disadvantage.
- 2: The party finds the golem, but he is surrounded by three guards.
- 3: The party finds the golem, but he is berserk and attacks the party on sight.

#### Treasure

If the party finds Opal and subdues him without harming him, Lask will give them a *Potion of Speed*.

#### Further Adventure™

The city guard wants the party to investigate where the body parts came from to create the golem...

Lask asks the party to find out who murdered his son, Opal...

Opal has murdered a girl and Lask wants the party to smuggle Opal out of the city...

## Buy a Flower, Sir?

*While walking through the crowd you brush past a girl struggling to move her flower cart, being accosted by a scruffy looking man. When he grabs her, she smacks him hard on the cheek, and yells "What do you take me for?!?" The man stands up straight, stunned. He shakes his head and collapses to the ground in your path, seizing violently. People immediately spread out in a ring around you all, while two officers push their way through. 'Wots this then?'*

### The Investigation

Once the party tells Jonnis what happened, he will press a silver coin into each of their hands and then state that the party is deputized as witnesses for the crown. Jonnis will order Statman to take the party to assist in the investigation.

### The Crime Scene

**Perception DC 10:** Watchmen Jonnis and Statman have responded to an apparent assault turned deadly. A woman slapped a man who accosted her, and he died. You've been deputized to witness and assist in the investigation.

**Perception DC 15:** Ernst dropped a jug of beer and some bread about a yard up the street. Statman knows the tavern Ernst frequents.

**Investigation DC 10:** Abigail says he grabbed her; she thought he was drunk and mistook her for a prostitute.

**Investigation DC 15:** Asking what other bystanders saw, they think he looked drunk. He'd been stumbling down the street.

**Medicine DC 10:** He doesn't smell like he'd had enough to drink to be stumbling.

**Medicine DC 15:** There's an odd stain and some partially chewed bread in Ernst's mouth, and you're pretty sure he was poisoned. Statman says there's a bakery nearby.

### Brigg's Tavern

**Perception DC 10:** Brigg's is little more than an alley with an awning anchored between two buildings covering a small wooden shack at the end that serves as an office and a bar. Crates and barrels are set down one side of the alley to act as tables and chairs. The clientele are beaten and broken and sip their beer near small braziers made of iron pots.

**Investigation DC 10:** Brigg and his clientele aren't interested in your investigation: he was here, and now he ain't.

**Persuasion/Deception/Intimidation DC 10:** He was here - but he was complaining of a headache, took a jug of beer and left.

**Persuasion/Deception/Intimidation/Investigation DC 15:** He was eating some bread, said he'd knicked it from fat Yonnis the bankers' carriage. Said he'd walked a mile for it, and earned it.

### Granite Street Bakery

**Perception DC 10:** Granite street bakery is little more than an oven in a shop front. Barrels of round loaves, slashed with a square shape, stand in the doorway with the shopkeep girl, Uta.

**Investigation DC 10:** Ernst had been there but didn't have enough money that day - and went away hungry.

**Persuasion/Deception/Intimidation DC 15:** Ok, if you must know, she saw him following her previous customer as she stepped into her carriage, walking behind the carriage all the way down the street. With all the foot traffic, it wasn't moving very fast.

### Mill Street Bank

**Perception DC 10:** The bank is a small office several blocks from the Granite street bakery.

**Perception DC 15:** Yonnis was standing very close to his previous client, who left abruptly when the party arrived.

**Persuasion DC 10:** Yonnis's wife Bella brought him some cheese and wine for his luncheon, but no bread. He's been so busy, he hasn't even eaten. He shows you the food.

**Medicine/Insight DC 15:** After a sniff and tiny dab with your finger, you believe the cheese is poisoned.

**Conclusion:** While the baker is a suspect, Yannis's wife is likely trying to poison him due to his philandering ways.

### Treasure

Each party member gets 1 silver piece bearing the emblem of the city watch, granting special privileges.

### Further Adventure™

Yonnis is in great debt to a guild of thieves who poisoned his lunch, and his wife is innocent...

The bread wasn't poisoned, Ernst contracted a horrible fever the night before that's spreading through the city...

Ernst overdosed on a potent drug being sold down by the warehouse district...



# Earthquake

"The ground begins to tremble as if a massive titan were shaking the world violently. The shaking goes on for several moments as people and beasts scream out in terror."

## Effects of the Earthquake

### Shaken To Its Foundations

The ground in the area becomes difficult terrain and at the end of each turn, each creature on the ground in the area must make a DC 15 Dexterity saving throw. On a failed save, the creature is knocked prone.

#### Fissures:

Fissures open throughout the town. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 × 10 feet deep, 10 feet wide, and extends for 1d10 x 10 feet long. A creature standing on a spot where a fissure opens must succeed on a DC 15 Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).

#### Structures

The tremor deals 50 bludgeoning damage to any structure in contact with the ground each turn. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

#### Treasure

None. Though, at the DM's discretion, certain shops could be damaged and subject to looting.

#### Further Adventure™

The earthquake reveals the entrance to an as-yet-undiscovered dungeon complex that predates the city...

The local ruler's residence was destroyed and her child is trapped inside...

The jail was partially destroyed and some dangerous prisoners have escaped.

They must be tracked down immediately...

#### Creature(s)

### Escaped Prisoner

*Medium Humanoid (any race), Any Evil*

**Armor Class:** 11

**Hit Points:** 32 (5d8+10)

**Speed** 30 ft.

**Challenge** 1/2 (100 XP)

**Skills** Intimidation +4, Stealth +3

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Menacing** Any creature that starts its turn within 20 feet of the escaped prisoner must make a DC 13 Wisdom saving throw, unless the escaped prisoner is incapacitated. On a failed save, the creature makes their first attack against the escaped prisoner with disadvantage. If a creature's saving throw is successful, the creature is immune to the Menacing ability for the next 24 hours.

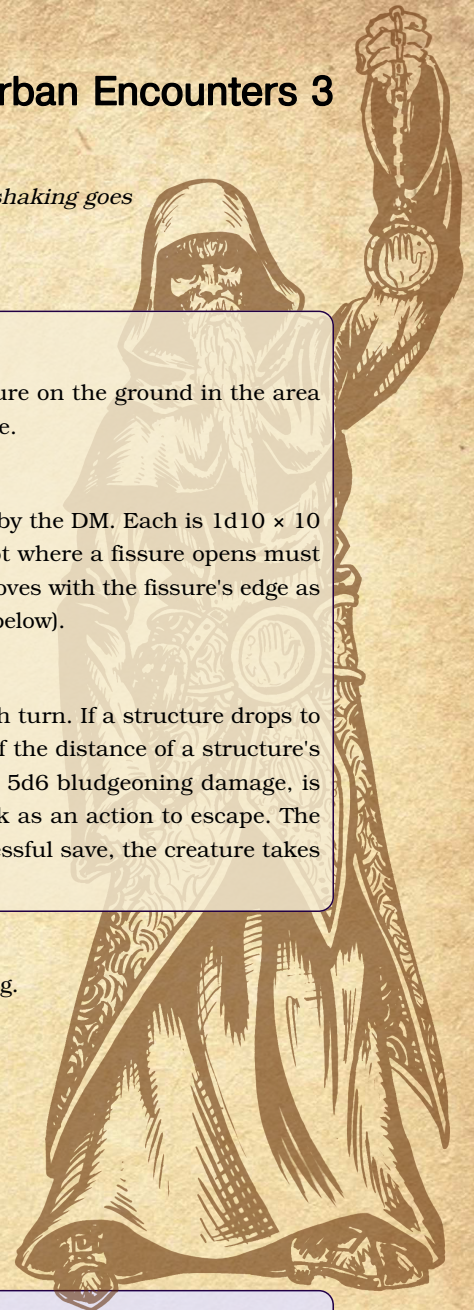
#### Actions

**Multiattack** The escaped prisoner makes two melee attacks.

**Club** *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 5 (1d6 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

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## Market Day

"It is market day, people from all across the area have assembled to sell their wares, buy goods, visit with their neighbors. While most of the items are mundane, there are a few treasures hidden on the carts, rugs, and stands."

### Creature(s)

#### Market Day Vendor

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 10

**Hit Points:** 4 (1d8)

**Speed** 30 ft.

**Challenge** 0 (10 XP)

**Skills** Persuasion +2

**Senses** passive Perception 10

**Languages** Common

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

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### Vendors

#### Farmer Giles

A selection of fruits, vegetables, and mushrooms.

DC 15 Nature check reveals that some of the mushrooms, called Treant's Toes by the locals, are poisonous.

#### Randl Fees, human male

Dried meats, jerky, sausages and hams.

DC 15 Nature check reveals some of the cured meats were sourced from kobolds. If pressed, Randl will admit he bought the meat from an adventurer, and thought it was snake or lizard. The rest is perfectly normal.

#### Camille Nier, human female

A collection of minerals, crystals, and rocks.

A DC 15 Perception check reveals that a clump of fool's gold, selling for 5 sp, is actually real gold, that is worth 10 gp.

#### Brune Hardskull, male dwarf

A cart filled with pumpkins and squashes stuck in the mud.

A DC 15 Athletics check is required to get the cart unstuck from the mud.

#### Raw Randell, halfling male

A stand with a dice game. One roll costs 1 sp and pays out 2 sp if a 2 or 12 is rolled.

A DC 15 Investigation check reveals that Raw Randall is using rigged dice.

#### Magda DeLune, tiefling female

A pony ride, three ponies walk in a circle while kids ride. One of the ponies, a dappled mare bearing a small girl, begins to panic and threatens to buck the child off.

A DC 15 Animal Handling calms the beast enough for the girl's mother to rescue her.

#### Zelly Peppercorn, female gnome

A tiny magician in a black cloak. She asks the crowd to see if they can follow a tiny red ball.

A DC 15 Perception check reveals that the Zelly hides the ball in her hair.

### Further Adventure™

The party finds a lost child in the market...

The party runs afoul of a rude noble and makes a powerful political enemy...

A character is accused of theft, and the guards find the stolen object in the character's pocket...

# Alchemical Pollution

"A green cloud seeps from the open windows of a small shop. People are lying in the street coughing and gasping for air and the cloud is begining to spread."

## Creature(s)

### Beazel the Alchemist

Medium Humanoid (Human), Neutral

**Armor Class:** 10

**Hit Points:** 4 (1d8)

**Speed** 30 ft.

**Challenge** 0 (10 XP)

**Skills** Arcana +4, Nature +4 Medicine +3

**Senses** passive Perception 11

**Languages** Common

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	15 (+2)	13 (+1)	12 (+1)

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The alchemist has become overpowered by an experiment and passed out. If the party investigates, they will need to succeed on a DC 15 Constitution saving throw or be overcome by the fumes and fall unconscious.

## Treasure

If the party is able to stop the alchemical fog, Beazel will grant the party 100 gp in credit to his shop.

### Beazel's Compoundary and Supply

Item	Price	Weight
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Alchemist's supplies	50 gp	8 lb.
Antitoxin (vial)	50 gp	-
Healer's kits	5 gp	3 lb.
Herbalism kits	5 gp	3 lb.
Merrow Lung	50 gp	¼ lb.
Potion of healing	50 gp	½ lb.
Oil (flask)	1 sp	1 lb.
Rock Climber's Resin	10 gp	1 lb.

## Further Adventure™

People affected by the cloud start to develop strange powers...

Rats, cats, and feral dogs in the area of the alchemist's shop begin to speak (as the *awaken* spell)...

Beazel begins to act strangely and is rumored to transform into a monster at night...

### Beazel the Night Fiend

Large Giant, Chaotic Evil

**Armor Class:** 11

**Hit Points:** 52 (7d10+14)

**Speed** 40 ft.

**Challenge** 2 (450 XP)

**Skills** Athletics +6

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Understands Common but unable to speak

## Actions

**Slam** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 11 (2d6 + 4) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	14 (+2)	5 (-3)	7 (-2)	6 (-2)

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## The Feast of the Silver Queen

"You come upon a religious procession. White-robed acolytes and priests handing out loaves of bread to the hungry, blessing pregnant mothers, and healing the sick."

### Creature(s)

#### Acolyte

Medium Humanoid (any race), Any Alignment

**Armor Class:** 11

**Hit Points:** 9 (2d8)

**Speed** 30 ft.

**Challenge** 1/4 (50 XP)

**Skills** Arcane +4, Investigate +4

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Spellcasting** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

**Cantrips (at will)** *light, sacred flame, thaumaturgy*

**1st level (3 slots)** ○○○ *bless, cure wounds, sanctuary*

#### Actions

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

Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.

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

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The procession marks a holy feast in honor of the goddess of healing where the clergy feed and heal the sick and homeless.

#### Treasure

The acolytes carry 3d8 copper pieces and loaves of bread, which they are handing out to beggars.

#### Further Adventure™

The party notices a pickpocket taking advantage of the distracted crowd to snatch coin purses...

A rowdy crowd from a rival temple attempts to disrupt the procession...

The shadow of a massive dragon appears, covering the procession and bestowing the effects of a mass heal spell...

#### Tiefling Pickpocket

Medium Humanoid (tiefling), Chaotic Neutral

**Armor Class:** 13

**Hit Points:** 27 (6d8)

**Speed** 30 ft.

**Challenge** 1 (200 XP)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +7, Stealth +5

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Infernal

**Infernal Legacy** The tiefling pickpocket can cast the *thaumaturgy* cantrip.

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

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

#### Actions

**Multiattack** The pickpocket makes two melee attacks.

**Shortsword** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) *Hit:* 6 (1d6 + 3) piercing damage.

**Hand Crossbow** *Ranged Weapon Attack* +5 to hit, range 30/120 ft., (one creature) *Hit:* 6 (1d6 + 3) piercing damage.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	13 (+1)	14 (+2)	17 (+3)

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# Haywire Ballista

"A horse shrieks nearby, a massive arrow stuck in its flank. A cart bearing a ballista has crashed into a fruit vendor's stand and the siege weapon is swinging on its pivot, as if looking for its next victim."

**Creature(s)**

## Animated Ballista

*Large Construct, Neutral*

**Armor Class:** 15

**Hit Points:** 55 (10d10)

**Speed** 0

**Challenge** 3 (700 XP)

**Damage Immunities** poison, psychic

**Condition Immunities** exhausted, sickened

**Senses** 240' darkvision

**Actions**

**Fire!** ○○○○○○○○○○○○ *Ranged Weapon Attack* +6 to hit, range 120 (one target) (16) 3d10+4 piercing damage

Ten shots before needing to be reloaded

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	10 (+0)	3 (-4)	3 (-4)

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The siege weapon is an animated ballista, a giant crossbow that was bound for the city wall when it malfunctioned and began to fire into the crowded street. The ballista can be destroyed through combat, or disarmed with two successful DC 15 Arcana checks, or two successful DC 20 Dexterity checks made with thieves' tools.

**Treasure**

Should the players disable the ballista without destroying it, they will have earned a favor from the city guard or the local ruler.

**Further Adventure**<sup>™</sup>

The wizard's guild that created the ballista seeks revenge on the party for sullyng their reputation...

Other automated defenses begin to run amuck and several citizens have been injured or possibly killed...

The mayor/lord feels that a spy has infiltrated the town guard and is sabotaging the city's defenses (see below)...

## Finding the spy

**Complexity:** 6 successes before 3 failures

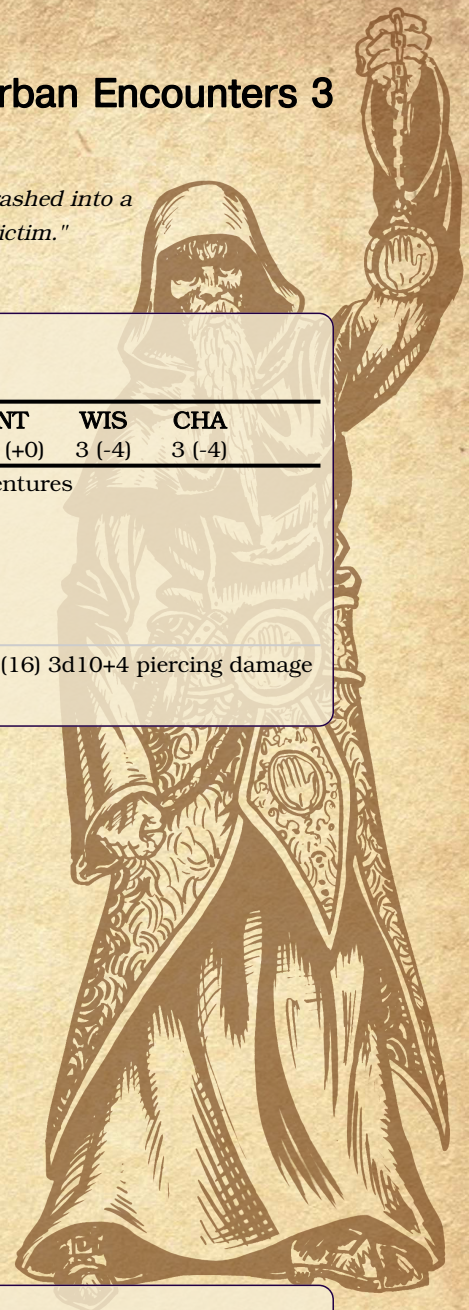
**Difficulty:** DC 15

**Suggested Skills:** Intimidate, Investigation, or Persuasion

**Success:** The identity of the spy is discovered.

**Failure(s):**

- 1: People grow suspicious and the next check is made with disadvantage.
- 2: The party runs afoul of a gang of thugs.
- 3: The spy learns of the party's investigation and sets a deadly trap for them.



## Crandle the Streetsweeper

"A downtrodden looking man carries a small oblong box tied to his back, doing sweeping and chores around the neighborhood for money. He never removes the box, and even sleeps with it."

### Creature(s)

#### Crandle the Streetsweeper

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 10

**Hit Points:** 3 (1d8-1)

**Speed** 30 ft.

**Challenge** 0 (10 XP)

**Senses** passive Perception 10

**Languages** Common

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

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### Crandle's Story

Crandle is an excellent NPC to frequent the poorer part of town. He can serve as a contact, hireling, as well as an informant. He can perform most manual labor for hours without tiring. Crandle is a very skilled custodian and is a proficient appraiser of the value of goods, jewelry, and items that might be sold. He is reluctant to talk about the death of his wife and daughter unless the party knows to bring it up - it upsets him, and he's likely to flee in tears.

#### Investigation:

**DC 10:** Crandle is downtrodden, and doesn't speak much. He only asks for work and eats minimally. After the work is done, as soon as he is paid, he takes it to a large temple in a wealthier district and returns to his meager life.

**DC 15:** No one has seen what is in the box, but it appears about the size of a small child's coffin.

**DC 20:** Crandle was once happily married to a woman named Kera, and they had a child named Ora. One night, their building caught fire. Crandle was able to get the baby Ora out of the house, but Kera perished in the flames.

#### Persuasion/Charisma/Insight directly with Crandle:

**DC 15:** The next morning, Crandle was only able to recover her favorite heirloom pendant from the ashes, which contained a large (500gp) diamond.

**DC 15:** (separate encounter) Crandle's daughter Ora, exposed to the elements, became sick and died in his arms.

**DC 20:** 11 days later, he learned that there was magic at a temple that could use the pendant to raise the girl, but he was a day late for *raise dead* or *gentle repose*. (he will become very upset and flee)

**DC 20:** (separate encounter, after he's calmed down) He gave the pendant to the temple to hold, while he tries to earn a further 500gp to raise his daughter. He takes anything he doesn't need to survive to build up the amount at the temple.

The temple will not discuss Crandle's case unless the party is able to learn all the details of the arrangement. The temple is dedicated to Ardet, god of Merchants, and will honor the *resurrection* once Crandle can pay 1500 gp to cover the material costs and time. They have 857gp 15 silver and 5 copper on deposit for him and will refuse to release the money as it's already been tithed.

### Treasure

Crandle has his clothes and a box, containing the mummified corpse of a small child, tied to him with rope.

### Further Adventure™

The priest of Ardet can't actually cast resurrection, but sees it as fair that he collect the money ...

The story isn't completely true, and the child belongs to a neighbor who also died in the fire, which was Crandle's fault...

There's nothing in the box, everything is a hallucination of Crandle's, he takes the money to the temple as a deposit to cure his madness...

# Volcano Encounters

Andrew Hand: Writing, Editing

Michael Johnson: Writing, Graphic Design, Art Direction



## Rethrex the Rubicund

"A great shadow falls over your party as something massive flies overhead. You feel the air grow hotter and your nose burns with sulfur."

### Creature(s)

#### Adult Red Dragon

*Huge Dragon, Chaotic Evil*

**Armor Class:** 19 (natural armor)

**Hit Points:** 256 (19d12+133)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

**Challenge** 17 (18,000 XP)

**Saving Throws** Dex +6, Con +13, Wis +7, Cha +11

**Skills** Perception +13, Stealth +6

**Damage Immunities** fire

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23

**Languages** Common, Draconic

**Legendary Resistance (3/Day)** If the dragon fails a saving throw, it can choose to succeed instead.

#### Actions

**Multiattack** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite** *Melee Weapon Attack* +14 to hit, reach 10 ft., (one target) Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

**Claw** *Melee Weapon Attack* +14 to hit, reach 5 ft., (one target) Hit: 15 (2d6 + 8) slashing damage.

**Tail** *Melee Weapon Attack* +14 to hit, reach 15 ft., (one target) Hit: 17 (2d8 + 8) bludgeoning damage.

**Frightful Presence** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Fire Breath (Recharge 5-6)** The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

#### Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect** The dragon makes a Wisdom (Perception) check.

**Tail Attack** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions)** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

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The dragon will attack those it fears could rival it and steal its hoard. Those it deems too weak to pose a threat, it will bully and threaten. Low-level parties that show sufficient fear and respect may survive if they surrender all of their treasure to Rethrex the Rubicund.

### Treasure

Hidden deep within the volcano is a great hoard.

### Further Adventure™

The dragon orders the party to rescue a band of red dragonborn from a fire giant dungeon...

The dragon agrees to let the party live if they steal a valuable item that it covets for its hoard...

The party is approached by a mate or an offspring of Rethrex who schemes to kill the older dragon and steal its hoard...



# Shell Shocked

"You hear a low moan and see a small humanoid made of molten rock flipping several small stone turtles on their back. The turtles kick their small legs and move their necks in distress."

## Creature(s)

### Magma Mephit

*Small Elemental, Neutral Evil*

**Armor Class:** 11

**Hit Points:** 22 (5d6+5)

**Speed** 30 ft., fly 30 ft.

**Challenge** 1/2 (100 XP)

**Skills** Stealth +3

**Damage Immunities** fire, poison

**Damage Vulnerabilities** cold

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan, Terran

**Death Burst** When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

**False Appearance** While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

**Innate Spellcasting (1/Day)** The mephit can innately cast *heat metal*(spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

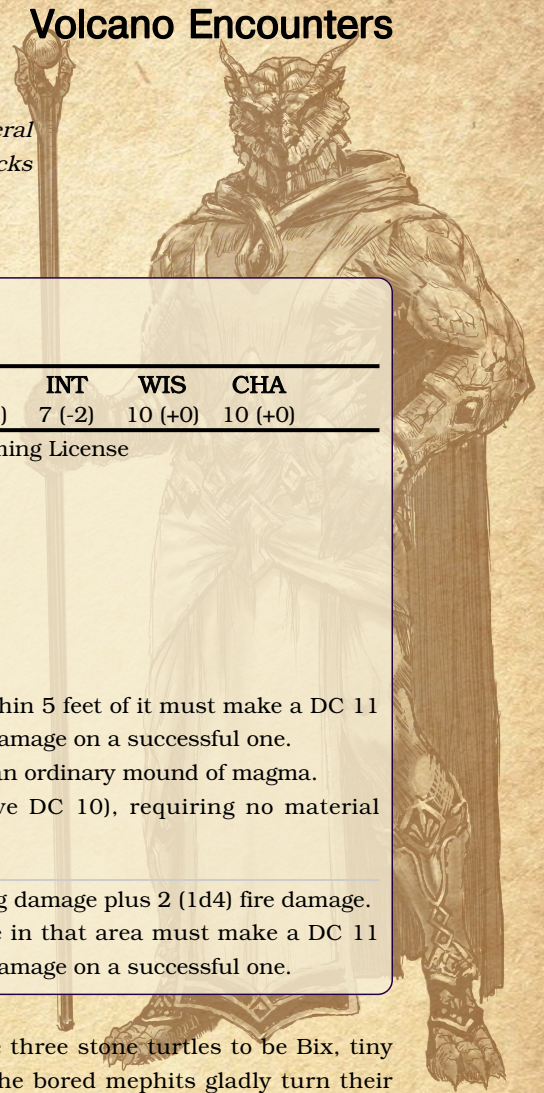
#### Actions

**Claws** *Melee Weapon Attack* +3 to hit, reach 5 ft., (one target) Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

**Fire Breath (Recharge 6)** The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

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The fiery creatures are magma mephits and a DC 15 Arcana check will reveal the three stone turtles to be Bix, tiny elementals that eat rocks. Some bix grow semi-precious crystal on their shells. The bored mephits gladly turn their attention on the party but fly away if it is clear that they will lose the fight.

## Treasure

Each mephit carries a clump of melted coins (3d6 gp). There is also a small obsidian key. There is also a 10% chance that each bix has 3d6 gp worth of small crystals growing on its shell.

## Further Adventure™

The players find a small obsidian door, just three feet tall...

The bix can fetch a fair price from sages, wizards, and zookeepers...

One of the bix has an important clue written on its shell in Terran...

### Bix

*Tiny Elemental, Unaligned*

**Armor Class:** 15 (natural armor)

**Hit Points:** 2 (1d4)

**Speed** 15 ft.

**Challenge** 0 (10 XP)

**Senses** blindsight 30 ft., passive Perception 9

#### Actions

**Bite** *Melee Weapon Attack* +0 to hit, reach 5 ft., (one target) Hit: 1 piercing damage.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	8 (-1)	11 (+0)	1 (-5)	8 (-1)	5 (-3)

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## The Affable Miners

"You spy a band of dark-skinned elemental humanoids mining the face of the cavern wall. They see you and greet you warmly in a strange tongue, waving you over."

### Creature(s)

#### Azer Marauder

*Medium Elemental, Lawful Evil*

**Armor Class:** 15 (natural armor)

**Hit Points:** 58 (9d8+18)

**Speed** 30 ft.

**Challenge** 3 (700 XP)

**Saving Throws** Con +4

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** passive Perception 11

**Languages** Ignan

**Heated Body** A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

**Heated Weapons** When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

**Illumination** The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

#### Actions

**Multiattack** The azer marauder attacks twice with its maul.

**Maul** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 14 (2d6 + 4) bludgeoning damage, plus 3 (1d6) fire damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

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The azer marauders are renegades of their traditionally lawful neutral race. The marauders try to trick the party into thinking they are not evil. The DM can allow an Insight roll versus a Deception check (+0).

### Treasure

Each marauder carries a maul made from volcanic rock worth 25 gp, and the leader wears a *commander's pin* (see below).

### Further Adventure™

The players could encounter a band of ordinary azers who are seeking the renegades; the players will be leery of a second trap...

The azer marauders serve a young red dragon in the area named Grogzoth...

The azers could be guarding a stable portal to the elemental plane of fire, but for whom?...

#### Commander's Pin

*Wonderous Item, Uncommon*

This brass pin resembles a soldier's medal. Once per long rest the wearer of this pin may activate it by using a bonus action to grant one ally within thirty feet advantage on their next attack.

## More Than They Could Handle

"This chamber is filled with bodies shrouded in burnt cloaks. In the center of the chamber is a massive bonfire that nearly touches the roof of the cave."

### Creature(s)

#### Primordial Fire Elemental

*Gargantuan Elemental, Neutral*

**Armor Class:** 19 (natural armor)

**Hit Points:** 298 (20d20+88)

**Speed** 50 ft.

**Challenge** 18 (20,000 XP)

**Saving Throws** Dex +13, Con +10

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan, Primordial

**Incendiary Cloud (Recharge 5 - 6)** The primordial fire elemental can create an effect similar to an *incendiary cloud*. This effect is equivalent to a spell performed by an 18th level caster, but requires no material components. The save DC for the effect is 19.

**Fire Form** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 10 feet of it takes 27 (5d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 27 (5d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 27 (5d10) fire damage at the start of each of its turns.

**Illumination** The elemental sheds bright light in a 60 foot radius and dim light for an additional 60 feet.

**Water Susceptibility** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

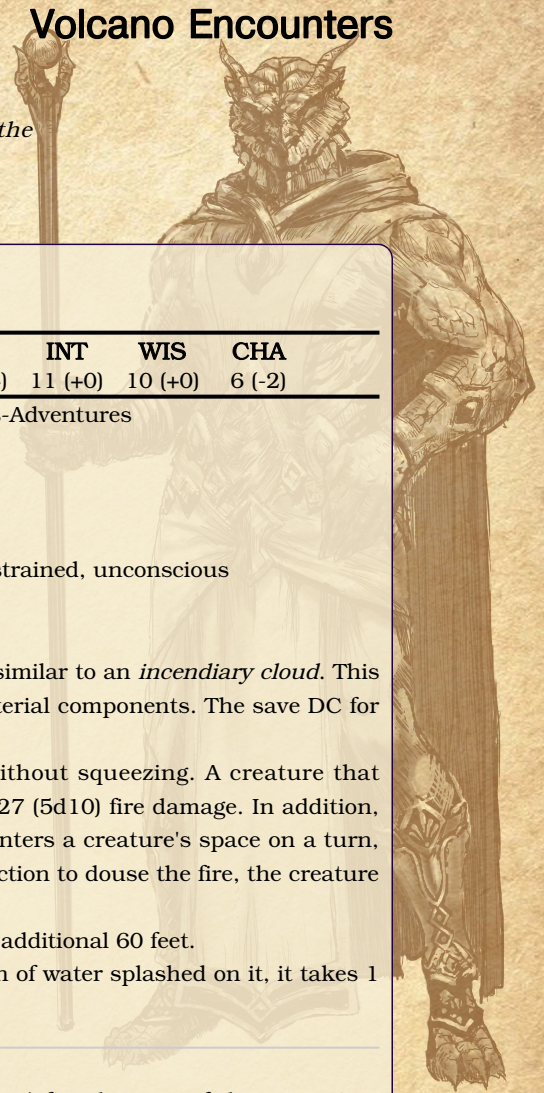
#### Actions

**Multiattack** The elemental makes two touch attacks.

**Touch** *Melee Weapon Attack* +13 to hit, reach 10 ft., (one target) Hit: 39 (5d12 + 7) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 27 (5d10) fire damage at the start of each of its turns.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+7)	18 (+4)	11 (+0)	10 (+0)	6 (-2)

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The bonfire, is in fact, a primordial fire elemental. A DC 10 Perception check reveals several items of an arcane nature. A DC 15 Arcana check reveals that the items were used to summon an elemental. The elemental attempts to fool the party while it assesses their intentions and possible weaknesses.

#### Treasure

The cultists have a *wand of web*, 13 cp, 23 sp, 34 gp and a sacrificial dagger with garnet chips (25 gp).

#### Further Adventure™

The bodies begin to rise as zombies...

The elemental, speaking in Ignan and then Primordial, threatens to kill the party if they don't return it to its home plane of existence...

The heat from the elemental could destroy support beams in the cavern and threaten a collapse...

# Aggressive Negotiations

"A group of fire giants shout and tussle ahead. They seem to be fighting among themselves and do not seem to have noticed you...yet."

## Creature(s)

### Fire Giant

*Huge Giant, Lawful Evil*

**Armor Class:** 18

**Hit Points:** 162 (13d12+78)

**Speed** 30 ft.

**Challenge** 9 (5,000 XP)

**Saving Throws** Dex +3, Con +10, Cha +5

**Skills** Athletics +11, Perception +6

**Damage Immunities** fire;

**Senses** passive Perception 16;

**Languages** Giant

#### Actions

**Multiattack** The giant makes two greatsword attacks.

**Greatsword** *Melee Weapon Attack* +11 to hit, reach 10 ft., (one creature) Hit: 28 (6d6 + 7) slashing damage.

**Rock** *Ranged Weapon Attack* +11 to hit, range 60/240 ft., (one creature) Hit: 29 (4d10 + 7) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

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The giants are fighting against each other and can be avoided with a DC 16 (the passive Perception check of the giants) Stealth check. The numbers of giants is left to the DM, but use at least two. The giants can be wounded to reduce the challenge if needed. Several large boulders in the cavern can provide cover.

## Treasure

Each giant carries 3d10 cp, 3d8 sp, 3d6 gp. In addition, each giant carries one of the following items chosen randomly: 1. a ram's skull, 2. 120 ft. of hempen rope, 3. a bear skin, 4. 1d4 boulders, 5. a large copper pot, 6. a live chicken, 7. a blackberry bush, 8. bagpipes.

## Further Adventure™

The giants capture the party and bring them deep into the volcano...

The giants leave behind a hell hound pup that follows the party, whining and begging for food...

A civil war is raging inside the volcano as two or more factions vie for power, the party could be hired to fight or pressed into service...

### Hell Hound Pup

*Small Fiend, Lawful Evil*

**Armor Class:** 13 (natural armor)

**Hit Points:** 19 (3d8+6)

**Speed** 30 ft.

**Challenge** 1/2 (100 XP)

**Skills** Perception +5

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Infernal but can't speak it

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

#### Actions

**Bite** *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit:5 (1d4 + 3) piercing damage.

**Fire Breath (Recharge 5-6)** The pup exhales fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	5 (-3)	12 (+1)	8 (-1)

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## Singe and Duchess

"From a cloud of ash and soot steps a red dragonborn wearing robes the color of the surrounding rock, a small dragon perched on his shoulder."

### Creature(s)

#### Red Dragonborn Druid

Medium Humanoid (dragonborn), Any Neutral

**Armor Class:** 12 (natural armor)

**Hit Points:** 27 (5d8+5)

**Speed** 30 ft.

**Challenge** 2 (450 XP)

**Skills** Medicine +4, Nature +3, Perception +4

**Senses** passive Perception 14

**Languages** Druidic, Draconic, plus any one language

**Spellcasting** The dragonborn druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

**Cantrips (at will)** *druidcraft, produce flame, shillelagh*

**1st level (4 slots)** ○○○○ *entangle, longstrider, speak with animals, thunderwave*

**2nd level (3 slots)** ○○○ *heat metal, barkskin*

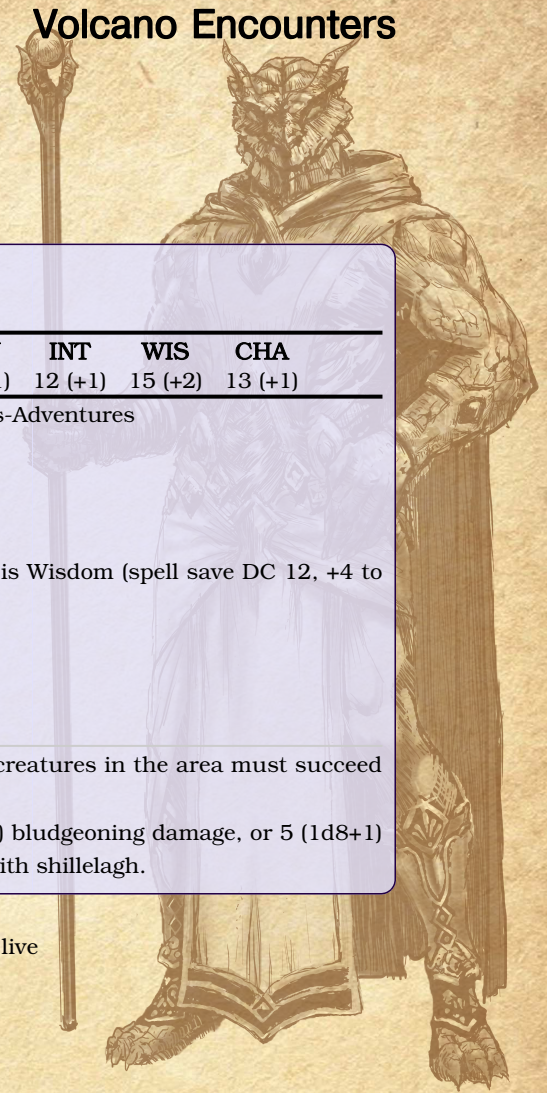
#### Actions

**Breath Weapon (short Rest)** The dragonborn druid exhales a 15 ft. cone of fire. All creatures in the area must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) fire damage.

**Quarterstaff Melee Weapon Attack** +2 to hit, reach 5 ft., (one creature) Hit: 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if wielded with two hands, or 7 (1d8 + 3) bludgeoning damage with shillelagh.

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

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The druid, a dragonborn named Singe, and his pseudodragon companion, Duchess, live in the volcano.

### Treasure

Singe carries 8 cp, 4 sp, 5 gp, and a 3 steel coins bearing the likeness of an effreet.

### Further Adventure™

Singe offers to escort the party through the volcano if they will promise to harm none of its inhabitants...

Singe claims to be searching for a clutch of electrum dragon eggs that lay untended after their mother was killed...

Singe could be evil, and Dutchess is being kept in a cramped cage without food or water...

#### Pseudodragon

Tiny Dragon, Neutral Good

**Armor Class:** 13 (natural armor)

**Hit Points:** 7 (2d4+2)

**Speed** 15 ft., fly 60 ft.

**Challenge** 1/4 (50 XP)

**Skills** Perception +3, Stealth +4

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Languages** understands Common and Draconic but can't speak

**Keen Senses** The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

**Limited Telepathy** The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

#### Actions

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

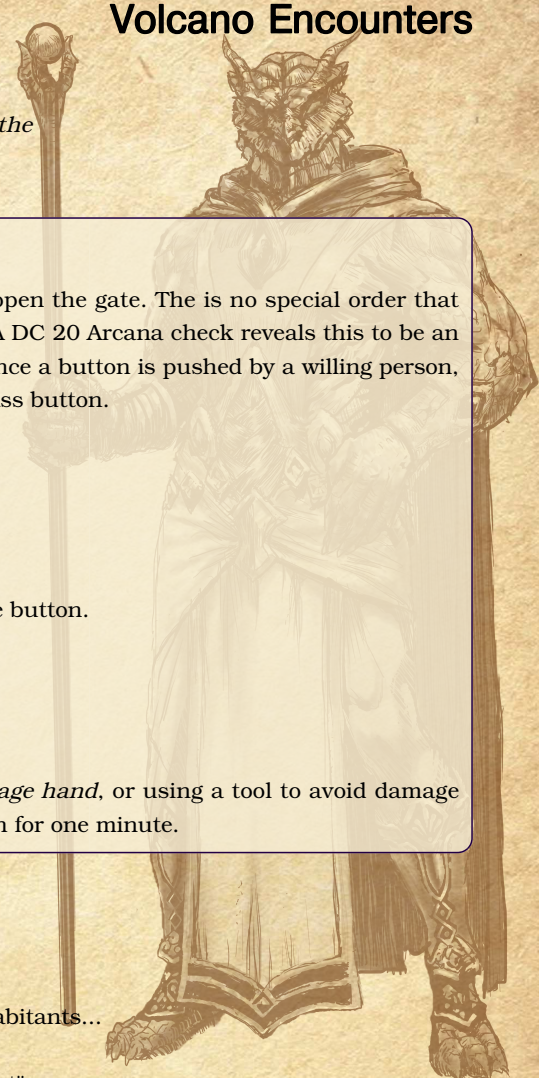
**Sting Melee Weapon Attack** +4 to hit, reach 5 ft., (one creature) Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Con. save or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

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# Agony Gate

"You find a doorway carved into the face of the cavern wall. In the center of the arch are five colorful gems, each round and roughly the size of a thumbnail."



## Opening the Agony Gate

The "gems" are actually glass buttons. Each button needs to be pressed to open the gate. There is no special order that the buttons need to be pressed, though the players need not know this fact. A DC 20 Arcana check reveals this to be an Agony Gate: an obscure magical gate that is powered by the pain of others. Once a button is pushed by a willing person, elemental damage is dealt. The type of damage depends on the color of the glass button.

Button Color	Damage Type
Black	necrotic
Blue	cold
Green	acid
Red	fire
Yellow	lightning

The amount of damage is determined by the level of the character pushing the button.

PC Level	Damage
1 - 4	1d10
5 - 10	2d10
11 - 16	4d10
17 - 20	10d10

Once all five buttons have been pressed (by a living being, tricks such as *mage hand*, or using a tool to avoid damage won't work), a portal to the Elemental Plane of Fire will open, and remain open for one minute.

## Treasure

None.

## Further Adventure™

The doorway could be trapped with a shrill alarm that brings the volcano's inhabitants...

The door could close, suddenly splitting the party in half...

Once the door is open, an expectant band of magmin are waiting for a "shipment"...

## Magmin

*Small Elemental, Chaotic Neutral*

**Armor Class:** 14 (natural armor)

**Hit Points:** 9 (2d6+2)

**Speed** 30 ft.

**Challenge** 1/2 (100 XP)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Death Burst** When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

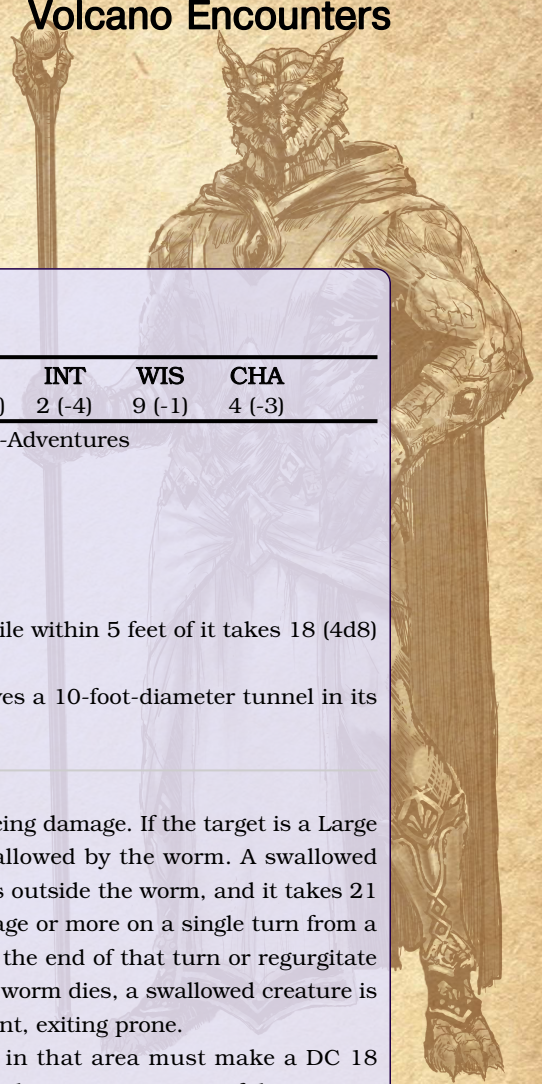
**Ignited Illumination** As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

### Actions

**Touch Melee Weapon Attack** +4 to hit, reach 5 ft., (one creature) Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

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# Hunger and Lava

"The ground in front of you erupts and a creature, massive and insectoid, emits a roar that shakes the cavern. The worm drips lava over its blackened chitinous plates."

## Creature(s)

### Lava Worm

*Gargantuan Monstrosity, Unaligned*

**Armor Class:** 18 (natural armor)

**Hit Points:** 247 (16d20+90)

**Speed** 50 ft., burrow 30 ft.

**Challenge** 15 (13,000 XP)

**Saving Throws** Con +11

**Damage Immunities** fire

**Damage Vulnerabilities** cold

**Senses** blindsight 30 ft., tremorsense 60 ft., passive Perception 9

**Heated Body** A creature that touches the lava worm or hits it with a melee attack while within 5 feet of it takes 18 (4d8) fire damage.

**Tunneler** The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

#### Actions

**Multiattack** The worm makes three attacks with its bite.

**Bite** *Melee Weapon Attack* +9 to hit, reach 10 ft., (one creature) Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) fire damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

**Spew Lava (Recharge 5-6)** The worm spews lava in a 60 foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	7 (-2)	22 (+6)	2 (-4)	9 (-1)	4 (-3)

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The lava worm is a formidable opponent and the DM should make it clear that running is the best option for all but the toughest parties. The lava worm tends to soften up large groups with its Spew Lava ability, then bites each victim at least once before trying to swallow them.

## Treasure

The lava worm does not hoard treasure, but its tunneling does reveal a trove of raw obsidian (680 gp).

## Further Adventure<sup>™</sup>

A party of drow approaches the characters claiming that the worm's tunneling threatens to fill their city with lava...

The lava worm's tunneling threatens to cause an eruption, the party must seek out a tablet containing a ritual to put the beast to sleep for a decade...

A bedraggled dwarf approaches the party and begs them to help him save a group of miners trapped when the lava worm tunneled through their mine...





## Bumbling Beginners, Bauxite, and Basalt

"You see a young human male with his boot stuck in a crack in the floor. He looks at you with a mix of relief and embarrassment."

### Creature(s)

#### Apprentice Mage

*Medium Humanoid (any race), Any Alignment*

**Armor Class:** 11

**Hit Points:** 9 (2d8)

**Speed** 30 ft.

**Challenge** 1/4 (50 XP)

**Skills** Arcana +4, Investigation +4

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Spellcasting** The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has following wizard spells prepared:

**Cantrips (at will)** *light, firebolt, minor illusion*

**1st level (3 slots)** ○○○ *mage armor, identify, comprehend languages*

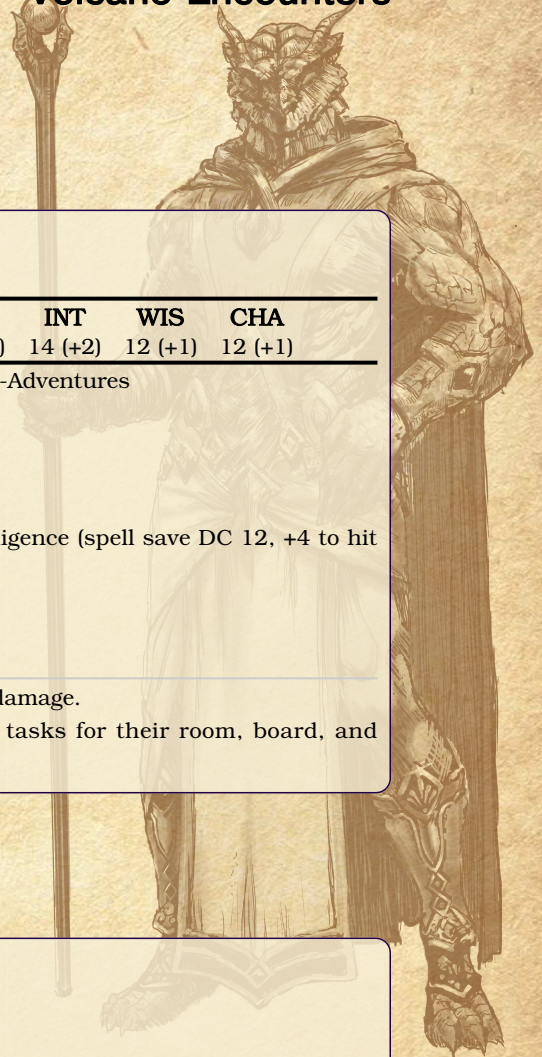
#### Actions

**Dagger** *Melee Weapon Attack* +3 to hit, reach 5 ft. (one target) *Hit* 3 (1d4+1) Piercing damage.

Apprentices train under more powerful spellcasters and usually perform menial tasks for their room, board, and training.

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

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The young man is an apprentice mage named Nim. He was on a mission for his master to retrieve some volcanic minerals when he stepped in a crack and got his foot stuck.

#### Gathering the Components

**Complexity:** 4 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Athletics, Nature, Perception

**Success:** You successfully locate all the samples Nim's master requires.

**Failure(s):**

- 1: The next skill check is made with disadvantage.
- 2: A gas pocket erupts. The party must succeed on a DC 15 Constitution saving throw or become poisoned.
- 3: The party finds the samples, but runs into a band of orcs.

#### Treasure

Nim carries 3 cp, 5 sp, 2 gp, and a spell focus (a blue crystal).

#### Further Adventure™

Nim is actually a doppelganger, an oni, or another shapeshifter...

Something leads the party to believe that Nim pushed his master into the lava...

Nim's master, an elf named Alissa Duen, could reward the party with some knowledge or advice...

# Serpentine Gatekeeper

"The path opens into a large, circular chamber. The path is five feet wide and hugs the right wall of the chamber. The rest of the cave is a lava-filled pool with an island fifteen feet wide in the center. On the island sits a massive, serpentine creature with an over-sized longbow."

## Creature(s)

### Salamander Archer

*Large Elemental, Neutral Evil*

**Armor Class:** 15 (natural armor)

**Hit Points:** 90 (12d10+24)

**Speed** 30 ft.

**Challenge** 5 (1,800 XP)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Damage Vulnerabilities** cold

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Heated Body** A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

**Heated Weapons** Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

#### Actions

**Multiattack** The salamander makes two attacks with its bow.

**Longbow** *Ranged Weapon Attack* +7 to hit, range 150/600 ft., (one creature) Hit: 13 (2d8 + 4) piercing damage.

**Tail** *Melee Weapon Attack* +7 to hit, reach 10 ft., (one target) Hit: 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

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The salamander guards a wrought iron gate that blocks the path to travel deeper in the volcano. The gate has an armor class of 20, 30 hit points and ignores attacks that deal less than 10 damage. The gate's lock can be opened with a DC 20 Dexterity check by a character proficient with thieves' tools.

The salamander is twenty feet from the path at the closest point. He has a clear field of fire. The salamander fires on the party's unarmored members.

#### Increase Difficulty

Add an additional archer to increase the difficulty of the encounter. Additionally, you can add a large boulder to the island to provide cover for the archer.

#### Treasure

Silver ring (5 gp), a pouch of rare tobacco in a lead tin (15 gp), a clay pipe (1 gp), 16 sp, and 36 gp.

#### Further Adventure™

The gatekeeper tells the party he will let them pass without incident if they find the portal to the Plane of Fire. He has grown tired of his duties and wishes to escape...

The gatekeeper throws the key into the lava before dying...

The gatekeeper says he will open the gate for a hefty bribe, then locks the gate behind the party...

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