

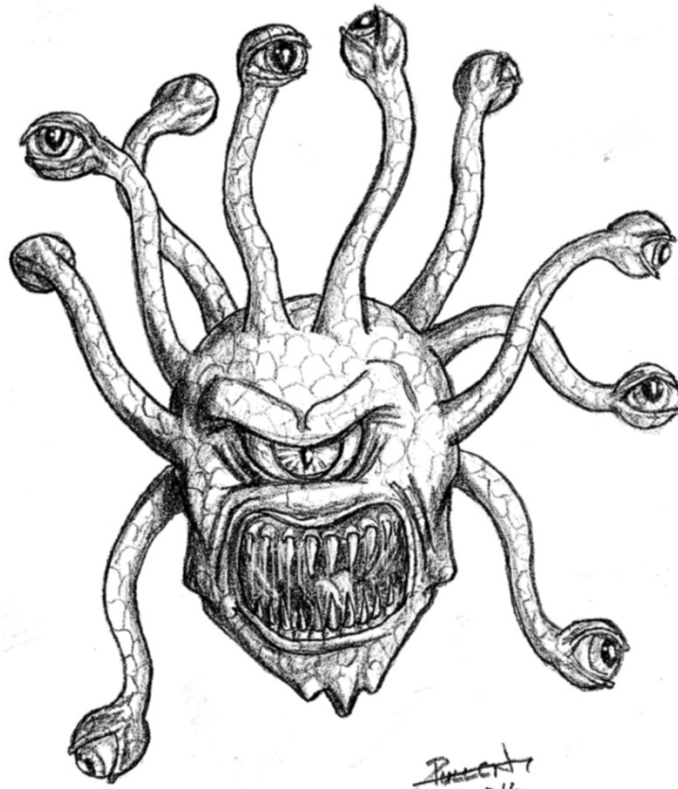
# Dungeons & Dragons

5th Edition

## The Shackled City Adventure Path Conversion Guide

### ***Flood Season***

*Dungeon Issue #98*



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## **RUMORS IN CAULDRON**

Intelligence (Investigation) DC 10 yields one rumor DC 15 yields 2 rumors and DC 20, three.

## **THE LUCKY MONKEY**

Intelligence (Investigation) DC 10 and 10gp gets map of the Lucky Monkey.

Intelligence (History) DC 10 gains enough about the region to draft a map of the area.

Wisdom (Perception) DC 18 to notice baboons becoming quiet.

Wooden Doors: Damage threshold 5, HP: 15, Break Strength DC 13, Open Lock Dexterity varies per room.

Locked Shutters: Damage threshold 5, HP: 10, Break Strength DC 10, Open Lock Dexterity DC 10

Front Doors: Damage threshold 5, HP: 25, Open Lock Dexterity DC 23. Strength DC 18 to push open after unlocking

Side Door: Damage threshold 5, HP: 25, Open Lock Dexterity DC 23. Strength DC 18 to push open after unlocking

Service Entrance: Damage threshold 5, HP: 25, Open Lock Dexterity DC 25. Strength DC 15 to break

Deinonychus = Plesiosaurus from MM

### **M1: COMMON ROOM**

Nothing

### **M2-4: PRIVATE BOOTH**

Nothing

### **M5: STAIRS**

Nothing

### **M6: STAGE**

Nothing

### **M7: BAR**

Nothing

### **M8-9: RESTROOMS**

Open Lock Dexterity DC 15.

### **M10: TRAVELER'S ENTRANCE**

Nothing

### **M11: NIGHT CLERK'S QUARTERS**

Nothing

### **M12: ROOM KEY STORAGE**

Nothing

### **M13: STOREROOM**

Nothing

**M14: RECORDS ROOM/LIBRARY**

Nothing

**M15: CHAPEL TO FHARLANGHN**

Nothing

**M16: PRIVATE LOUNGE**

Nothing

**M17: SHENSEN'S ROOM**

Nothing

**M18-19: EMPLOYEE QUARTERS**

Nothing

**M20: GARDENING SUPPLIES**

Nothing

**M21: COURTYARD**

Nothing

**M22: BANQUET HALL**

Nothing

**M23: STOREROOM**

Nothing

**M24: PREPARATION ROOM**

Nothing

**M25: MEETING ROOM**

Nothing

**M26: TREASURY**

Nothing

**M27: KITCHEN**

Heward's handy haversack = Bag of Holding

Potion cure light wounds = Potion of cure wounds

Potion of jump. When you drink this potion, your jump distance is tripled for one hour

Potion of blur. When you drink this potion, your body becomes blurred, shifting and wavering to all who can see you. For the next hour, any creature has disadvantage on attack rolls against you.

Potion of magic fang. This potion only works on beasts or creatures that can shapechange into beasts. Their bite attack is considered magical damage for the next hour.

Potion of enlarge. When you drink this potion, your size doubles in all dimensions and weight is multiplied by eight. Your size category increases by one. You have advantage on Strength checks and saving throws. You also gain +1d4 to all weapon damage. This lasts for 1 hour.

**M28: STAIRS**

Nothing

**M29: BRIDGE**

Nothing

**M30: STAIRS**

Nothing

**M31: STAIRS**

Nothing

**M32: FLOPROOM**

Nothing

**M33: GUEST ROOMS**

Nothing

**M34: GUEST LOUNGE**

Nothing

**M35-36: BATHS**

Nothing

**M37: HIGH CLASS GUEST ROOMS**

Nothing

**M38: ORIN'S BEDROOM**

Nothing

**M39: BATTLEFIELD**

+1 holy light mace = +1 Holy Mace. Once per turn deals an extra 2d6 Radiant damage to evil creatures

+1 banded mail = +1 chainmail

Ring of Protection +1 = ring of protection

Periapt of Wisdom +1 = Periapt of Wisdom. While wearing this, your Wisdom becomes 19.

**M40: WINE CELLAR**

Nothing

**M41: FRUIT CELLAR**

Nothing

**M42: COLD STORAGE**

Nothing

**M43: WELL ROOM**

Wand of Magic Fang. This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. **Spells.** While holding the wand, you can use an action to expend two charges to give the bite attack of one beast magical damage for 1 minute. For each additional charge spent, you can select an additional beast.

Wand of Entangle. This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles

into ashes and is destroyed. **Spells.** While holding the wand, you can use an action to expend one charge to cast *entangle* (Strength DC 13). The spell lasts for one minute.

**Brown mold** feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a cone of cold destroys it

## **THE KOPRU RUINS**

Stone Doors: Damage threshold 8, HP: 60, Break Strength DC 23

### **K1. OVERLOOK**

Strength (Athletics) or Dexterity (Acrobatics) DC 15 to hit the water gracefully.

### **K2. TRANSPORT CAGE**

Transport Cage: Constitution Modifier +2. Save DC=10 + 2 per Medium creature over limit  
Decent Ropes: Acrobatics (Dexterity) DC 13 or Strength (Athletics) DC 10

### **K3. UPPER WINCH**

Operating Winch: Strength (Athletics) DC 10  
Winch safety feature: Dexterity DC 15 to disable  
Winch locking mechanism: Dexterity DC 15 to open lock  
Stone of Alarm: Strength (Athletics) DC 10 to remove

### **K4. WINCH OPERATOR'S BARRACKS**

Nothing.

### **K5. STORAGE**

Nothing.

### **K6. THE PHANTOM LAKE**

Nothing.

### **K7. NIGHTMARE BEACH**

Nothing.

### **K8. KOPRU LAIR**

Nothing.

### **K9. BEACH OF RUIN**

Nothing.

### **K10. TRAPPED FOYER**

Falling Wall Trap: Wisdom (Perception) DC 22 to spot, Dexterity DC 18 to disable. Attack +6, damage is bludgeoning.

### **K11. LOWER WINCH**

Nothing.

### **K12. MAIN ENTRANCE**

Nothing.

### **K13. THE GAUNTLET**

Pit Traps: DC 10 Dexterity saving throw, Wisdom (Perception) DC 15 to spot, Dexterity DC 18 to disable. Attack +6, damage is bludgeoning.

### **K14. NORTHERN GUARDROOM**

Secret Door: Damage threshold 8, HP: 60, Wisdom (Perception) DC 15 to spot, Break Strength DC 23

### **K15. SOUTHERN GUARDROOM**

Nothing.

### **K16. WORKROOM**

Intelligence (Investigation) DC 20 to notice items were used to build something magical  
Wisdom (Perception) DC 10 to spot treasure

### **K17. WELCOME TRAP**

Falling Web Trap: DC 10 Dexterity saving throw, Wisdom (Perception) DC 15 to spot, Dexterity DC 16 to disable. Dexterity (Acrobatics) DC 15 to escape or Strength (Athletics) DC 21 to break.

### **K18. GUARDROOM**

Nothing.

### **K19. STOREROOM**

Nothing.

### **K20. SOUTHERN ARMORY**

Dexterity DC 25 to Open Locked door

### **K21. MESS HALL**

Nothing.

### **K22. BARRACKS**

Nothing.

### **K23. SOUTHERN ENTRANCE**

Nothing.

### **K24. SKAVEN'S PARLOR**

Dexterity DC 35 to Open Locked door if arcane locked

DC 13 to dispel arcane lock with *dispel magic*

Dexterity DC 25 to Open Locked door otherwise

Skaven's spellbook: contains his prepared spells plus: 1<sup>st</sup> - *alarm, burning hands, mage armor, silent image, unseen servant*; 2<sup>nd</sup> - *arcane lock, blindness/deafness, blur, locate object, spider climb*; 3<sup>rd</sup> - *dispel magic, stinking cloud, tongues, water breathing*; 4<sup>th</sup> - *locate creature*

Bracers of Armor +1 = Bracers of Defense

Goggles of Minute Seeing. Gain advantage on all Wisdom (Perception) checks.

Potion of Hiding. Gain advantage on Dexterity (Stealth) checks to Hide for 1 hour.

### **K25. SKAVEN'S BEDCHAMBERS**

Sepia Snake Sigil Trap: DC 15 Dexterity saving throw or paralyzed for 1d4 hours, Wisdom (Perception) DC 23 to spot, Dexterity DC 23 to disable.

Treasure: Wisdom (Perception) DC 20 to spot

### **K26. WORKROOM STORAGE**

Secret door: Wisdom (Perception) DC 15

### **K27. SPIDER NEST**

Small Monstrous Spiders = Large Spider

### **K28. ABANDONED WEBS**

Nothing

### **K29. SECRET PASSAGE**

Nothing

### **K30. WEBBED CAVERN**

Medium monstrous Spiders = Giant Wolf Spider

Large Monstrous Spiders = Giant Spider

Sticky: DC 10 Dexterity saving throw, Wisdom (Perception) DC 17 to spot, Dexterity DC 17 to disable.

Dexterity (Acrobatics) DC 21 to escape or Strength (Athletics) DC 27 to break.

### **K31. ETTERCAP LAIR**

Nothing

### **K32. HARPOON SPIDER LAIR**

Bracers of Armor +2 = Bracers of Defense

Potion of Hiding. Gain advantage on Dexterity (Stealth) checks to Hide for 1 hour.

### **K33. TRAPPED CHAMBER**

Poison Spike Trap: +6 Attack (1d8+4 piercing damage and 3d6 poison damage, DC 10 Constitution saving throw halves poison damage), Wisdom (Perception) DC 12 to spot, Dexterity DC 16 to disable.

### **K34. STOREROOM**

Nothing

### **K35. NORTHERN ARMORY**

Dexterity DC 25 to Open Locked door

### **K36. TRIEL'S CHAMBERS**

Dexterity DC 25 to Open Locked door

Razordoor Trap: +6 Attack (1d12+8 slashing damage), Wisdom (Perception) DC 10 to spot, Dexterity DC 22 to disable. Wisdom (Perception) DC 25 to notices hidden switch to deactivate. If hit by the trap, target is grappled (Escape DC 20).

Dexterity DC 25 to Open Locked chest

+1 Silvered Heavy Flail. Two handed weapon, 1d12 bludgeoning damage  
Wand of Cure Wounds. This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. **Spells.** While holding the wand, you can use an action to expend one charge to cast *cure wounds*. Each additional charge increases the casting level by 1.  
Everburning Torch. As a bonus action, you can activate or deactivate this torch. It sheds light in a 20 foot radius.

### **K37. MESS HALL**

Nothing

### **K38. MEETING ROOM**

Nothing

### **K39. THUG BARRACKS**

Nothing

### **K40. ALLEYBASHER BARRACKS**

Nothing

### **K41. BLOODBATH**

Water Filled Pit Trap: Dexterity DC 15 to avoid, DC 19 to spot.

### **K42. NORTHERN ENTRANCE**

Footshredder Floor Trap: +6 Attack on all in contact with floor (2d4 piercing damage and DC 14 Constitution save or speed is reduced by half until healed), Wisdom (Perception) DC 15 to spot, Dexterity DC 18 to disable.

### **K43. PRISON**

Dexterity DC 25 to Open Locked doors

### **K44. INTERROGATION CHAMBER**

Rack Escape DC 18

### **K45. UNFINISHED TRAP**

Nothing

### **K46. GUARDROOM**

Nothing

### **K47. ENTRANCE TO TARKILAR'S CAVERNS**

Nothing

### **K48. BONE GUARDIAN**

Nothing

### **K49. SAFE CAVERN**

Nothing

### **K50. UNDEAD SPIDERS**

Large Monstrous Spider Zombie= Giant Spider Zombie



### **K51. GLYPHS OF WARDING**

Glyphs of Warding: Explosive Ruins 20 ft. radius, 5d8 thunder damage, Dexterity save DC 15 for half, Intelligence (Investigation) DC 15 to spot.

### **K52. CULT TREASURY**

Wisdom (Perception) DC 20 to determine that the top of the stone slab is hinged.

Poisoned Chest: 6d6 poison damage, Constitution DC 13 for half, Wisdom (Perception) DC 20 to spot, Dexterity DC 14 to disable.

### **K53. RUBBLE-FILLED ROOM**

Climbing over rubble DC 10 Strength or Dexterity.

### **K54. GLYPH TRAP**

Glyph of Warding: blindness, 5d8 thunder damage, Constitution save DC 16 to negate, Intelligence (Investigation) DC 16 to spot.

### **K55. UNDEAD MINIONS**

Nothing

### **K56. TARKILAR'S CAVERN**

Wand of Inflict Wounds. This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. **Spells.** While holding the wand, you can use an action to expend one charge to cast *inflict wounds*. Each additional charge increases the casting level by 1.

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Fold

**Thug**  
*Medium humanoid (human), chaotic neutral*  
**Armor Class** 18 (chainmail shield)  
**Hit Points** 32 (5d8 + 10)  
**Speed** 30 ft.

STR	DEX	DEX	INT	INT	INT
15 (+2)	11 (+0)	15 (+2)	10 (+0)	4 (-3)	4 (-3)

**Skills** Intimidation +2  
**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 1/2 (100 XP)

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

**Actions**

**Multiattack.** The thug makes two melee attacks.

**Longsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d8 + 2) slashing damage.

**Possessions**

Potion cure wounds, red sash

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Fold

**Alleybasher**  
*Medium humanoid (human) l. evil*  
**Armor Class** 14 (studded leather)  
**Hit Points** 27 (6d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4  
**Senses** passive Perception 16  
**Languages** common, gnome, halfling  
**Challenge** 1 (200 XP)

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

**Sneak Attack (1/Turn).** The spy 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 spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

**Actions**

**Multiattack.** The spy makes two melee attacks.

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

**Shortbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Possessions**

20 arrows, red sash

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Fold

**Hill Baboon**  
*Medium beast, unaligned*  
**Armor Class** 13  
**Hit Points** 21 (3d8 + 3)  
**Speed** 30 ft., climb 30 ft.

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

**Senses** passive Perception 11  
**Languages** —  
**Challenge** 1/2 (100 XP)

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

**Actions**

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

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Fold

**Tongueater (Barb 3)**  
*Medium humanoid (half-orc, shapeshifter), lawful evil*  
**Armor Class** 16  
**Hit Points** 35 (3d12 + 9)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	17(+3)	10(+0)	10(+0)	6(-2)

**Skills** Intimidation, Saves Deception  
**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons  
**Senses** darkvision 60ft., passive perception 12  
**Languages** Common, orc  
**Challenge** 4 (1,000 XP)

**Shapeshifter.** The werebaboon can use its action to polymorph into a baboon-- humanoid hybrid or into a baboon, or back into its true form, which is humanoid  
**Relentless Endurance.** When reduced to 0 hps you have 1 hp left.

**Savage Attacks.** When you score a critical hit, roll an additional dice of damage from the weapon.

**Rage (2/day).** +2 melee damage, advantage on Str checks and saves.

**Unarmored Defense.** AC 16 unarmored  
**Reckless Attack.** Advantage/Disadvantage  
**Danger Sense.** Advantage on Dex saves

**Actions**

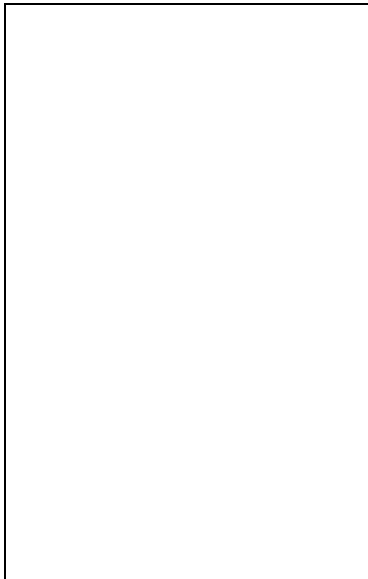
**Multiattack.** In hybrid form, he gets one melee and one bite attack.

**Longsword** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (1d8+5) slashing damage

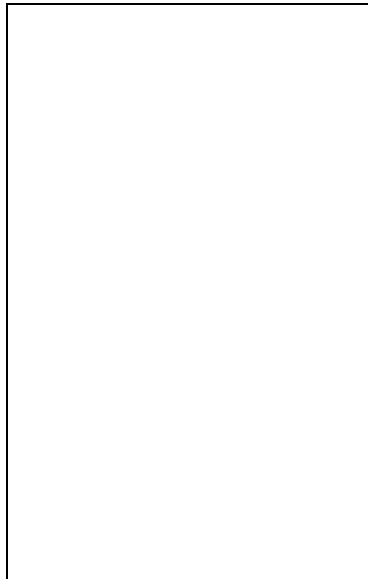
**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d6+5) piercing damage

**Possessions**

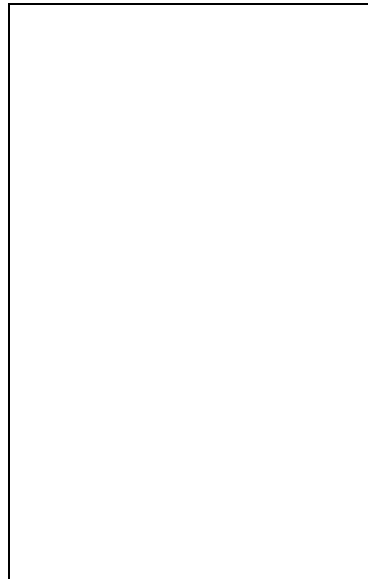
Heward's handy haversack, 4x potion of cure wounds, potion of jump, potion of blur, potion of magic fang, potion of enlarge, key ring (to all locks in lucky monkey)



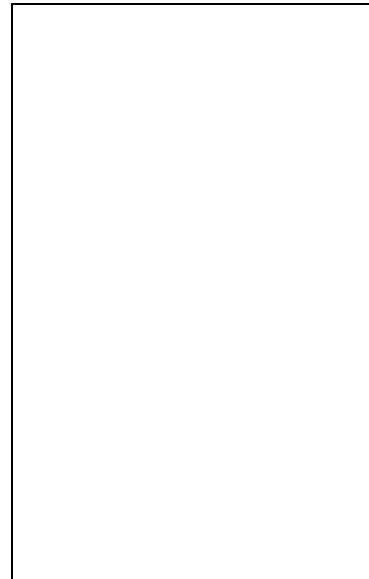
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### Shensen Tesseril (Brd1/Drd3/Mnk1)

*Medium humanoid (half-drow), L. neut.*

**Armor Class** 15

**Hit Points** 26 (2d8+3d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	15(+2)	10(+0)	12(+1)	17(+3)	14(+2)

**Skills** Arcana +3, Performance +4, Deception +4  
**Saves** Dexterity +4, Charisma +4  
**Senses** darkvision 60ft., passive Perception 13  
**Languages** Common, Elvish, Halfling, Druidic  
**Challenge** 3 (700 XP)

**Spellcasting.** 1st level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 attack). Has the following spells prepared:  
 Cantrips (at will): *light, mage hand, message*  
 1st level (2): *bane, identify, longstrider, sleep*  
**Spellcasting.** 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 attack). Has the following spells prepared:  
 Cantrips (at will): *guidance, resistance, mending*  
 1st level (4): *cure wounds, faerie fire, speak with animals*  
 2nd level (2): *barkskin, enhance ability, heat metal, spike growth, spider climb*  
**Unarmored Defense.** AC=15 when unarmored.  
**Wild Shape (2/day).** CR 1/4  
**Natural Recovery.** Regain druid spells.

**Actions**  
**Unarmed Attack.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 3 (1d4 + 2) bludgeoning damage  
**Bonus Actions**  
**Bardic Inspiration (d6, 2/day)**  
**Unarmed Attack.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 3 (1d4 + 2) bludgeoning damage  
**Possessions**  
 Ring of protection, ring of jumping, wand of magic fang, wand of entangle

### Artus Shemwick (Rog 5)

*Medium humanoid (human), chaotic net.*

**Armor Class** 13 (leather)

**Hit Points** 28 (5d8)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14(+2)	10(+0)	17(+3)	13(+1)	14(+2)

**Skills** Deception +6, Insight +3, Perception +3, Sleight of Hand +6  
**Saves** Dexterity +4, Intelligence +5  
**Senses** passive Perception 13  
**Languages** Common, elvish, gnome, Halfling, thief's cant  
**Challenge** 3 (100 XP)

**Sneak Attack (1/Turn).** Deals an extra 9 (3d6) 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 that isn't incapacitated and he doesn't have disadvantage on the attack roll.

**Surprise Attack** If the drake surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

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

**Bonus Actions**  
**Dash, Disengage, Hide, Open Lock, Use an Object or Sleight of Hand**

**Reactions**  
**Uncanny Dodge.** Halve attack damage against you.

**Possessions**  
 Bag of holding, 4x doses of serpent venom (3d6, DC 11), one dose of truth serum, merchant's scale, thieves' tools, 100 cp, 290 sp, 536 gp and 10 pp.

### Skulvyn

*Large fiend, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 36 (4d10+8)

**Speed** 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	15(+2)	5(-3)	8(-1)	11(+0)

**Skills** Stealth +5  
**Damage Resistances** lightning, fire, acid; bludgeoning, piercing and slashing weapons that are not magic.  
**Damage Immunities** Poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive perception 9  
**Languages** -  
**Challenge** 4 (1,000 XP)

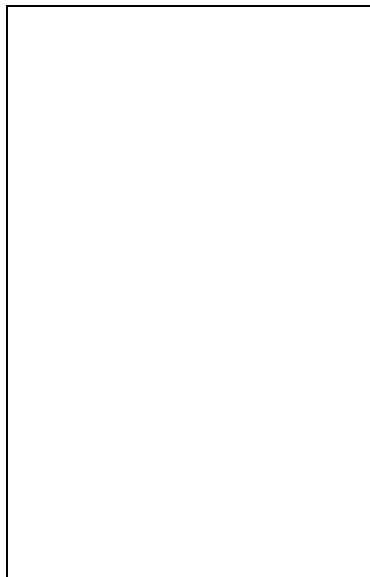
**Slow Aura.** Creatures that end their turn within 30 feet must succeed on a DC 12 Wisdom saving throw or become slowed. Target saves at the end of its turn. Once they save, they are immune to this effect for 24 hours.

**Actions**  
**Multiattack.** Skulvyn makes two melee attacks, it cannot attack the same creature with its tail and bite.

**Bite Melee Weapon Attack:** +6 to hit, reach 5ft., one target. *Hit:* 8 (1d8+4) slashing damage.

**Claws. Melee Weapon Attack:** +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6+4) slashing damage.

**Tail. Melee Weapon Attack:** +6 to hit, reach 5ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage and target must make a DC 12 Constitution saving throw or take 4 (1d8) necrotic damage.



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## Kopru

*Medium monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 43 (8d8)

**Speed** 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	11(+0)	11(+0)	12(+1)	10(+0)

**Skills** Concentration +2, Stealth +4

**Saving Throws** Dexterity +4, Wisdom +3

**Senses** darkvision 60ft., passive Perception 11

**Languages** Aquan, Common  
**Challenge** 3 (700 XP)

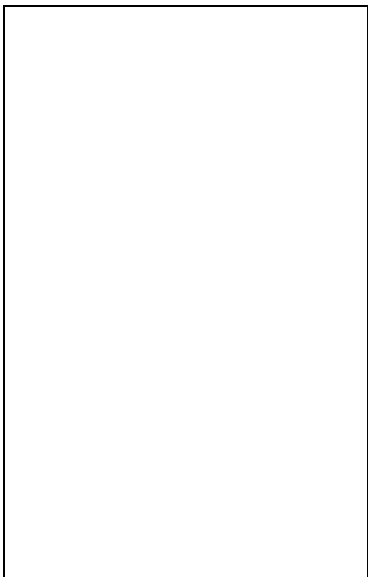
**Dominant Person (1/day).** A kopru can produce an effect like that of a dominate person spell at a range of 180 ft. A creature must make a DC 12 Wisdom saving throw to avoid the effect. The duration is 8 days.

### Actions

**Multiattack.** The kopru makes two claw and one tail attack.

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

**Tail. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d8+2) bludgeoning damage and the target is grappled (escape DC 12).



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## Mud Slaad

*Medium aberration, chaotic neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 87 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	15(+2)	6(-2)	6(-2)	8(-1)

**Damage Resistances** acid, cold, fire, lightning, thunder

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

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

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

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

**Feign Death.** If the mud salad is reduced to 10 or fewer hit points, it can, as a reaction, attempt to feign death. A DC 17 Wisdom (Perception) check is needed to tell the salad is still alive.

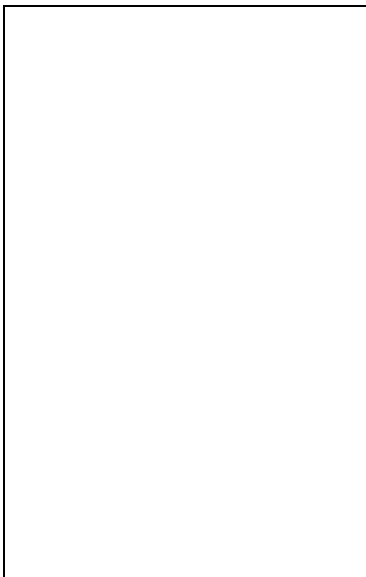
### Actions

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

**Claws. Melee Weapon Attack:** +6 to hit, reach 5ft., one target. *Hit:* 7 (1d8+3) slashing damage.

**Bite. Melee Weapon Attack:** +6 to hit, reach 5ft., one target. *Hit:* 9 (2d6+3) slashing damage plus target makes a DC 15 Constitution saving throw or is diseased. Target will turn into a mud salad over the next seven days. A new save is allowed each day.

**Cringe.** The salad can cover. Any opponent attempting to strike or otherwise directly attack must attempt a DC 12 Wisdom saving throw or the attack is lost.



Fold

## Skaven (Wiz 7 Div)

*Small humanoid (Halfling), neutral evil*

**Armor Class** 14

**Hit Points** 37 (7d6 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	13(+1)	18(+4)	14(+2)	10(+0)

**Skills** Athletics +4

**Saving Throws** Dexterity

**Damage Immunities** acid, poison, lightning

**Damage Resistance** fire, cold

**Senses** darkvision 60ft., passive Perception 11  
**Languages** Auran  
**Challenge** 5 (1,800 XP)

**Spellcasting.** 7th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 attack). Has the following spells prepared:

Cantrips (at will): *true strike*, *mage hand*, *prestidigitation*, *fire bolt*

1st level (4): *color spray*, *comprehend language*, *magic missile*.

2nd level (3): *detect thoughts*, *invisibility*, *scorching ray*.

3rd level (3): *clairvoyance*, *lightning bolt*, *vampiric touch*

4th level (1): *arcane eye*, *blight*, *phantasmal killer*.

**Portent.** Roll 2 d20s. You can replace any attack, save or ability check made by you or another

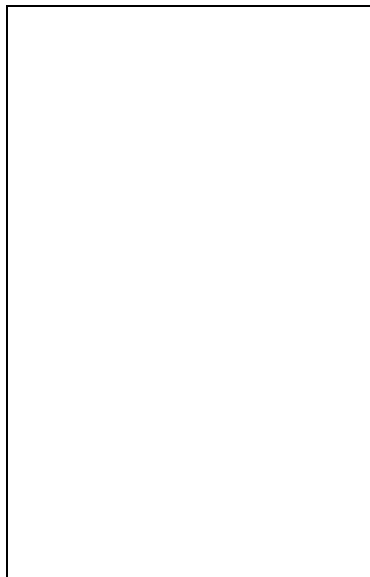
**Expert Divination.** When you cast a divination spell of 2<sup>nd</sup> or higher, you regain a spell slot of a spell lower

### Actions

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

### Possessions

Bracers of armor, goggles of minute seeing, slippers of spider climbing, pearl of power, wand of mage armor, potion of gaseous form, potion of greater healing, pearl of power, 6x potion of hiding, leather pouch with 58 gp and 4 pp, key ring, wand of control water



Fold

## Elemental, Air

*Medium elemental, neutral*

**Armor Class** 14

**Hit Points** 45 (6d8 + 12)

**Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	14(+2)	6(-2)	10(+0)	6(-2)

**Damage Resistances** lightning, thunder

**Damage Immunities** poison

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

**Senses** darkvision 60ft., passive Perception 10  
**Languages** Auran  
**Challenge** 3 (700 XP)

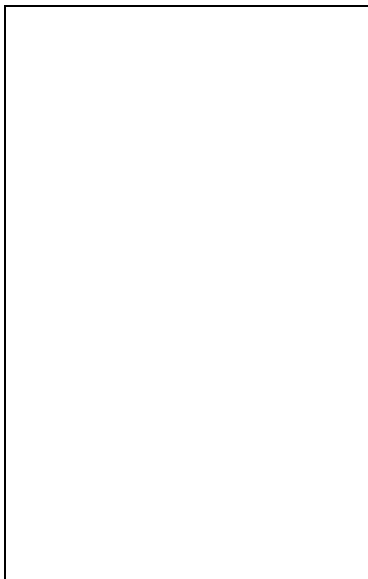
**Air Form** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### Actions

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

**Slam. Melee Weapon Attack:** +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 3) bludgeoning damage

**Blast of Air (Recharge 6).** Each creature adjacent to the elemental must make a DC 13 Strength saving throw. On a failed throw, the creature takes 5 (1d8) bludgeoning damage and is pushed back 10 ft. and is knocked prone. If the save was successful, the target takes half the bludgeoning damage only



Fold

## Large Spider

*Small beast, unaligned*

**Armor Class** 12

**Hit Points** 10 (2d6)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	CON	WIS	CHA
6 (-2)	14 (+2)	18(+4)	18(+4)	10 (+0)	2 (-4)

**Skills** Stealth +4

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

**Languages** —

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

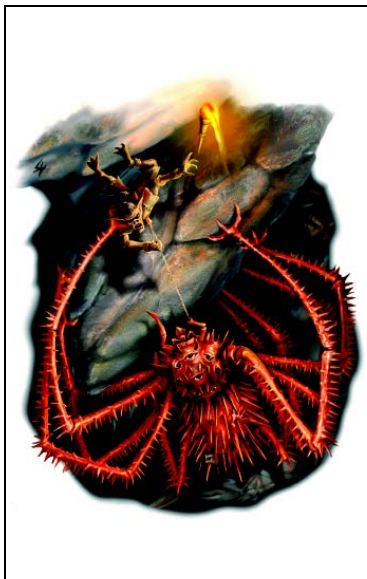
**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 3 (1d6) poison damage.



Fold

## Harpoon Spider

*Large aberration, chaotic evil*

**Armor Class** 14

**Hit Points** 54 (5d10 + 20)

**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	19(+4)	18(+4)	14(+2)	12(+1)	9(-1)

**Senses** passive Perception 11

**Languages** Common, undercommon

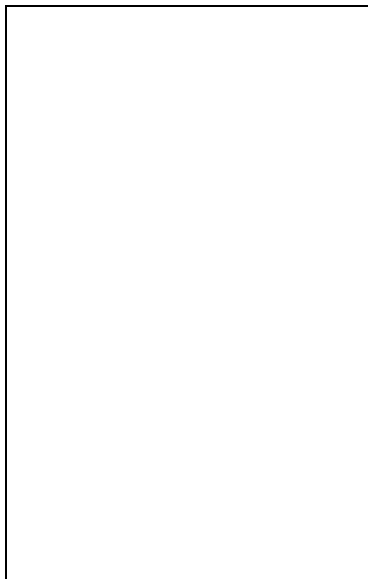
**Challenge** 4 (1,100 XP)

**Spines.** Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 14 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures wielding reach weapons, such as long spears, are not subject to this damage.) The spines also deal an extra 1d6 points of damage on a successful grapple check.

### Actions

**Harpoon.** *Melee Ranged Attack:* +5 to hit, range 20 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (3d6) poison and grappled (escape DC 13). When a grappled creature escapes, they take 5 (1d4 + 3) damage from the harpoon. The harpoon spider can retract its harpoon as a reaction. This will move any grappled target adjacent to the spider

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (3d6) poison



Fold

## Triel Eldurast (Ftr4/Clr3)

*Medium humanoid (human), L. Evil*

**Armor Class** 19 (+1 plate)

**Hit Points** 50 (4d10+3d8 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	13(+1)	10(+0)	14 (+2)	17(+3)

**Saves** Str +7, Con +4

**Skills** Athletics +7, Religion +5

**Senses** passive perception 12

**Languages** Common, gnoll

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

**Great Weapon Fighting.** Reroll 1 and 2 on damage dice.

**Action Surge (1/day).**

**Battlemaster.** tbd

**Channel Divinity (1/day).** Turn undead or Guided strike (gain +10 to one attack roll)

**Spellcasting.** 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 attack). Has the following spells prepared:

Cantrips (at will): *guidance, light, resistance*

1st level (4): *bane, cure wounds, divine favor, shield of faith.*

2nd level (2): *enhance ability, silence, magic weapon, spiritual weapon*

### Actions

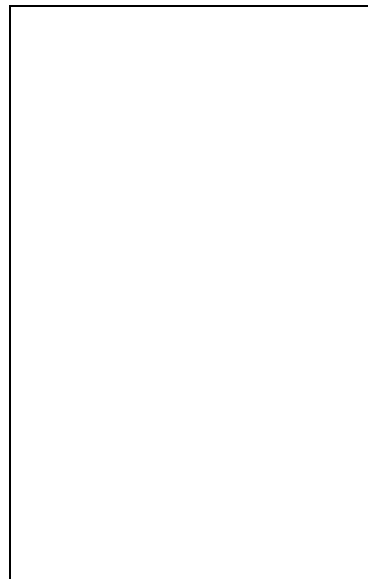
**+1 Silvered Heavy Flail.** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

### Bonus Actions

**Second Wind.** Gain 1d10 + 4 hit points

### Possessions

3x wands of control water, potion of greater healing, wand of cure wounds, scroll of cure wounds (2<sup>nd</sup> level), scroll of hold person (DC 14), everburning torch, silver holy symbol of Hextor, leather pouch containing 30 gp and 4 pp, key ring



Fold

## Bloodbloater Ooze Swarm

*Medium swarm of Tiny beasts, unalign*

**Armor Class** 13

**Hit Points** 28 (8d8 - 8)

**Speed** 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

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

**Damage Vulnerabilities** fire

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

**Languages** —

**Challenge** 1 (200 XP)

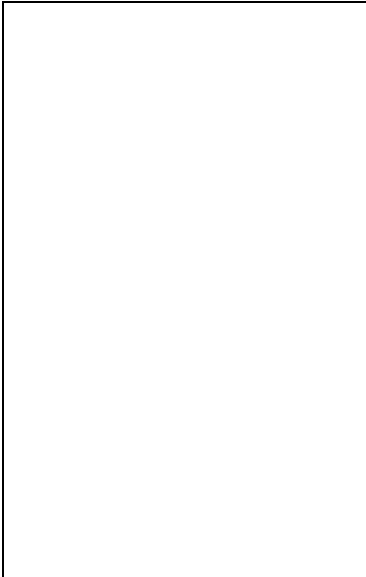
**Blood Frenzy.** The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**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 ooze. The swarm can't regain hit points or gain temporary hit points.

**Water Breathing.** The swarm can breathe only underwater.

### Actions

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.



Fold

## Tyrannosaurus Rex Skeleton

*Huge undead, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 136 (13d12 + 52)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+0)	16 (+3)	2 (-4)	6 (-2)	4 (-3)

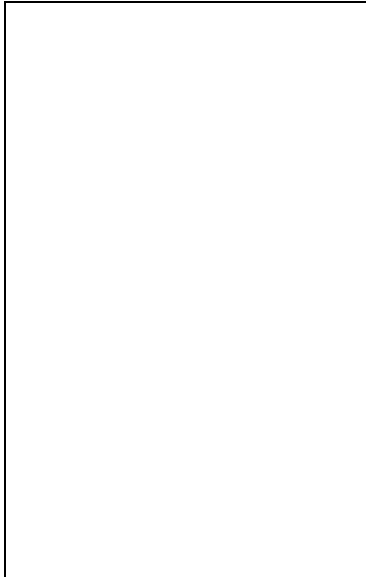
**Skills** Perception +4  
**Senses** passive Perception 14  
**Languages** —  
**Challenge** 6 (2,300 XP)

### 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: 25 (3d12 + 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: 15 (2d8 + 7) bludgeoning damage.



Fold

## Giant Spider Zombie

*Large undead, neutral evil*

**Armor Class** 9 (natural armor)

**Hit Points** 52 (6d10 + 12)

**Speed** 20 ft., climb 20 ft.

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

**Skills** Stealth +4  
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Languages** —  
**Challenge** 1 (200 XP)

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

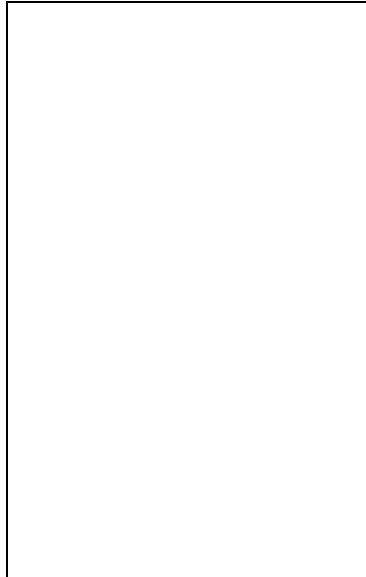
**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 9 (1d8) 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.



Fold

## Spawn of Kyuss

*Medium undead, chaotic evil*

**Armor Class** 11 (natural)

**Hit Points** 35 (4d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	9(-1)	16(+3)	6(-2)	11(+0)	15(+2)

**Damage Immunities** necrotic, poison  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned  
**Senses** passive Perception 10  
**Languages** -  
**Challenge** 5 (1,800 XP)

**Kyuss's Gift.** The incubation for this disease is 1 day. The creature loses 1d6 Constitution and 1d4 Wisdom each day until cured or until a successful save. A creature dies if either Constitution or Wisdom is reduced to 0 and rises as a spawn of kyuss the 1d6 + 4 rounds later.

**Create Spawn.** A spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a ranged attack. Each worm has AC 10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows into its host's flesh. The worm makes its way toward the host's brain, dealing 1 point of damage per round for 1d4+1 rounds. At the end of that period, it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a *dispel evil* or *neutralize poison* effect delays its progress for 10d6 minutes. A successful Heal check (DC 20) extracts the worm and kills it. Once the worm reaches the brain, it deals 1d2 points of intelligence damage per round until it either is killed or slays its host (death occurs at 0 Intelligence). A creature slain by a worm rises as a new spawn of Kyuss 1d6+4 rounds later; a Huge or larger creature becomes a normal zombie of the appropriate size.

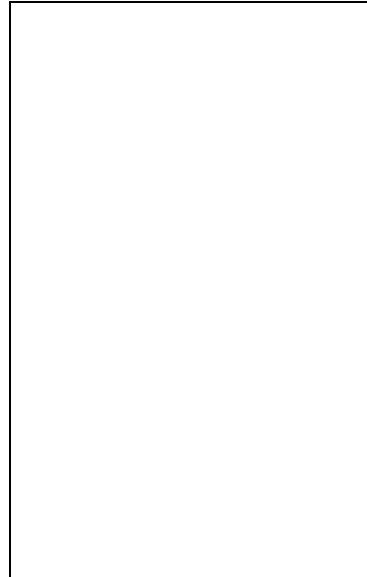
### Actions

**Multiattack.** The spawn of kyuss can use its Frightful Presence. It then makes one melee or ranged attack.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) bludgeoning damage and make a DC 13 Charisma saving throw or become poisoned from the disease Kyuss's Gift.

**Worm.** *Melee Ranged Attack:* +1 to hit, range 10 ft., one creature. Hit: Create Spawn.

**Frightful Presence.** Each creature of the spawn's choice that is within 40 feet of it and aware of it must succeed on a DC 11 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 spawn's Frightful Presence for the next 24 hours.



Fold

## Tarkilar (Clr7/Rgr1/Ftr1)

*Medium humanoid (gnoll, undead), CE*

**Armor Class** 18 (+1 chainmail)

**Hit Points** 80 (7d8+2d10+30)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10 (+0)	20(+5)	7(-2)	17(+3)	13(+1)

**Saves** Wisdom +6, Charisma +4  
**Skills** Religion +6, Insight +6  
**Damage Resistances** necrotic; bludgeoning, piercing and slashing from nonmagical weapons  
**Damage Immunities** poison  
**Condition Immunities** charmed, exhausted, poisoned  
**Senses** passive Perception 14  
**Languages** common  
**Challenge** 7 (2,900 XP)

**Turn Resistance.** Tarkilar gains advantage on any saves against turning undead

**Fighting Style.** Defense  
**Spellcasting.** 7th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 attack). The huecuva has the following spells prepared:

Cantrips (at will): 4  
1st level (4): *bane, bless, command, inflict wounds, sanctuary*  
2nd level (3): *enhance ability, hold person, spiritual weapon*  
3rd level (3): *animate dead, speak with dead, glyph of warding,*  
4th level (1): *banishment, death ward*

### Actions

**+1 spiked chain.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 10 (2d4 + 6) bludgeoning damage and 4 (1d8) piercing damage.

### Bonus Actions

**Second Wind.** Gain 1d10 +1 hit points

### Possessions

wand of control water, wand of inflict wounds, holy symbol of Erythnul (425 gp)

