

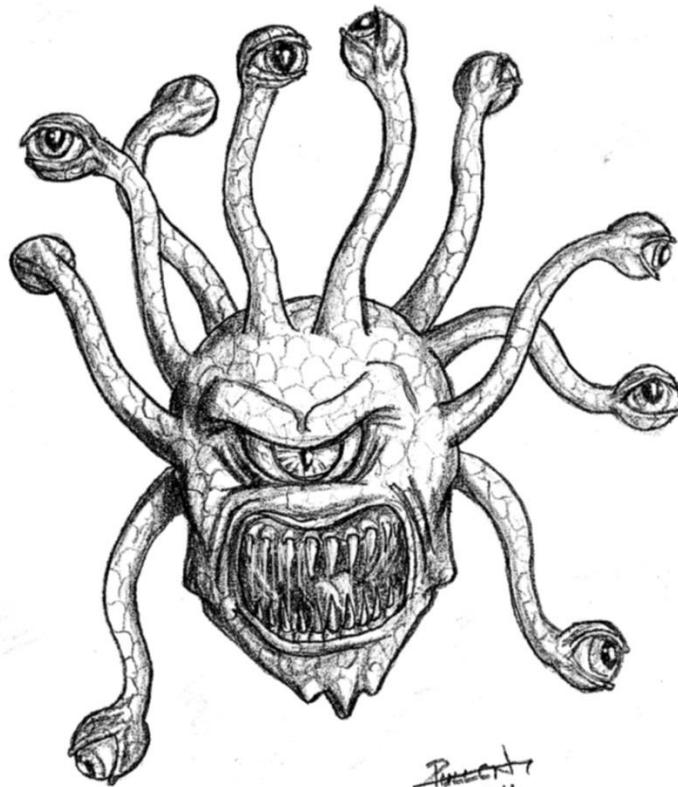
Dungeons & Dragons

5th Edition

The Shackled City Adventure Path Conversion Guide

The Demonskar Legacy

Dungeon Issue #104



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THE CAULDRON TAX RIOT

Dexterity saving throw DC 10 to avoid nonlethal damage from rioters if doing anything else but defending or moving with crowd.

Constitution saving throw DC 10 cast a spell in crowd.

Dexterity saving throw DC 11 to halve damage from crowd if attacked. Gain advantage if fully defending that round.

Charisma (Persuasion) DC 20 or Charisma (Intimidation) DC 25 to direct crowd

Wisdom (Perception) DC 20 to realize that things are going to turn ugly

A FIRE IN THE NIGHT

Wisdom (Perception) DC 15 to hear cries of help

Strength (Athletics) DC 16 check to free the scullery boy

TYGOT'S OLD THINGS

Dexterity DC 25 on each lock to basement door

Intelligence (Arcana) DC 25 check to decipher runes

Intelligence (Religion) DC 25 check to identify spell weavers as ogres

Intelligence (Knowledge) DC 20 check to note the statue of a headless demon on the banks of Red River

EVENT 23: THE HEADLESS DEMON

Intelligence (Arcana) DC 10 check recognize the statue as a glabrezu

Intelligence (Investigation) DC 20 finds the wand of cure wounds

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.

WINGS OF JUSTICE

Nothing

THE ROUND CAVERN

Nothing

VOICE OF THE DESTROYER

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

V1. LANDING

Dexterity (Acrobatics) DC 12 to avoid slipping.

Constitution saving throw DC 12 to avoid being poisoned by the smell. Save at the end of each of your turns.

V2. MEPHITIC POOL

Constitution saving throw DC 14 to avoid being poisoned by the smell. Save at the end of each of your turns.

V3. STEEL GATE

Iron Portcullis: Damage threshold 10, HP: 180, break Strength DC 35, Lift Strength DC 32

V4. BALCONY

Operate Wench Strength DC 15

V5. GIANT ENTRANCE

Wood wall: Damage threshold 5, HP: 120, break Strength DC 21

V6. MEETING HALL

Giant Door: Damage threshold 6, HP: 80, break Strength DC 25, Open Lock Dexterity DC 25

Dark Reaver Powder Constitution saving throw DC 15, 6d8 poison damage and poisoned, half and not poisoned if successful

V7. HILL GIANT CAVE

Use Hill Giant Guard stats for Golot, Pogus and Tibor

V8. HALLWAY

Nothing

V9. ETTIN BARRACKS

Nothing

V10. SMITHY

DC 10 Dexterity saving throw to avoid catching on fire near furnace

Iron Chest: Damage threshold 10, HP: 60, break Strength DC 23, Open Combination Lock Dexterity DC 30

Alchemist Fire Trap: 18 (6d6) fire damage in 10 ft. radius, DC 15 Dexterity for half, Wisdom (Perception) DC 25 to spot, Dexterity DC 25 to disable

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.

Wand of Dispel Magic. This wand has 3 charges for the following properties. It regains 1d3 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 *dispel magic*. Each additional charge increases the casting level by 1.

+1 arrow deflection light metal shield = arrow catching shield

Wand of lighting = wand of lightning bolt

Potion of cats grace = Potion of enhance ability (Dexterity)

Potion of protection from elements (electricity) = Potion of resistance (lightning)

Divine Scroll = Pick three spells that you wish your characters to have

V11. FOUNTAIN

Dexterity DC 15 halves the damage taken if the globes are destroyed

V12. EXPLOSIVE VAPORS

Explosive Vapor Trap: 30 (10d6) fire damage within 30 ft., DC 13 Dexterity for half, Wisdom (Perception) DC 20 to spot,

Dexterity DC 25 to disable

V13. THRONE ROOM

Nothing

V14. HAG COVEY'S LAIR

Scroll:

Necklace of fireballs

2x potion of cure serious wounds = 2x potion of superior healing

4x potion of cure moderate wounds = 4x potion of greater healing

+1 Light Mace = +1 Mace

+1 bane vs. evil outsiders quarterstaff = tbd quarterstaff

V15. STARRY MIRROR

Nothing

THE ANCIENT VAULT

A1: UNDERGROUND CHAMBER

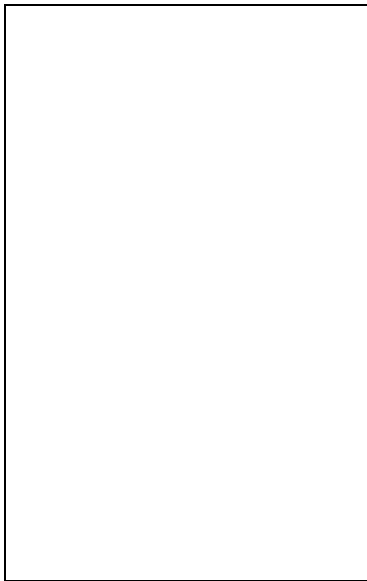
A pentagonal, five-foot-wide mirror is set into a wall of this square room. Twelve seven-foot-tall clay urns stand against the walls to either side, and an iron door, its face covered with countless scratches and chips, blocks an eight-foot-tall archway in the wall opposite the mirror.

A2: ENTRANCE ROOM

Four pillars support the ceiling of this square room. Along one wall an arcade allows access to the outside, its opening partially choked by sand. The sand has spread into the room, covering half of the floor. A human skeleton juts out of the heap of sand in the middle of the room, an iron pickaxe lying on the ground near its outstretched arm.

CONCLUDING THE CHAPTER

“There is naught left for you in Cauldron, heroes! To return is to enter your own graves and to bring doom upon all you love! Trust the sign of the Smoking Eye if you wish to save them all!”



Fold

City Watch Private (Ftr 2)

Medium humanoid (human), LN or LE

Armor Class 15 (breastplate)

Hit Points 20 (2d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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 passive Perception 10

Languages Common, orcish

Challenge 1 (200 XP)

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.

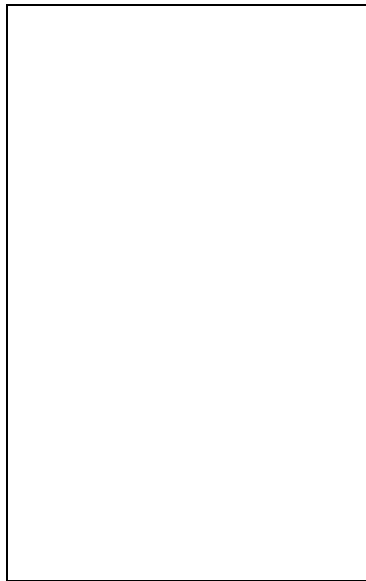
Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Bonus Actions

Second Wind. Gain 1d10 + 2 hit points

Possessions

20 arrows



Fold

City Watch Fighter (Ftr 2)

Medium humanoid (half orc), LN or LE

Armor Class 15 (breastplate)

Hit Points 20 (2d10 + 4)

Speed 30 ft.

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

Saves Str +5, Con +4

Skills Intimidation +4, Survival +2, Athletics +5, Animal Handling +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, orcish

Challenge 1 (200 XP)

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hp instead.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the damage.

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.

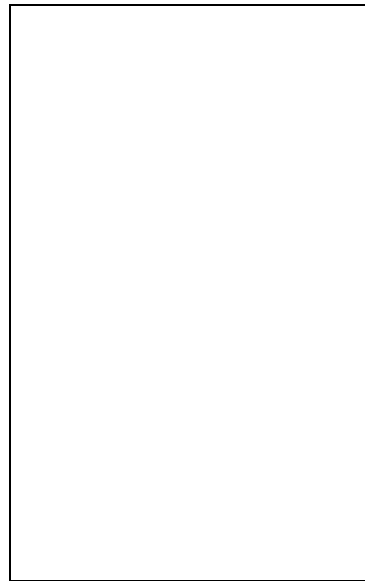
Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Bonus Actions

Second Wind. Gain 1d10 + 2 hit points

Possessions

20 arrows



Fold

City Watch Lt.

Medium humanoid (human) LN

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, Orcish

Challenge 3 (700 XP)

Actions

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

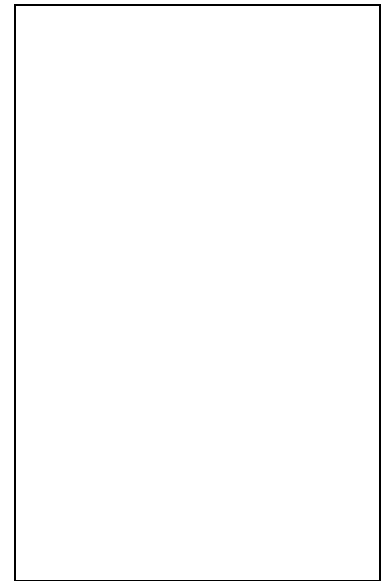
Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Possessions

2x potions of cure wounds, potion of sanctuary



Fold

Maavu Arlinal

Medium humanoid (human), CG

Armor Class 15 (breastplate and buckler)

Hit Points 65 (10d8+10)

Speed 30 ft.

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

Saves Wis +4, Con +4

Skills Knowledge +5, Arcane +5, Perception +4, Animal Handling +4

Senses passive Perception 14

Languages common, terran

Challenge 6 (2,300 XP)

Spellcasting. 4th level spellcaster. Spellcasting ability is Intelligence (spell save DC 13, +5 attack). Has the following spells prepared:

Cantrips (at will): *mending*, *mage hand*, *message*, *shocking grasp*

1st level (4): *mage armor*, *shield*, *spider climb*, *identify*

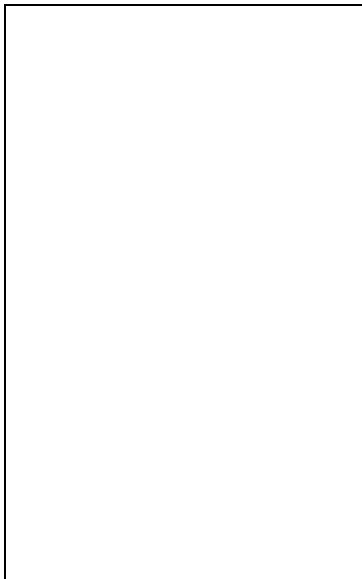
2nd level (3): *see invisibility*, *ray of enfeeblement*

Actions

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Possessions

Bag of Holding (with food and wine for 3 days), 2x potion of gaseous form, potion of hiding (gain advantage on Stealth checks for 1 hour), scroll of *longstrider*, 45 gp, 5x 100gp pearls



Fold

Sergeant Skylar Krewis (Ftr 4)
Medium humanoid (human), LG.
Armor Class 16 (breastplate and buckler)
Hit Points 36 (4d10+8)
Speed 30 ft.

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

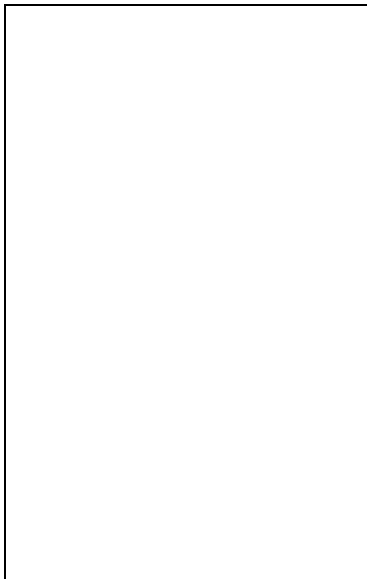
Saves Str +4, Con +4
Skills Athletics +4, Animal Handling +2
Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

Action Surge (1/day)
Fighting Style: Dueling
Improved Critical: Score critical on 19 or 20

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

Bonus Actions
Second Wind. Gain 1d10 + 4 hit points

Possessions
 7 gp, 2x potion of cure wounds, 2x potion of greater cure wounds, potion of sanctuary



Fold

Breathdrinker
Medium elemental, chaotic evil
Armor Class 15
Hit Points 67 (8d8 + 24)
Speed fly 80 ft.

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

Damage Resistances lightning, thunder; 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 10
Languages Auran
Challenge 7 (2,900 XP)

Air Mastery. Flying creatures are at a disadvantage on melee attacks against the breathdrinker.

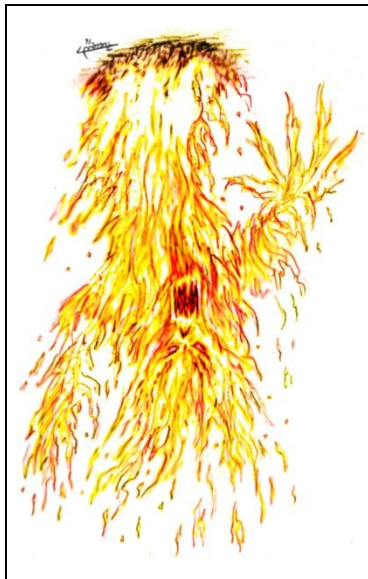
Actions
Multiattack. The breathdrinker can use its Fear Gaze. It then makes two slam attacks.

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

Fear Gaze. Range 30 feet, one target. Target creature must make a DC 13 Wisdom saving throw or be paralyzed for 1d4 rounds.

Steal Breath. Range 30 feet, one paralyzed target. Target takes 12 (4d6) necrotic damage. Target creature must make a DC 13 Constitution saving throw for half damage. The breath drinker heals half the damage.

Reaction
Invisibility. The breathdrinker can use invisibility on itself.



Fold

Elemental, Fire
Huge elemental, neutral
Armor Class 15
Hit Points 181 (16d12 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	20(+5)	18(+4)	6(-2)	10(+0)	7(-2)

Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60ft., passive Perception 10
Languages Ignan
Challenge 9 (5,000 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. Any creature that touches the elemental takes or hits it with a melee attack while within 5 feet of it takes 8 (2d8) 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 8 (2d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 8 (2d8) fire damage at the start of each of its turns.

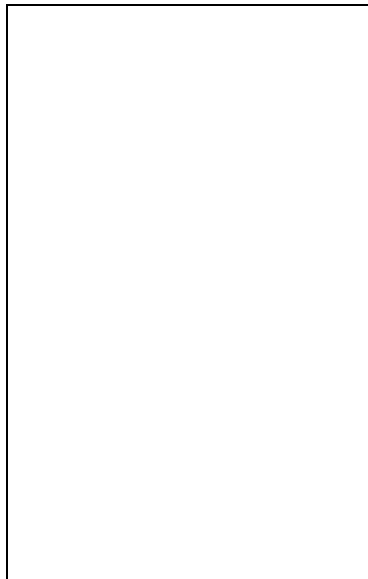
Illumination. The elemental sheds bright light in a 40 foot radius and dim light an additional 40 feet.

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 slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 16 (2d10 + 6) 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 creature takes 8 (2d8) fire damage at the start of each of its turns.

Fireburst (Recharge 6). Each creature within 15 ft. of the elemental must make a DC 17 Dexterity saving throw. On a failure, a target takes 15 (3d10) fire damage. If the saving throw is successful, the target takes half the fire damage.



Fold

Gnoll Hunters
Medium humanoid (gnoll), neutral evil
Armor Class 18 (studded leather)
Hit Points 66 (9d8 + 18)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+3)	16(+3)	8(-1)	12(+1)	6(-2)

Saves Str +5, Dex +5
Skills Stealth +5, Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Gnoll
Challenge 2 (450 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

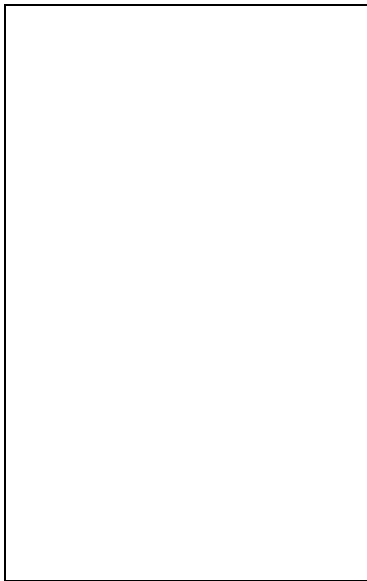
Favored enemy (beasts).
Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

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

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 6 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (3d6) poison damage, DC 11 Constitution saving throw for half

Possessions
 20 arrows (only 5 are currently poisoned), one dose of spider venom (coats 5 arrows)



Fold

Forest Sloth
Large beast, neutral
Armor Class 15
Hit Points 158 (14d10 + 70)
Speed 40 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	20(+5)	21(+5)	2(-4)	12(+1)	9(-1)

Saving Throws Strength +10, Constitution +9
Skills Perception +5, Stealth +9
Senses darkvision 60 ft., passive Perception 15
Languages -
Challenge 11 (7,200 XP)

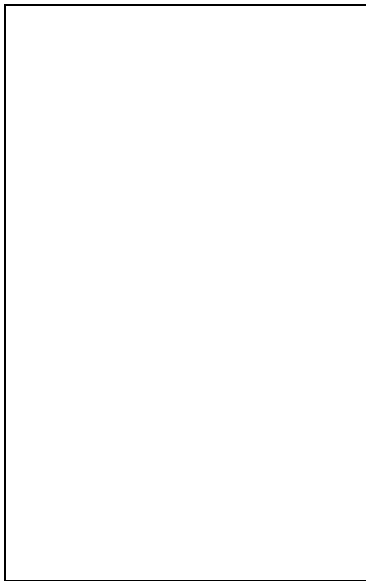
Brachiation. This creature can move through the trees at its normal movement rate.

Actions
Multiattack. The forest sloth makes two claw and one bite attack. The sloth can swallow a grappled target instead of biting.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 6) piercing damage and target is grappled if small (escape DC 16).

Claw. Melee Weapon Attack: +10 to hit, reach 105 ft., one target. Hit: 10 (2d4 + 6) slashing damage.

Swallow. A small creature that is grappled can be swallowed by the sloth. Opposed grapple checks are made. If the sloth wins, the target is swallowed and takes 10 (2d4 + 6) points of bludgeoning damage and 4 (1d8) points of acid damage per turn. If the sloth loses, the target takes bite damage. The AC of the sloth's gullet is 13. Dealing 25 points of damage to it allows a swallowed creature to escape.



Fold

Kymzo, Advanced Steam Mephit
Small elemental, neutral evil
Armor Class 13
Hit Points 50 (8d6 + 16)
Speed 30 ft., fly 50 ft.

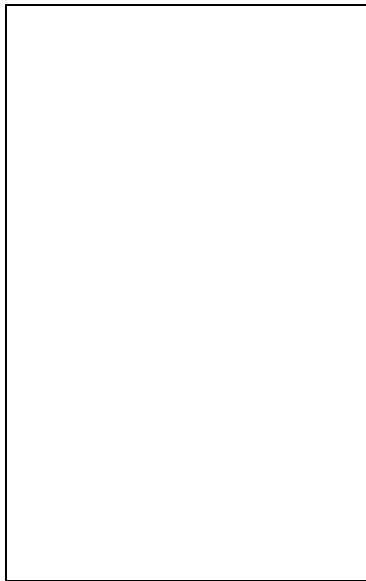
STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	12 (+1)	13 (+1)	17 (+3)

Damage Immunities fire, poison
Damage Vulnerabilities cold
Condition Immunities poisoned
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Ignan
Challenge 5 (1,800 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 13 Dexterity saving throw or take 8 (2d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast blur and burning hands (DC 14 Dexterity save) requiring no material components. Its innate spellcasting ability is Charisma.

Actions
Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d8) slashing damage plus 3 (1d6) fire damage.
Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 12 (3d8) fire damage on a failed save, or half as much damage on a successful one.



Fold

Muggo, Hill Giant Guard
Huge giant, chaotic evil
Armor Class 13 (natural armor)
Hit Points 127 (12d12 + 48)
Speed 40 ft.

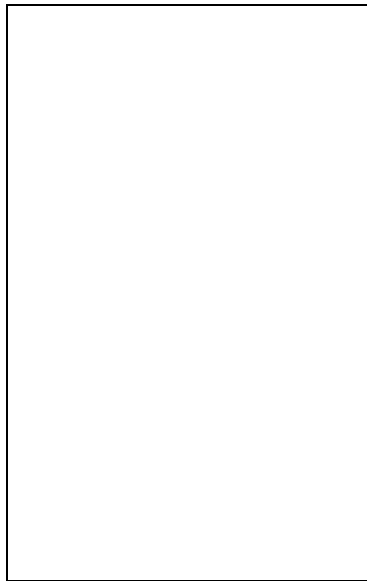
STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 6 (2,300 XP)

Actions
Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.



Fold

Ettin
Large giant, chaotic evil
Armor Class 12 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Giant, Orc
Challenge 4 (1,100 XP)

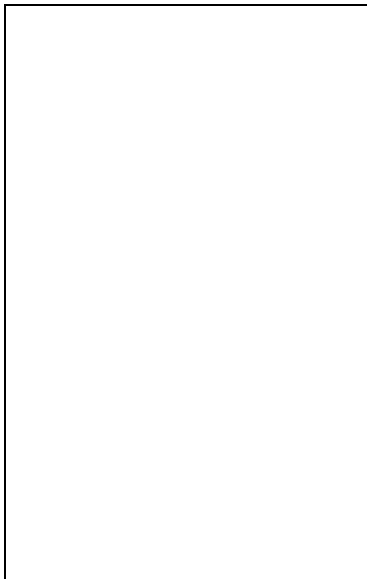
Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions
Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.



Fold

Dugobras, Fire Giant
Huge giant, lawful evil
Armor Class 18 (plate)
Hit Points 227 (18d12 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5
Skills Athletics +11, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 12 (8,400 XP)

Actions

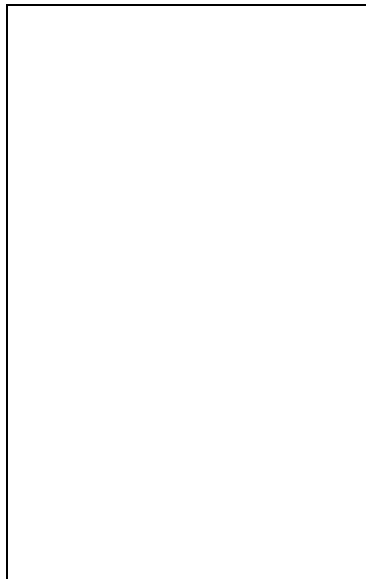
Multiattack. The giant makes two warhammer attacks.

+1 Warhammer. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 29 (6d6 + 8) bludgeoning damage.

Red Hot Anvil Fragment. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 23 (3d10 + 8) bludgeoning damage plus 6 (2d6) fire damage

Possessions

Wand of cure wounds, wand of dispel magic



Fold

Tribata, Sminelpa and Olomasta Green Hags
Medium fey, neutral evil
Armor Class 17 (natural armor)
Hit Points 98 (13d8 + 39)
Speed 30 ft.

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

Skills Arcana +3, Deception +4, Perception +4, Stealth +3
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Sylvan
Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.
Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:
At will: dancing lights, minor illusion, vicious mockery

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Magic Resistance. Gain advantage on saving throws against spells

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

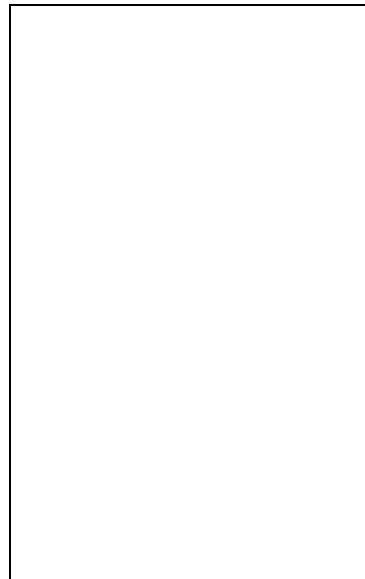
Sneak Attack. Once per turn can deal an extra 1d6 damage if you have advantage on attack or if another ally is within 5 feet of creature attacked

Actions

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.



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Hags continued

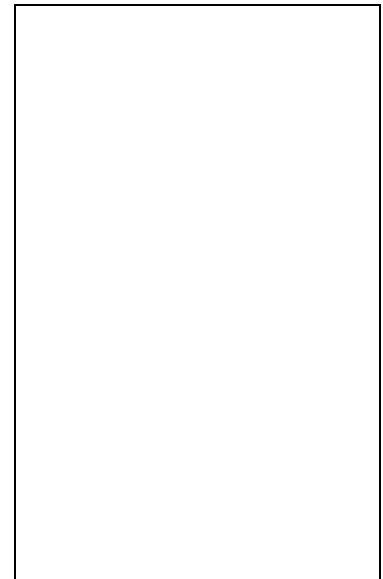
STR	DEX	CON	INT	WIS	CHA

Actions (cont)
Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Bonus Actions

Cunning Action. Dodge, Disengage, Hide

Covey Actions



Fold

Gaflon, Nerra Varoot (Rogue 4)
Medium fiend (nerra), neutral
Armor Class 12
Hit Points 33 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	11 (+0)	14 (+2)	17 (+3)

Skills Stealth +4, Perception +6, Sleight of Hand +4, Intimidate +5
Saves Dex +4, Int +2
Damage Resistances cold, fire, lightning
Damage Vulnerabilities thunder
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Common, Thieves' Cant
Challenge 3 (700 XP)

Sneak Attack (1/Turn). Gaflon 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 him that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Spell Resistance. Gaflon has advantage on saving throws against spells.

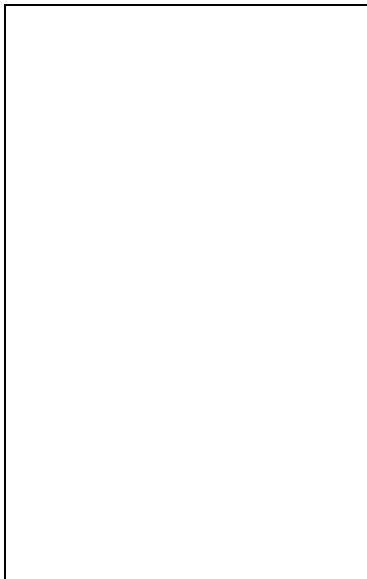
Mirror Jump. Gaflon can move through mirrored and reflective surfaces as part of his move action, up to one mile in distance

Actions

Wounding Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage.

Bonus Actions

Dash, Disengage or Hide



Fold

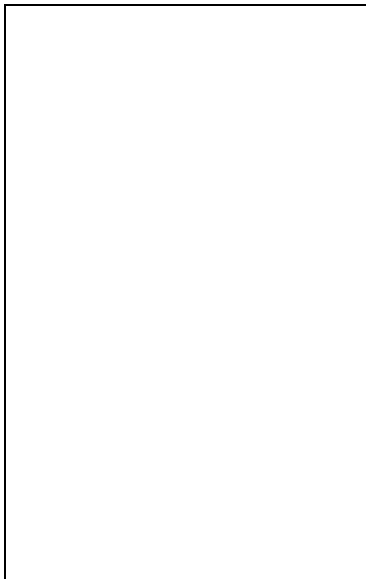
Spell Weaver Skeleton
Medium undead, neutral evil
Armor Class 14
Hit Points 75 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities bludgeoning
Damage Immunities cold
Condition Immunities exhaustion, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands common
Challenge 5 (1,800 XP)

Actions
Multiattack. The spell weaver skeleton can make up to 4 claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 2 (1d4 - 1) slashing damage



Fold

Kalareem Nerra
Medium fiend (nerra), neutral
Armor Class 12
Hit Points 26 (3d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	13 (+1)

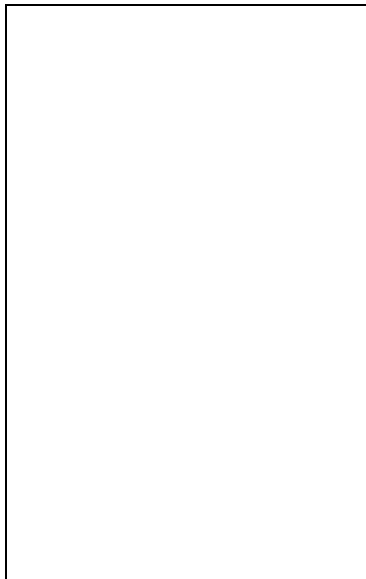
Skills Stealth +4, Perception +6
Saves Dex +4, Int +2
Damage Resistances cold, fire, lightning
Damage Vulnerabilities thunder
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal
Challenge 2 (450 XP)

Spell Resistance. Nerra have advantage on saving throws against spells.

Mirror Jump. Nerra can move through mirrored and reflective surfaces as part of their move action, up to one mile in distance

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

Mirror Image (Recharge 6). *As the spell.*



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Alek Tercival (Pal 6)
Medium humanoid (human), lawful good
Armor Class 19 (chain, +1 shield)
Hit Points 46 (6d10 + 6)
Speed 30 ft.

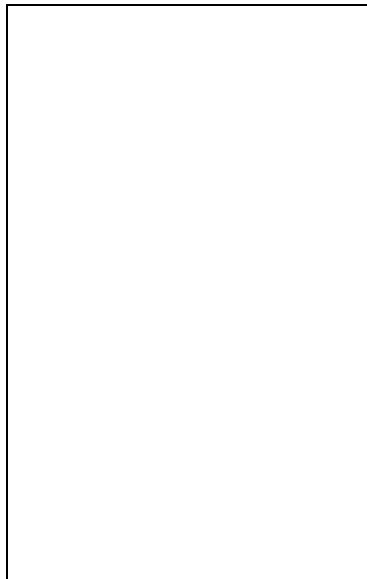
STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	12 (+1)	13 (+1)	6 (-2)	15 (+2)

Skills Persuasion +4, Religion +0
Saves Wis +0, Cha +4
Senses darkvision 120 ft., passive Perception 10
Condition Immunities diseased
Languages Common
Challenge 4 (1,100 XP)

Fighting Style (Dueling)
Divine Smite. Deal 2d8 radiant damage with melee weapon hit by using 1st level spell slot **Lay on Hands (30 points).** 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.
Aura of Protection. You and creatures within 10 feet gain +2 to saving throws.

Spellcasting. Alek is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 10, +0 to hit with spell attacks). Has the following paladin spells prepared:
 1st level (4 slots): *sacred flame, thaumaturgy*
 2nd level (2 slots): *bane, shield of faith*

Actions
Multiattack. Alek makes two long sword or two longbow attacks.
Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 5 (1d8 + 1) slashing damage.



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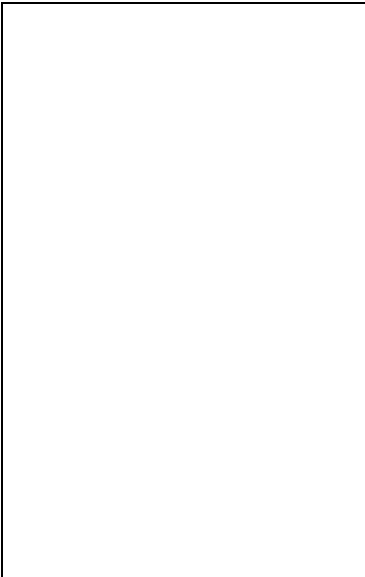
Nabthatoron (Glabrezu)
Large fiend (demon), chaotic evil
Armor Class 17 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

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.
Challenge 9 (5,000 XP)

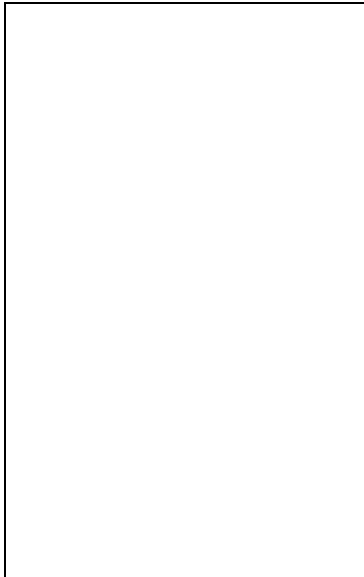
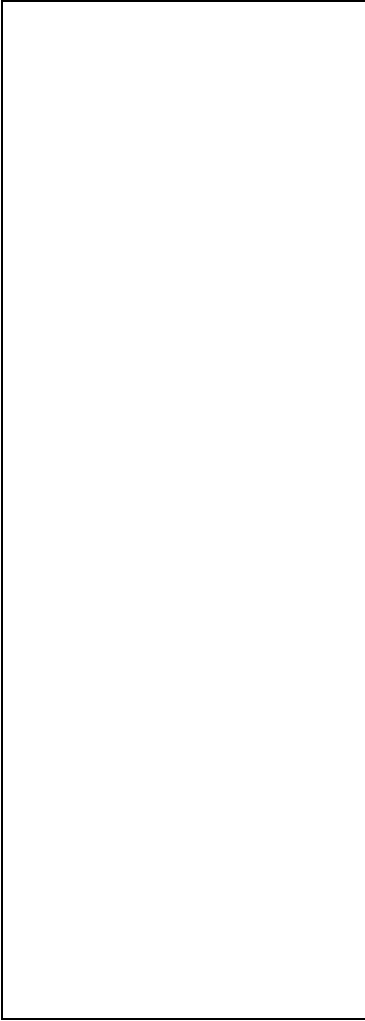
Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:
 At will: darkness, detect magic, dispel magic
 1/day each: confusion, fly, power word stun
Magic Resistance. The glabrezu has advantage on saving throws against spells and other magical effects.

Actions
Multiattack. The glabrezu 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 glabrezu 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.



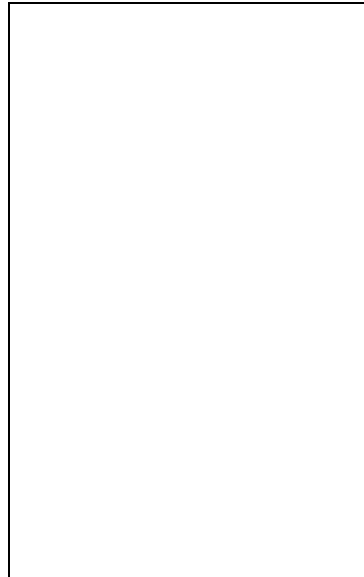
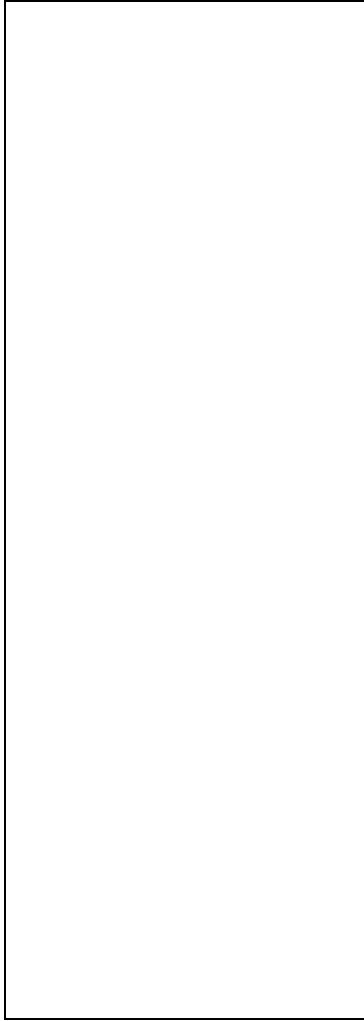
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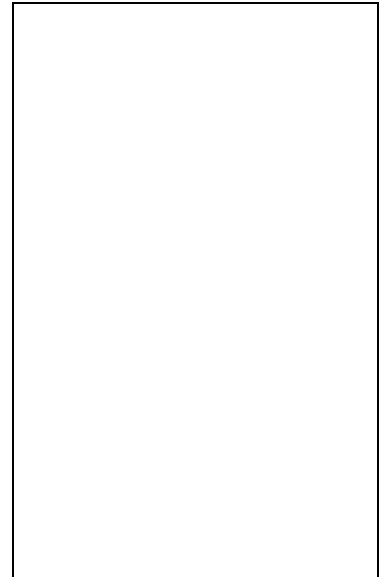
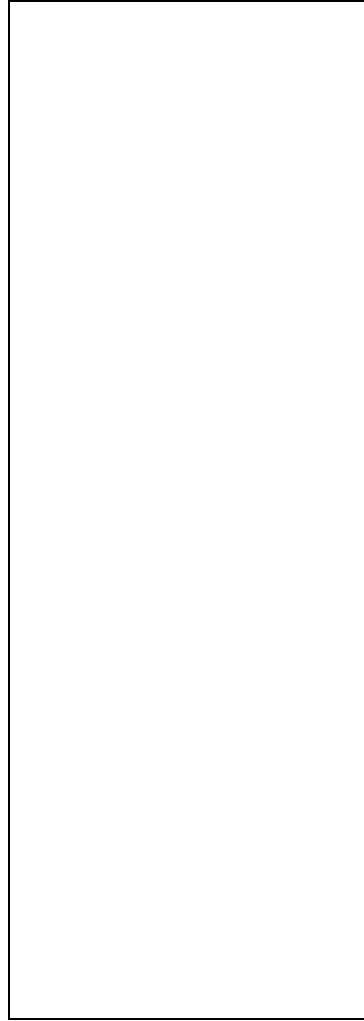
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