

Dungeons & Dragons

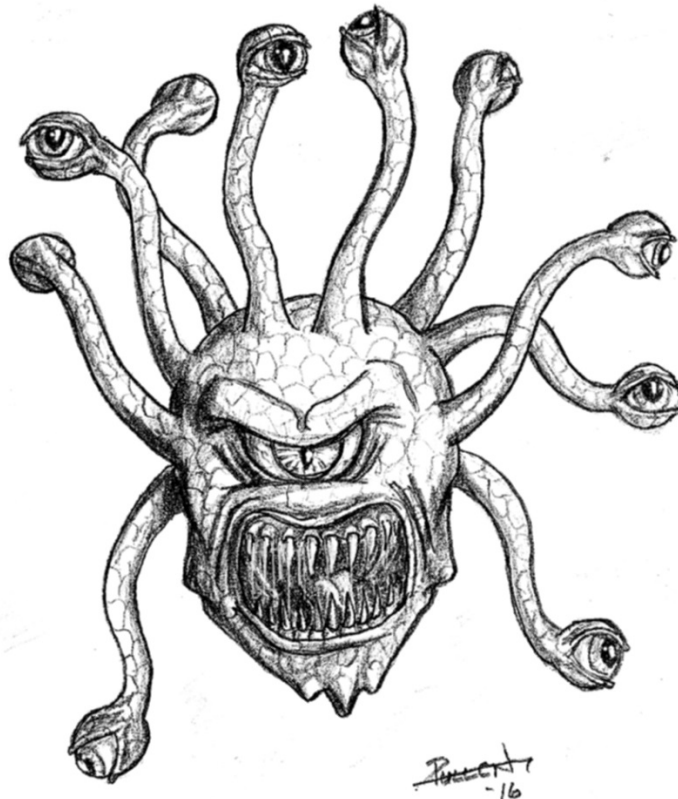
5th Edition

The Shackled City Adventure Path

Conversion Guide

Zenith Trajectory

Dungeon Issue #102



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Chapter 1: Hulk Smash

Umber Hulk forewarning of entrance: Wisdom (Perception) DC 15

Burrowing direction of movement: Wisdom (Perception) DC 25

Summoning Circle: Wisdom (Perception) DC 15

Chapter 2: Dinner and a Deal

Nothing

Chapter 3: Journey to the Underdark

Gotrrod Young Red Dragon = Young Black Dragon (equivalent challenge rating)

PIT OF THE SEVEN JAWS

Creaky stairs: Disadvantage on Dexterity (Stealth) checks.

Seven-Headed Cryohydra = Hydra from MM.

+1 Mintral Shirt = +1 Chain shirt

Composite longbow (+3) – This bow uses the Dexterity bonus for attack and the Strength bonus (up to +3) for the damage

Chapter 4: Bhal-Hamatugn

Wisdom (Perception) DC 15 to notice the water covers the floor of the cavern.

THE FERRY

Sound: Water dripping down cavern walls, faint rhythmic croaking DC 20 Wisdom (Perception).

1. STAIRWAY INTO THE MAW

Walls: Climb DC 20, Break DC 30

Doors: Damage threshold 8, HP: 60, Open Lock Dexterity DC 20 (If locked), Break Strength DC 23.

Stairs: DC 10 Dexterity (Acrobatics) check

Sounds: Wisdom (Perception) DC 15 – froglike croaks, DC 30 – whispers in kuo-toan from guards in are 15.

2. ENTRY CHAMBER

Sound: Faint rhythmic croaking DC 15 Wisdom (Perception).

Fresh Paint: DC 10 Wisdom (Perception).

Eggshells: DC 5 Intelligence (Nature knowledge). DC 15 to know they are kua-toan

Glyph of Warding: Explosive Ruins 20 ft. radius, 8d8 thunder damage, Dexterity save DC 15 for half, Intelligence (Investigation) DC 15 to spot.

3. SOLDIER BARRACKS

Sound: Faint rhythmic croaking DC 15 Wisdom (Perception).

4. PRISON

Sound: Faint rhythmic croaking DC 15 Wisdom (Perception); rustling from cells DC 5

5. SHRINE TO THE SEA MOTHER

Statue of Blipdoolpoolp: The statue prevents any good creature from entering this area unless they make a DC 12 Wisdom saving throw. Evil creatures gain advantage on any saving throws against attacks made by good creatures

6. PRIEST'S CHAMBER

Glyph of Warding: Explosive Ruins 20 ft. radius, 8d8 thunder damage, Dexterity save DC 15 for half, Intelligence (Investigation) DC 15 to spot.

7. MEDITATION CHAMBER

+1 minthral full plate - +1 full plate armor

8. TORTURE CHAMBER

Nothing

9A. ARMORER'S WORKSHOP

Nothing

9B. PAINTER'S WORKSHOP

Nothing

9C. STONEMASON'S WORKSHOP

Nothing

9D. WEAVER'S WORKSHOP

Nothing

9E. WEAPONSMITH'S WORKSHOP

Nothing

10. HALL OF HEROES

Spiked Pit Trap: DC 20 Dexterity saving throw to avoid, Wisdom (Perception) DC 16 to spot, Dexterity DC 15 to disable. 40 ft. deep (4d6 bludgeoning) and 1d4 Attack +6 (spikes), damage is 1d4 + 1 piercing.

11. FINGERLING POOL

Nothing

12. LIVING QUARTERS

Nothing

13. DHORLOT'S ANTECHAMBER

Lightning Bolt Trap: 8d6 lightning damage, DC 14 Dexterity saving throw for half damage, Wisdom (Perception) DC 23 to spot, Dexterity DC 23 to disable.

Poison Wall Spear Trap: +6 Ranged attack, 1d8 + 4 piercing damage plus DC 12 Constitution saving throw or be poisoned. Wisdom (Perception) DC 12 to spot, Dexterity DC 16 to disable.

14. DHORLOT THE DRAGON-FATHER

Scroll of dismissal = scroll of banishment

Wand of see invisibility: This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *see invisibility* spell from it. The spell lasts for 10 minutes.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Potion of cure moderate wounds = greater healing potion

Potion of darkvision: When you drink this potion you gain darkvision 60 ft. for 1d4 hours.

Potion of displacement: When you drink this potion, for the next hour, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Oil of keen edge = Oil of sharpness

15. GUARD POSTS

Nothing

16. ARMORY

Nothing

17. MUSHROOM GROTTA

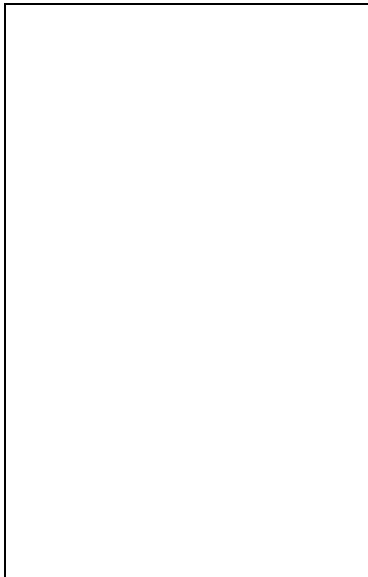
Nothing

18. ANTECHAMBER OF THE FINAL BREATH

Nothing

19. ZENITH'S CHAMBER

Nothing



Fold

City Watch (Ftr 2)
Medium humanoid (half-elf), LN or LE
Armor Class 16 (breastplate buckler)
Hit Points 20 (2d10 + 4)
Speed 30 ft.

STR	DEX	CON	INT	CON	CON
17 (+3)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Saves Str +5, Con +4
Skills Intimidation +2, Survival +2, Athletics +5, Animal Handling +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, elvish, orcish
Challenge 1 (200 XP)

Fey Ancestry. Has advantage on saving throws against being charmed, and magic can't put you to sleep.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Action Surge (1/day)

Actions

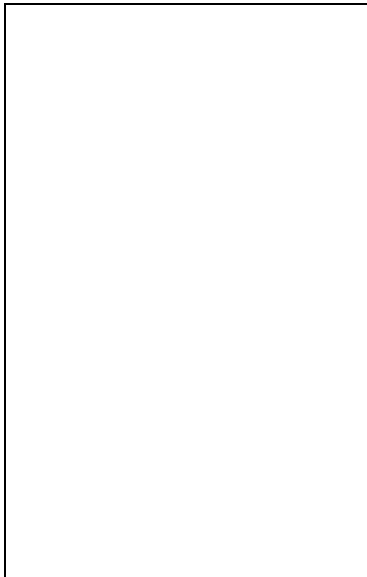
Halberd. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 8 (1d10 + 3) slashing damage.
Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Bonus Actions

Second Wind. Gain 1d10 + 2 hit points

Possessions

20 arrows



Fold

Half-Fiend UMBER HULK
Large monstrosity (fiend), chaotic evil
Armor Class 19 (natural)
Hit Points 115 (11d10 + 55)
Speed 30 ft., burrow 20 ft.

CON	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	11 (+0)	14 (+2)	14 (+2)

Damage Resistances acid, cold, lightning, fire; bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 12
Languages umber hulk
Challenge 8 (1bd XP)

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

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

Smite Good (1/day). Deal an extra 2d8 necrotic damage to one successful melee attack.

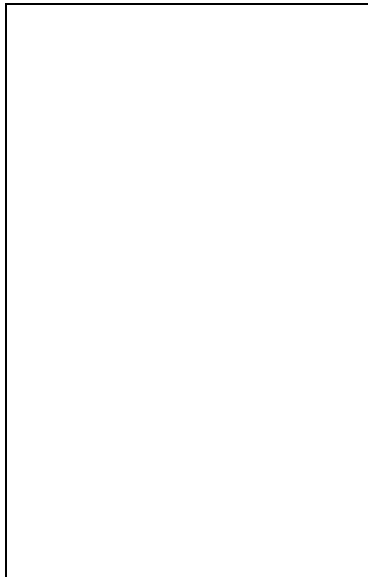
Innate Spellcasting. The spellcasting ability is Charisma (spell save DC 13, +5 attack).
 1/day each: *darkness, blight, contagion, vampiric touch, dimension door*

Magic Resistance. Gains advantage on saving throws against spells

Magic Weapons. The creature's natural weapons are considered magical.

Actions

Multiaction. The umber hulk makes three attacks: two with its claws and one with its mandibles.
Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage.
Mandibles. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) slashing damage.



Fold

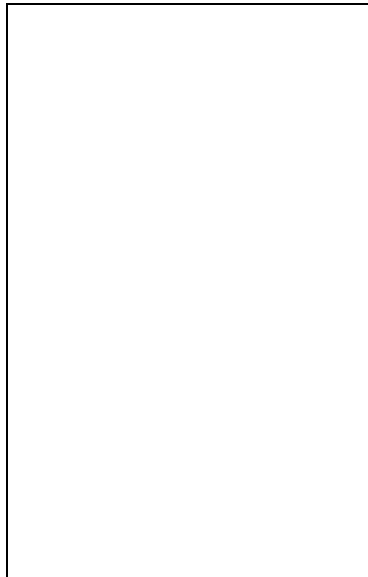
Kyria
Medium humanoid (human), NG
Armor Class 11
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	9 (-1)	8 (-1)	13 (+1)

Senses passive Perception 9
Languages common
Challenge 0 (10 XP)

Actions

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



Fold

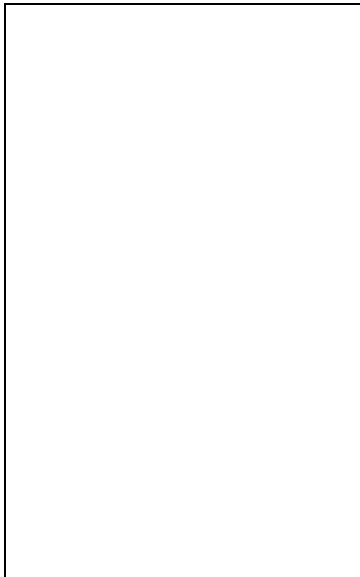
Beppo
Medium humanoid (human), NG
Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	10 (+0)	11(+0)	13 (+1)	12 (+1)

Senses passive Perception 11
Languages common
Challenge 0 (10 XP)

Actions

Club. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d4-1) bludgeoning damage.



Fold

Mergala (Rog 3)

Medium humanoid (elf), chaotic evil.

Armor Class 16 (+1 studded leather)

Hit Points 18 (3d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	11(+0)	10(+0)	14(+2)	8 (-1)

Skills Acrobatics +7, Perception +4, Slight of Hand +5, Stealth +7

Saves Dexterity +5, Intelligence +2

Senses darkvision 60ft., passive Perception 13

Languages Common, Elvish, Thieves Cant
Challenge 3 (700 XP)

Fey Ancestry. Has advantage on saving throws against being charmed, and magic can't put you to sleep.

Sneak Attack (1/Turn). 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.

Keen Senses. Advantage on Perception checks

Actions

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

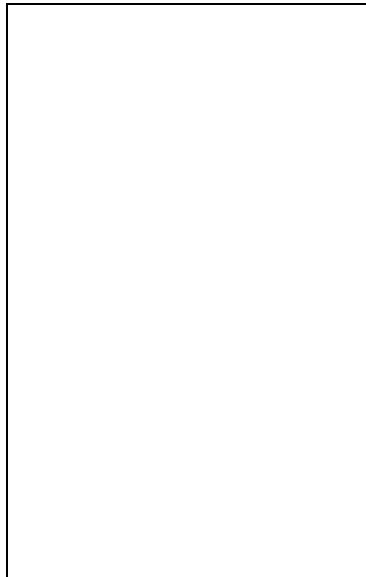
Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

Bonus Actions

Cunning Action. Dash, Disengage, Hide, Slight of Hands, disarm trap, open lock, use an object

Possessions

Potion of spider climb, 2x potion of healing, 20 arrows



Fold

MTA Agent (Wiz 3)

Medium humanoid (gnome), lawful good

Armor Class 15

Hit Points 20 (3d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	13(+1)	14(+2)	15(+2)	14(+2)	10(+0)

Skills Arcana +4, Investigation +4
Saves Int +4, Wis +4

Senses darkvision 60ft., passive Perception 12

Languages Common, Gnomish
Challenge 2 (450 XP)

Spellcasting. 3rd level spellcaster. Its spellcasting ability is Intelligence (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): *firebolt, mage had, message, minor illusion*
1st level (4): *color spray, mage armor, magic missile, shield*
2nd level (2): *web*

Gnome Cunning. Have advantage on all Int, Wis and Cha saving throws against magic.

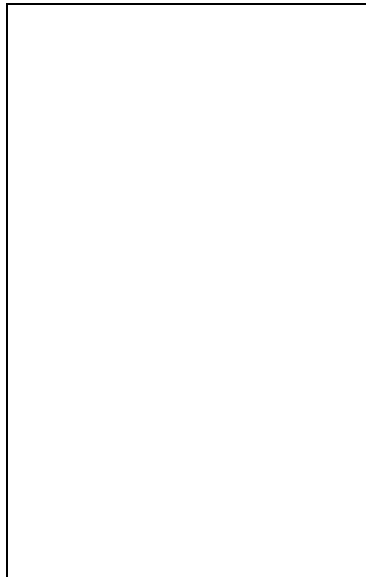
Actions

Club. Melee Weapon Attack: +0 to hit, reach 5ft., one target. *Hit:* 1 (1d4 - 2) bludgeoning damage

Light Crossbow. Ranged Weapon Attack: 35 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage

Possessions

10 bolts, potion cure wounds, scroll of dispel magic, scroll of fly, scroll of haste, wand of magic missiles, spellbook: (above plus *longstrider, silent image, blur*)



Fold

Jared (Brd 10)

Medium humanoid (human), chaotic good

Armor Class 14 (chain shirt)

Hit Points 55 (10d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	13(+1)	10(+0)	14(+2)	8 (-1)	21(+5)

Skills Arcana +5, Knowledge +5, Persuasion +11, Performance +11, Perception +5

Saves Dexterity +4, Charisma +8

Senses darkvision 60 ft. passive Perception 15

Languages Common, elvish
Challenge 7 (tbd XP)

Keen Senses. You have proficiency in the Perception skill.

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

Song of Rest d8

Spellcasting. 10th level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 attack). Has the following spells prepared:

Cantrips (at will): *dancing lights, mage hand, message, minor illusion*
1st level (4): *comprehend language, disguise self, silent image, unseen servant*
2nd level (3): *enhance ability, enthrall, suggestion, zone of truth*

3rd level (3): *tongues, major image, hypnotic pattern, meld into stone*

4th level (3): *confusion, greater invisibility, hallucinatory terrain, fabricate*

5th level (2): *legend lore, geas*

Actions

Unarmed. Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit:* 2 (1d2 + 1) bludgeoning damage

Bonus Actions

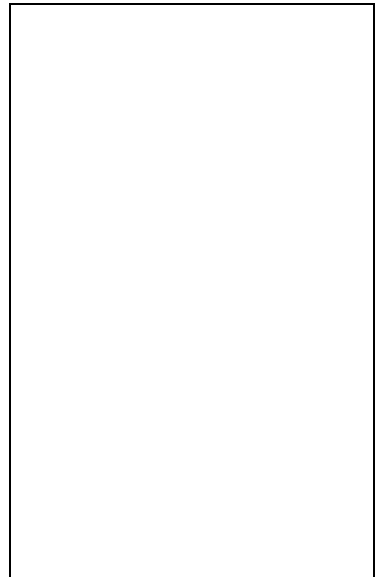
Bardic Inspiration (d10) (5/day)

Reactions

Cutting Words. Expend bardic inspiration to subtract from creatures roll.

Possessions

Rod of Splendor.



Fold

Aabhacka (Mnk 5)

Medium humanoid (kuo-toa), neutral evil

Armor Class 18 (bracers defense)

Hit Points 66 (9d8 + 18)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	15(+2)	14(+2)	10(+0)	18(+4)	8(-1)

Skills Perception +6, Acrobatics +4
Skills Strength +4, Dexterity +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon, common

Challenge 4 (tbd XP)

Amphibious. The kuo-toa can breathe air and water.

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

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

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

Ki Points: 5, (DC 12 ki save)

Stunning Strike. 1 ki (DC 12 Constitution save)

Actions

Multiattack. Makes two melee attacks.

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 2) bludgeoning damage.

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

Bonus Action

Unarmed Strike

Spears Attack

(1 ki) Flurry of blows - 2x unarmed strike and choose (target makes DC 12 Dex or fall prone, DC 12 Str or get pushed 15 ft., or can't take reactions till end of your next turn)

(1 ki) Dodge action

(1 ki) Disengage or Dash

Reactions

Deflect Missiles (1d10 + 7)

Slow Fall 25 ft.

<p>Saves Wis +8, Cha +2 Skills Perception +8, Religion +3 Senses darkvision 120 ft., passive Perception 18 Languages Undercommon, common Challenge 6 (2,300 XP)</p>

Fold

Mangh-Mictho (Clr 8)
Medium humanoid (kuo-toa), neutral evil
Armor Class 19 (+1 platemail)
Hit Points 97 (13d8 + 39)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	21 (+5)	8 (-1)

Amphibious. The kuo-toa can breathe air and water.
Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.
Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.
Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Spellcasting. The kuo-toa is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Has the following cleric spells prepared: Cantrips (at will): guidance, sacred flame, thaumaturgy (4) 13 spells
1st level (4 slots): *detect magic, sanctuary, shield of faith, fog cloud, thunderwave*
2nd level (3 slots): *gust of wind, shatter, hold person, spiritual weapon*
3rd level (3 slots): *spirit guardians, tongues, call lightning, sleet storm*
4th level (2 slots): *banishment, divination, control water, ice storm*
Channel Divinity (2/day)
Destructive Wrath. Use channel divinity to maximize thunder or lightning damage from a spell
Thunderbolt Strike. When you deal lightning damage to large or smaller creature, you can also push it 10 feet
Divine Strike. Once per turn when you hit with a melee attack, deal an extra 1d8 thunder damage.

Actions
Multiaction. The kuo-toa makes two melee attacks.
+1 Pincer Staff. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 15).
Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Reactions
Wrath of the Storm. Range 5 ft, creature that hits you must make a DC 16 Dexterity saving throw or take 2d8 lightning or thunder damage

<p>Saves Dex +4, Int +2 Skills Acrobatics +4, Deception +3, Slight of hand +4, Stealth +6 Senses passive Perception 13 Languages Common, undercommon, thieves cant Challenge 4 (1,100 XP)</p>

Fold

Hlanamm the Spearmaster (Rog 5)
Medium humanoid (kuo-toa), n.l evil
Armor Class 14 (studded leather and shield)
Hit Points 66 (9d8 + 18)
Speed 20 ft., swim 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	15(+2)	10(+0)	16(+3)	8(-1)

Saves Dex +4, Int +2
Skills Acrobatics +4, Deception +3, Slight of hand +4, Stealth +6
Senses passive Perception 13
Languages Common, undercommon, thieves cant
Challenge 4 (1,100 XP)

Amphibious. The kuo-toa can breathe air and water.
Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.
Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.
Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Sneak Attack +3d6

Actions
+1 Returning Short Spear. *Melee or Ranged Attack:* +5 to hit, range 5 ft. or 20/60 ft., one target. Hit: 5 (1d6 + 3) piercing damage

Bonus Actions
Cunning Action. *Disengage, dodge, hide, sleight of hand, disarm trap, open lock, use an object*

Reaction
Catch Returning spear.
Uncanny dodge. Half the damage taken from hit

<p>Saves Dex +4, Con +8, Wis +6, Cha +8 Skills Stealth +4, Perception +6 Saves Dex +4, Con +8, Wis +6, Cha +8 Damage Immunities lightning Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16 Languages Draconic, Celestial, Auran Challenge 9 (5,000 XP)</p>

Fold

Draconic Fingerlings Swarm
Medium swarm of Tiny Dragons, ch. evil
Armor Class 12 (natural)
Hit Points 36 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

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

Actions
Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target also takes 3 (1d6) poison damage.

<p>Saves Dex +4, Con +8, Wis +6, Cha +8 Skills Stealth +4, Perception +6 Saves Dex +4, Con +8, Wis +6, Cha +8 Damage Immunities lightning Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16 Languages Draconic, Celestial, Auran Challenge 9 (5,000 XP)</p>

Fold

Dhorlot the Dragon-Father
Large dragon (aquatic), c. evil
Armor Class 18 (natural)
Hit Points 164 (16d10 + 64)
Speed 40 ft., fly 100 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	18 (+4)	15 (+2)	18 (+4)

Skills Stealth +4, Perception +6
Saves Dex +4, Con +8, Wis +6, Cha +8
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Draconic, Celestial, Auran
Challenge 9 (5,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 14, +6 attack). The dragon can innately cast the following spells, requiring no material components:
At will: *detect evil*
1/day: *control water*

Amphibious. The dragon can breathe air and water.

Actions
Multiaction. 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 creature. Hit: 15 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 5) slashing damage.

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

Lightning Breath. The dragon exhales lightning in a 30ft. line. Each creature in that area must make a DC 16 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Stun Breath. The dragon exhales a stunning gas in a 30 ft. cone. Each creature in that area must make a DC 16 Constitution saving throw or be stunned until the end of the dragon's next turn.

Fold					

Mummy (Garekk)
Medium undead, lawful evil
Armor Class 13 (natural armor)
Hit Points 72 (11d8 + 22)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +3
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Actions
Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.
Rotting Fist. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.
Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Fold					

Wraith
Medium undead, neutral evil
Armor Class 13
Hit Points 67 (9d8 + 27)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

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
Challenge 5 (1,800 XP)

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.

Fold					

Kuo-toa Whip
Medium humanoid (kuo-toa), neutral evil
Armor Class 11 (natural)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +4
Senses darkvision 120 ft., passive Perception 16
Languages undercommon
Challenge 1 (200 XP)

Amphibious. The kuo-toa can breathe air and water.
Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.
Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.
Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Spellcasting. The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Has the following cleric spells prepared:
 Cantrips (at will): *sacred flame, thaumaturgy*
 1st level (4 slots): *bane, shield of faith*

Actions
Multiattack. The kuo-toa makes two attacks, one bite and one pincer staff
Pincer Staff. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 14).
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage

Fold					

Saagogoi (Rog3/Mnk3)
Medium humanoid (kuo-toa), l. evil
Armor Class 15
Hit Points 80 (10d8 + 20)
Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	16 (+3)	14 (+2)	6 (-2)

Saves Dex +5, Int +5
Skills Acrobatics +5, Deception +3, Sleight of hand +4, Stealth +6
Senses passive Perception 13
Languages Common, undercommon, thieves cant
Challenge 4 (1,100 XP)

Amphibious. The kuo-toa can breathe air and water.
Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.
Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.
Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Sneak Attack +2d6
Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet and score a critical if you hit.
Ki Points 3
Shadow Arts Spend 2 ki points to cast *darkness, darkvision, pass without trace* or *silence*

Actions
Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage and 4 (1d8) poison damage.

Bonus Actions
Cunning Action. *Disengage, dodge, hide*
Flurry of blows. (1 ki) *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) bludgeoning damage
Dagger. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage and 4 (1d8) poison damage.

Reactions
Deflect missiles 1d10 + 6 points damage

Possessions
 Slippers spider climbing, poisoned daggers

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Fold

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Fold

Zenith (Ftr 10)

Medium humanoid (dwarf), I. evil
Armor Class 23 (+1 plate, +1 shield)
Hit Points 124 (10d10 + 50)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	13 (+1)	19 (+5)	10 (+0)	8 (-1)	12 (+1)

Saves Str +8, Con +8
Skills Athletics +8, Intimidation +4
Senses darkvision 60 ft., passive Perception 9
Languages Common, Dwarvish
Challenge 7 (2,900 XP)

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Fighting Style: Defense
Action surge (1/day)
Indomitable (1/day). Reroll saving throw
Superiority Dice: 5d10
Combat Maneuvers: See PHB pg. 74
Disarming Attack
Evasive Footwork
Goading Attack
Menacing Attack
Pushing Attack
Riposte
Trip Attack

Actions

Multiattack. Zenith makes two melee attacks.

+1 Dwarven axe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage.

Bonus Actions

Second Wind. Heal 1d10 + 10 hit points

Possessions

+1 platemail, +1 shield, +1 dwarven axe, gauntlets of ogre power, amulet of health, orb of proof against detection and location

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