

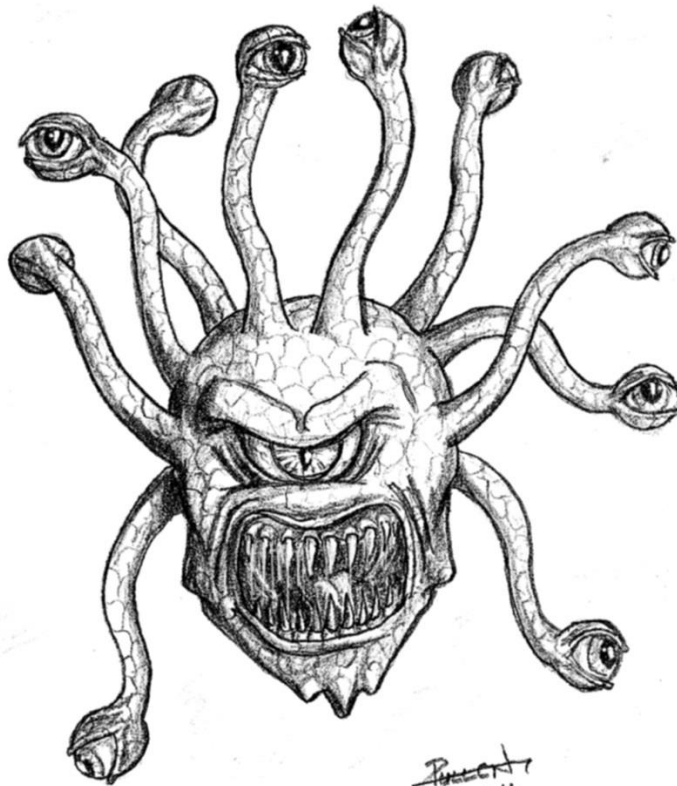
Dungeons & Dragons

5th Edition

The Shackled City Adventure Path Conversion Guide

Life's Bazaar

Dungeon Issue #97



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EVENT 1: THE ACCOSTED PRIEST

Nothing

GHELVE'S LOCKS

G1: STOREFRONT

The DC to open the locked iron strongbox is 25.

G2: WORKROOM

The DC to open the locked door is 25.

G3: LOCK DISPLAY AND STORAGE

Secret Door: Break DC 10; Search DC 15; Open Lock DC 15
The DC to open the three locked chests is 25.

G4: KITCHEN AND PANTRY

The DC to open the pantry is 15.

G5: KEYGAN'S BEDROOM

The DC to open the chest is 25.

Scything Blades: Search DC 14; Disable DC 14

Keygan's spellbook has the following spells: (1st level): *alarm, color spray, disguise self, mage armor, sleep, unseen servant.*

VANISHING IN JZADIRUNE

Gear Doors: Damage threshold 5, HP: 60, Break Strength DC 21, Open Lock Dexterity DC 25

Gear Door Traps: DC 17 to dispel using *dispel magic*

J Door: Dexterity DC 12; Wisdom (Perception) DC 16 to spot, Disable Dexterity DC 15

Z Door: no update

A Door: Dexterity DC 12; Wisdom (Perception) DC 17 to spot, Disable Dexterity DC 14

D Door: Wisdom (Perception) DC 17, Disable DC 14

I Door: +5 Ranged Attack; Wisdom (Perception) DC 17 to spot, Disable Dexterity DC 13

R Door: Wisdom (Perception) DC 17 to spot, Disable Dexterity DC 14

U Door: Wisdom (Perception) DC 17 to spot, Disable Dexterity DC 14

N Door: Constitution Save DC 13, Wisdom (Perception) DC 16 to spot, Disable Dexterity DC 15

U Door: Dexterity Save DC 15, Wisdom (Perception) DC 16 to spot, Disable Dexterity DC 14

Secret Doors: Wisdom (Perception) DC 15 to spot (unless noted specifically in specific areas)

The Vanishing: Constitution DC 15

J1: DESCENDING STAIRS

Wisdom (Survival) DC 12 to notice small tracks, DC 22 to notice human tracks

J2: WELL-HIDDEN SECRET DOOR

Wisdom (Perception) DC 20 for secret door, Dexterity DC 15 to open lock

Wisdom (Survival) DC 12 to notice small tracks, DC 22 to notice human tracks

Tilting Floor Trap: DC 12 Dexterity, Wisdom (Perception) DC 20 to spot, Dexterity DC 15 to disable

J3: GIGGLING MASKS

Permanent ghost sound: DC 17 to dispel using *dispel magic*

Remove Mask from wall: Strength DC 19

J4: LURKING SHADOWS

Nothing

J5: DUSTY BARRACKS

Nothing.

J6: TILT-A-PIT TRAP

Western secret Door: Wisdom (Perception) DC 17 to spot

Spiked Pit Trap: DC 15 Dexterity, Wisdom (Perception) DC 12 to spot, Dexterity DC 12 to disable

J7: SECRET ARMORY

Thunderstone: You can throw this stone up to 30 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang. Each creature within a 10-foot-radius spread must make a [DC 15 Constitution](#) save or be [deafened](#) for 1 hour.

Smokestick. This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a [fog cloud](#) spell, except that a moderate or stronger wind dissipates the smoke in 1 [round](#)). The stick is consumed after 1 [round](#), and the smoke dissipates naturally

Tanglefoot bag. Ranged weapon attack 20/40 feet. Target hit makes a DC 15 Dexterity saving throw or be immobilized. Huge or larger creatures are unaffected. An immobilized creature can break free with a DC 17 Strength saving throw or by dealing 15 points of damage to the goo with a slashing weapon. The goo becomes brittle and fragile after 2d4 rounds

Wand of Burning Hands: 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 cast *burning hands*

J8: SLEEPING QUARTERS

Nothing.

J9: NURSERY

Nothing

J10: WRECKED QUARTERS

Shattered Potion bottle: Wisdom (Perception) DC 10 to spot

J11: CONTROL LEVER

Dust of Illusion = Dust of Disappearance

J12: TILT-A-PIT TRAP

Spiked Pit Trap: DC 15 Dexterity, Wisdom (Perception) DC 12 to spot, Dexterity DC 12 to disable

J13: CAPTAIN'S ROOM

Nothing

J14: TILT-A-PIT TRAP

Spiked Pit Trap: DC 15 Dexterity, Wisdom (Perception) DC 12 to spot, Dexterity DC 12 to disable

J15: SKULK DEN

Skeleton Keys: Open any town lock DC 25 or lower.

Sun Rods: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

J16: MAP ROOM

Nothing.

J17: HALL OF DANCING LIGHTS

Dancing lights: DC 17 to dispel using *dispel magic*

Treasure: Wisdom (Perception) DC 15 to spot

J18: STORAGE

Nothing

J19: GUEST QUARTERS

Nothing

J20: COSTUME AND PROP STORAGE

Nothing

J21: VANISHING SKULK

Nothing

J22: THEATER

Spellbook: Open Lock Dexterity DC 20. Spells: *alarm, alter self, color spray, detect magic, disguise self, ghost sound, illusory script, invisibility, mage hand*

Wand of Secret Doors: 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 1 charge. For the next minute, you automatically detect any secret door within 30 feet.

J23: EMPTY GALLERY

Nothing

J24: SECRET ART VAULT

Nothing

J25: KING'S HALL

Bestow Curse Trap: DC 12 Wisdom, Wisdom (Perception) DC 19 to spot

J26: AUTOMATON FACTORY

Nothing.

J27: GEARWORKS

"Heart" treasure: Wisdom (Perception) DC 19 to spot

J28: GENERATORS

Nothing

J29: SECRET LIBRARY

Secret Doors: Strength DC 15 to open, Wisdom (Perception) DC 17 to spot

Small monstrous centipedes = Giant Centipede in PHB

J30: SCROLL STORAGE

Nothing

J31: ALCHEMY LAB

Nothing

J32: SECRET POTION STORAGE

Nothing

J33: SLEEPING QUARTERS

Nothing

J34: PIT LEVER AND RUBBLE

Treasure: Wisdom (Perception) DC 17 to spot

J35: FOYER AND IRON DOORS

Locked Iron Doors: Damage threshold 10, HP: 60, Break Strength DC 23, Open Lock Dexterity DC 25

J36: GREAT FACTORY

Potion of Cure Light Wounds = Potion of Cure Wounds

J37: CLASSROOM

Secret Door: Wisdom (Perception) DC 15 to spot

J38: WEAVER'S WORKSHOP

Nothing

J39: MAKESHIFT WALL

Wooden Wall: Damage threshold 5, HP: 30, Break Strength DC 17

J40: WOODSHOP

Nothing

J41: FORGE

Treasure: Wisdom (Perception) DC 15 to spot

J42: SECRET HALLWAY

Spear Trap: DC 15 Dexterity, Wisdom (Perception) DC 10 to spot, Dexterity DC 13 to disable

J43: SECRET VAULT

Nothing

J44: HIDDEN FOES

"Heart" treasure: Wisdom (Perception) DC 19 to spot

J45: GLASSBLOWING WORKSHOP

Potion of Cure Light Wounds = Potion of Cure Wounds

J46: JEWELER'S WORKSHOP

Treasure: Wisdom (Perception) DC 10 to spot

J47: SECRET TREASURY

Wand of Sleep: 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 cast *sleep*. For each additional 2 charges you expend, the spell level increases by one.

J48: SECRET VAULT

Nothing

J49: SECRET VAULT

Nothing

J50: FALSE FOREST

Secret Door: Wisdom (Perception) DC 20 to spot

J51: DINING HALL

Nothing

J52: KITCHEN

Collapsing Cabinet Trap: DC 10 Dexterity, Wisdom (Perception) DC 8 to spot, Dexterity DC 11 to disable

J53: PANTRY

Nothing

J54: SLEEPING QUARTERS

Nothing

J55: LATRINE

Nothing

J56: SKULK TREASURY

Nothing

J57: FLOOR TRAP

Floor Trap: DC 15 Dexterity, Wisdom (Perception) DC 18 to spot, Dexterity DC 20 to disable

J58: BATHROOM

Illusion: Wisdom DC 10 to disbelieve

Webs: Strength DC 21 to break

Medium sized Monstrous Spider = Giant Wolf Spider in MM

Small sized Monstrous Spider = Spider in MM

J59: SECRET CLOSET

Nothing.

J60: CAGED RAT

Nothing

J61: SECRET SLIME ROOM

Slime Pit: DC 15 Dexterity, Wisdom (Perception) DC 14 to spot, Dexterity DC 14 to disable

J62: SLIME PIT LEVER

Nothing

J63: ELEVATOR SHAFT

Nothing

KAZMOJEN'S BAZAAR

Strong Wooden Door: Damage threshold 5, HP: 20, Break Strength DC 20, Open Lock Dexterity DC 25

Iron Door: Damage threshold 10, HP: 620, Break Strength DC 23, Open Lock Dexterity DC 21

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

M1: ELEVATOR SHAFT

Nothing

M2: SECRET LEVER

Nothing

M3: STONY GREETINGS

Nothing

M4: MAJOR-DOMO'S QUARTERS

Use MM Otyugh stats.

Iron Chest: Open Lock Dexterity DC 20

M5: SECRET CORRIDOR

Nothing

M6: ZENITH'S HALL

Nothing

M7: ARCHED STONE BRIDGE

Nothing

M8: TO THE UNDERDARK

Nothing

M9: GUARD BARRACKS

Nothing

M10: KAZMOJEN'S QUARTERS

Nothing

M11: SECRET VAULT

Chests: Open Lock Dexterity DC 20

Spiritual Dagger Trap: Wisdom (Perception) DC 17 to spot, Dexterity DC 15 to disable

Mighty Composite Shortbow [+2] – Dex used on attack and Str on damage [max]

Ignore masterwork designations

M12: TRAPPED ROOM

Spiked Pit Trap: DC 15 Dexterity, Wisdom (Perception) DC 12 to spot, Dexterity DC 12 to disable

M13: ARCHED BRIDGE

Nothing

M14: AUTOMATON GUARD

“Heart” treasure: Wisdom (Perception) DC 19 to spot

M15: SLIDING BLOCKS

Move Blocks: Strength DC 20 or 25

M16: EMPTY CELLBLOCK

Nothing

M17: EMPTY CELLBLOCK

Nothing

M18: CELLBLOCK

Nothing

M19: PRISON GEAR

Nothing

M20: JAILER'S QUARTERS

Nothing

M21: TORTURE CHAMBER

Nothing

M22: MAIN HALL

Spiked Pit Trap: DC 15 Dexterity, Wisdom (Perception) DC 12 to spot, Dexterity DC 12 to disable

M23: GUEST QUARTERS

Nothing

M24: GUEST QUARTERS

Iron chest: Open Lock Dexterity DC 20

M25: PYLLRAK'S QUARTERS

Nothing

M26: MAIN BARRACKS

Nothing

M27: FORGE

Iron shackles: Damage threshold 10, HP: 10, Break Strength DC 21, Escape Dexterity DC 25, Open Lock Dexterity DC 20

M28: SECRET ARMORY

Nothing

M29: DINING HALL

Nothing

M30: COOK'S QUARTERS

Nothing

M31: LARDER

Nothing

M32: PANTRY

Nothing

M33: KITCHEN

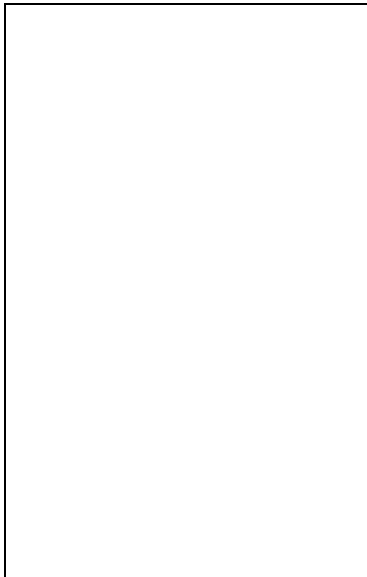
Nothing

M34: SLAVE BAZAAR

Iron shackles: Damage threshold 10, HP: 10, Break Strength DC 21, Escape Dexterity DC 25, Open Lock Dexterity DC 20

EVENT 5: INTERVENTION

Nothing



Fold

Thug

Medium humanoid (any race), any non--good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

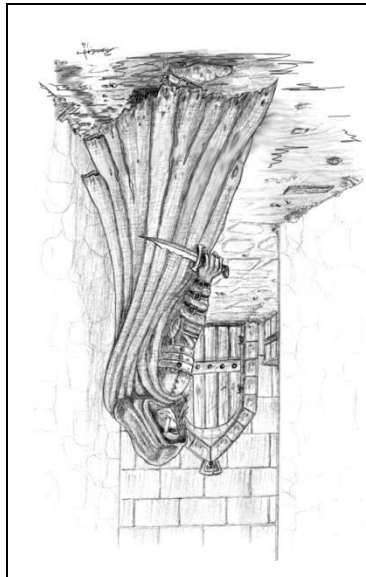
Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.



Fold

Jil (6th Rogue)

Medium humanoid (human)

Armor Class 14 (studded leather)

Hit Points 39 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	14 (+2)	12 (+1)	16 (+3)	9 (-1)	12 (+1)

Skills Acrobatics +8, Deception +7, Stealth +8, Persuasion +7

Saves Dex +6, Int +6

Senses passive Perception 9

Languages Common, Thieves Cant
Challenge 3 (700 XP)

Sneak Attack. Once per turn, Jil deals an extra 9 (3d6) damage when she 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 she doesn't have disadvantage on the attack roll.

Assassinate. Has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Actions

Whip +1. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) slashing damage

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

Bonus Actions

Dash

Disengage

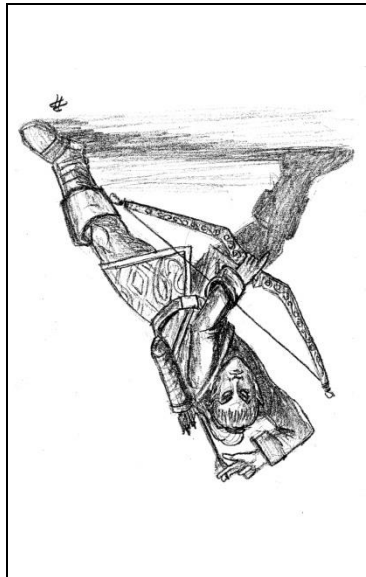
Hide

Reactions

Uncanny Dodge. Halve the damage from one attack

Possessions

Wand of Silence (15 charges), (2) Potion cure wounds, Scroll of *undetected*



Fold

Fario Ellegoth (Rog1/Ftr1)

Medium humanoid (half elf), neutral

Armor Class 13 (leather)

Hit Points 16 (1d8 + 1d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	12 (+1)	8 (-1)	10 (+0)

Skills Acrobatics +6, Slight of Hand +6, Stealth +4, Persuasion +2, Insight +1, Perception +1

Saves Dex +4, Int +3

Senses darkvision 60 ft., passive Perception 9

Languages Common, Elvish, Dwarvish, Thieves Cant

Challenge 1 (200 XP)

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

Two Weapon Fighting

Sneak Attack. Once per turn, deals an extra 3 (1d6) damage when he 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.

Actions

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

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

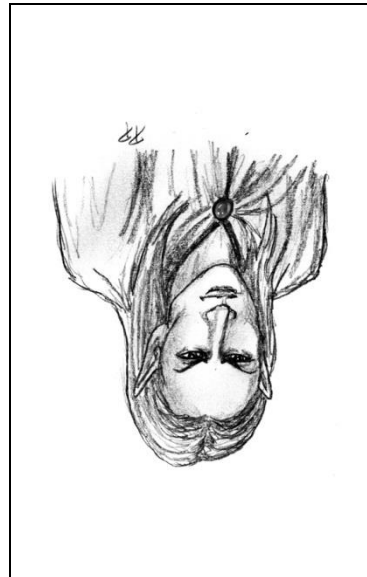
Bonus Actions

Second Wind. Gain 1d10 +1 hit points

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

Possessions

20 arrows, 2x potion invisibility, cloak, spyglass, leather pouch containing 8gp and 25 sp



Fold

Fellian Shard (Rog1/Clr1)

Medium humanoid (half elf), neutral

Armor Class 13 (leather)

Hit Points 15 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	13 (+1)	15 (+2)	10 (+0)

Skills Acrobatics +6, Slight of Hand +6, Stealth +4, Persuasion +2, Insight +1, Heal +4

Saves Dex +4, Int +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Elvish, Thieves cant

Challenge 1 (200 XP)

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

Spellcasting. Rufhus' spellcasting ability is Wisdom (spell save DC 11, +3 attack). He has the following spells prepared: Cantrips (at will): *guidance, light, resistance* 1st level (2): *bless, cure wounds, shield of faith, sanctuary*

Lucky: When You roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Actions

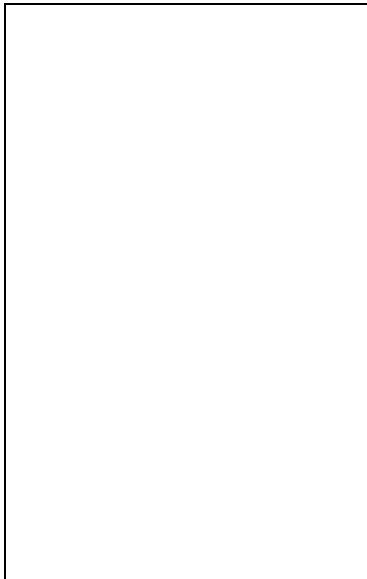
Longsword. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 3 (1d8 - 1) slashing damage, or 4 (1d10 - 1) slashing damage if used with two hands.

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

Channel Divinity (1/day) Turn undead

Possessions

20 arrows, 2x potion invisibility, 2x scroll of cure wounds (2nd level), cloak, spyglass, holy symbol, leather pouch containing 13gp and 15 sp



Fold

Ruphus Laro (Cleric 2)

Medium humanoid (human), lawful neutral

Armor Class 12 (chain shirt)

Hit Points 13 (2d8)

Speed 30 ft.

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

Skills Medicine +3, Religion +3, Arcana +2, Nature +3

Saves Wisdom +3, Charisma +2

Senses passive Perception 11

Languages Common, elvish, dwarf

Challenge 1 (200 XP)

Spellcasting. Ruphus' spellcasting ability is Wisdom (spell save DC 11, +3 attack). He has the following spells prepared:
Cantrips (at will): *guidance, light, resistance*
1st level (3): *bless, command, healing word, identify, sanctuary*

Knowledge domain

Actions

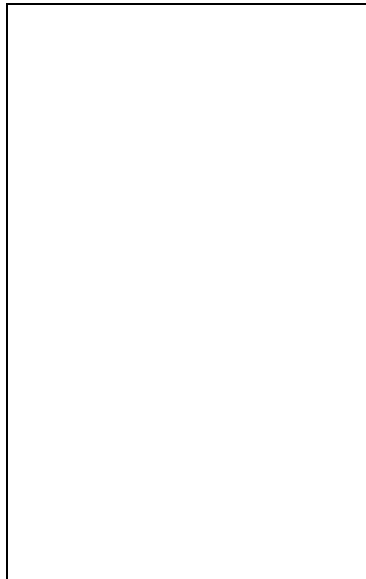
Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Channel Divinity (1/day) Turn undead

Channel Divinity As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

Possessions

Cloak, clerical vestments, holy symbol



Fold

Jenya Urikas (Cleric 5)

Medium humanoid (human), lawful neutral

Armor Class 15 (chainmail shield)

Hit Points 33 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	8 (-1)	12(+1)	13(+1)	16(+3)	14(+2)

Skills Medicine +6, Religion +6, History +4, Arcana +4

Saves Wisdom +6, Charisma +5

Senses passive Perception 13

Languages Common, gnome, elvish

Challenge 1 (200 XP)

Spellcasting. Jenya's spellcasting ability is Wisdom (spell save DC 14, +6 attack). Her has the following spells prepared:
Cantrips (at will): *guidance, light, resistance*
1st level (4): *command, identify, sanctuary*
2nd level (3): *enhance ability, hold person, lesser restoration, spiritual weapon*
3rd level (2): *augury, create food/water, magic circle, suggestion*
Knowledge domain

Actions

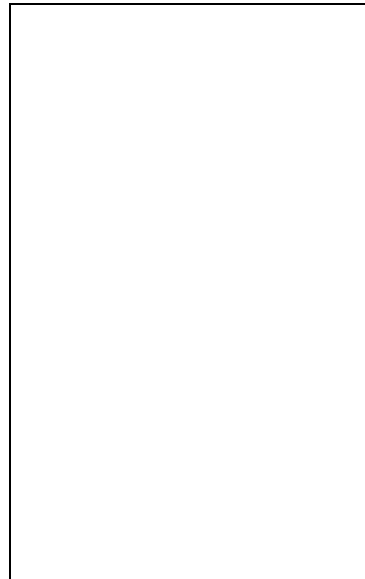
Mace. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Channel Divinity (1/day) Turn undead (destroy 1/2 CR)

Channel Divinity (1/day) As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

Possessions

2x scroll of cure wounds (5th level), 2x vials of holy water, keys to temple, holy symbol



Fold

Patch

Medium humanoid (half-orc), neutral

Armor Class 13 (natural armor)

Hit Points 31 (4d8 + 8)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	10(+0)	10(+0)	8 (-1)	11(+0)

Skills Deception +4, Persuasion +2, Acrobatic +4, Stealth +6, Intimidation +2

Saves Dexterity +4, Intelligence +2

Senses darkvision 60ft., passive Perception 9

Languages Common, Orc, Thieves cant

Challenge 1/2 (100 XP)

Sneak Attack. Once per turn, Patch deals an extra 3 (1d6) damage when he 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.

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

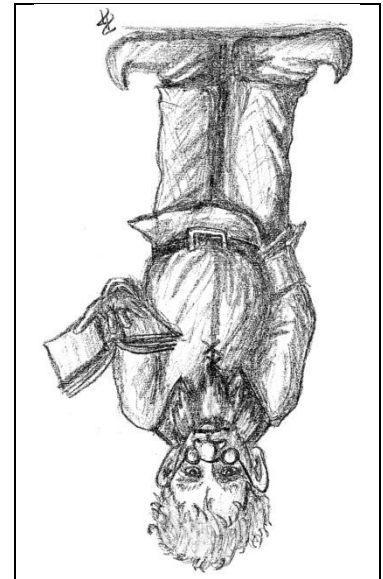
Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Actions

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

Possessions

Small leather sack (45 gp, 72 sp and 90 cp), thieves' tools.



Fold

Keygan Ghelve (Exp 3/Wiz 1)

Small humanoid (gnome), l. neutral

Armor Class 11

Hit Points 22 (4d6 + 4)

Speed 25 ft.

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

Skills Craft (Locksmithing) +5, History +3, Perception +2, Arcana +3

Senses darkvision 60 ft., passive perception 12

Languages Common, Dwarf, Gnome

Challenge 2 (200 XP)

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Spellcasting ability is Intelligence (spell save DC 11, +3 attack). Has the following spells prepared:
Cantrips (at will): *mage hand, minor illusion, mending*
1st level (2): *alarm, color spray*

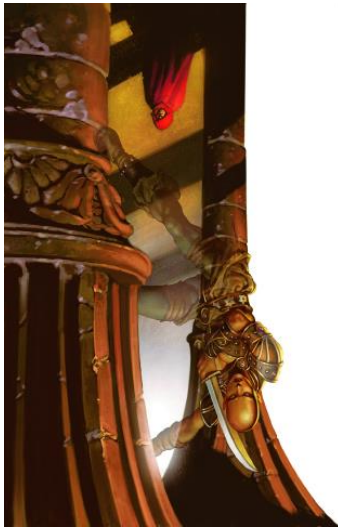
Actions

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

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 2) piercing damage.

Possessions

10 bolts, magnifying glass, 3 ft. stilts, vest sewn with pockets holding 12 keys to all locks in his building



Fold

Skulk

Medium humanoid (skulk), chaotic evil

Armor Class 12

Hit Points 12 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	14(+2)	11(+0)	11(+0)	16(+3)	6(-2)

Skills Stealth +4

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

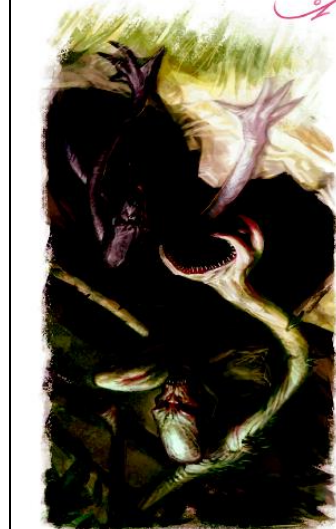
Innate Non-detection. Any attempt to locate a skulk is made at disadvantage.

Cunning Action. The skulk can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one creature. Hit: 6 (1d8 + 2) piercing damage.



Fold

Fiendish Dire Rat

Small beast, lawful evil

Armor Class 12 (natural armor)

Hit Points 8 (2d6 - 2)

Speed 30 ft.

DEX	DEX	CON	INT	WIS	CHA
14(+2)	13(+1)	9(-1)	3(-4)	10(+0)	6(-2)

Damage Resistances cold, fire: bludgeoning, piercing, and slashing from non-magical attacks
Senses darkvision 60 ft, passive perception 10

Languages -

Challenge 1 (200 XP)

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

Spell Resistance. Gains advantage on saving throws against spells

Smite Good (1/day). Can deal an extra 4 (1d8) necrotic damage to one of its successful melee attacks.

Actions

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

Choker

Small aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 17 (3d6 + 3)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	13(+1)	4(-3)	13(+1)	7(-2)

Skills Stealth +4, Hide +4

Condition Immunities blinded, deafened

Senses darkvision 60ft., passive perception 11

Languages -

Challenge 1 (200 XP)

Quickness. The choker can use its bonus action to dash, disengage or hide.

Actions

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage, and a Large or smaller target is grappled (escape DC 13). Until this grapple ends, the target is restrained around the neck, cant speak or cast spells with verbal components, and the choker can't constrict another target.

Fold

Skulk/Raggamoffyn

Medium construct, neutral

Armor Class 15 (natural)

Hit Points 12/17 (2d8)/(3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	10(+0)	11(+0)	15(+2)	6(-2)

Skills Stealth +4

Senses darkvision 60 ft.,passive Perception 12

Damage Immunities poison

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

Languages Common

Challenge 2 (450 XP)

Innate Non-detection. Any attempt to locate a skulk is made at disadvantage.

Shared Damage. Any attack on a captured one deals half damage to the raggamoffyn and half damage to the dominated skulk.

Cunning Action. The skulk can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one creature. Hit: 6 (1d8 + 2) piercing damage.



Fold

Automaton, Hammerer

Medium construct, neutral

Armor Class 15 (natural armor)

Hit Points 38 (5d8 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	11(+1)	14(+2)	3(-4)	9(-1)	4(-3)

Damage Immunities poison

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

Senses passive perception 9

Languages -

Challenge 3 (700 XP)

Unreliable. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

Actions

Multiattack. The hammerer makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 4) bludgeoning damage



Fold

Automaton, Pulverizer

Medium construct, neutral

Armor Class 14 (natural armor)

Hit Points 24 (3d8 + 6)

Speed 40 ft.

DEX	DEX	DEX	DEX	DEX	CHA
8(-1)	8(-1)	8(-1)	8(-1)	8(-1)	4(-3)

Damage Immunities poison

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

Senses blindsight 40ft., passive perception 9

Languages -

Challenge 3 (700 XP)

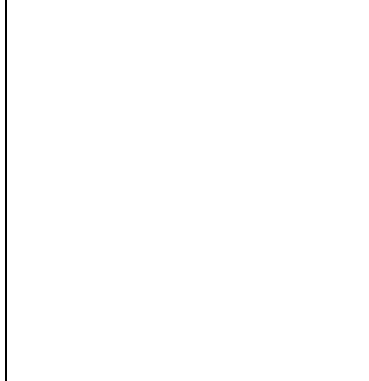
Unreliable. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action

Actions

Multiattack. The pulverizer makes two melee attacks.

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

Shriek (Recharge 6). The pulverizer lets loose a 30 ft. cone of sound. Targets must make a DC12 Constitution save or take 4 (1d8) thunder damage and become stunned until the end of the pulverizer's next turn. A successful save negates the damage and stun.



Fold

Raggamoffyn

Medium construct, neutral

Armor Class 15 (natural armor)

Hit Points 28 (3d10 + 6)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +4

Damage Immunities poison

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

Senses darkvision 120ft., passive perception 12

Languages -

Challenge 2 (450 XP)

Control Host. A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the dominate monster spell (DC 12). As a reaction, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body..

Wrap. With a successful opposed grapple check, a raggamoffyn can wrap itself around any foe it has already grappled. The monster forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful escape check (DC 12). Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 8 (1d6 + 2) bludgeoning damage and target is grappled (escape DC 12).

Suffocate. As an action can asphyxiate a wrapped creature by drawing the air from its lungs. This attack automatically deals 1d4 points of necrotic damage.



Fold

Stone Spike

Medium elemental, neutral

Armor Class 15 (natural)

Hit Points 30 (3d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	8(-1)	19(+4)	4(-3)	11(+0)	11(+0)

Saving Throws Constitution +6

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities exhaustion,

paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., blindsight, passive Perception 10

Languages Terran, Dwarf

Challenge 2 (450 XP)

Actions
Multiattack. The stone spike makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage.



Fold

Dark Creeper

Small humanoid, neutral

Armor Class 14 (leather armor)

Hit Points 7 (1d6 + 1)

Speed 30 ft.

STR	DEX	DEX	INT	STR	CHA
12(+2)	17(+3)	17(+3)	10(+0)	17(+3)	10(+0)

Condition Immunities blinded, deafened
Senses blindsight 60ft., passive perception 12

Languages Undercommon

Challenge 1 (200 XP)

Sneak Attack (1/turn). The dark creeper deals an extra 3 (1d6) damage when it hits a target and has advantage or when the target is within 5 feet of an ally.

Evasion. If the dark creeper is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the dark creeper instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

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

Dagger. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Dark Stalker

Medium humanoid, neutral

Armor Class 14 (leather armor)

Hit Points 21 (3d8 + 3)

Speed 30 ft.

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

Skills Stealth +5

Condition Immunities blinded, deafened

Senses blindsight 60ft., passive perception 12

Languages Undercommon

Challenge 2 (450 XP)

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

Innate Spellcasting. The dark stalker's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:
2/day: fog cloud

Actions

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 6 (2d6) poison damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 6 (2d6) poison damage.



Fold

Dread Guard

Medium construct, neutral

Armor Class 17 (banded and shield)

Hit Points 38 (5d8 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	11(+1)	14(+2)	6(-2)	13(+1)	2(-4)

Damage Immunities poison

Damage Resistances cold, fire

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

Senses passive perception 11

Languages - but understands creators language

Challenge 2 (450 XP)

Actions

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

Fold

Animated Mass of Chains

Large construct, neutral

Armor Class 14 (natural)

Hit Points 44 (5d10 + 10)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	14(+2)	1(-5)	3(-4)	1(-5)

Damage Immunities Poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

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

Languages -

Challenge 3 (700 XP)

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

False Appearance. While the object remains motionless, it is indistinguishable from a normal object of its type.

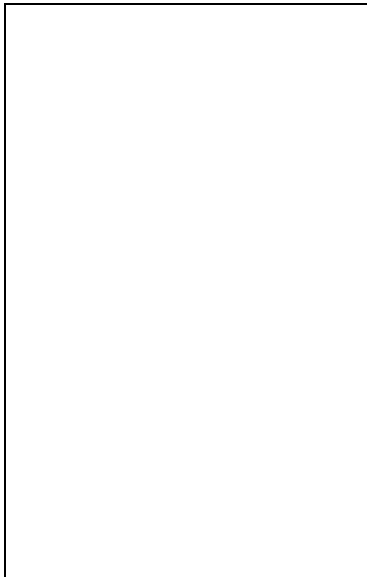
Actions

Multiattack. The mass of chains makes three melee attacks. Any grappled creature takes the place of a rake attack.

Rake. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 7 (1d8 + 3) slashing damage

Grapple. *Melee Weapon Attack:* Reach 10 ft. Opposed strength checks

Constrict. *Melee Weapon Attack:* Each grappled creature takes 7 (1d8 + 3) bludgeoning damage.



Fold

Coryston Pike (Rog1/Sor2)

Medium humanoid (human), n. good

Armor Class 15 (natural)

Hit Points 21 (1d8 + 2d6 + 5) (5 inj.)

Speed 30 ft. (20 limp)

STR	DEX	CON	INT	WIS	CHA
8(-1)	15(+2)	13(+1)	12(+1)	10(+0)	14(+2)

Skills Acrobatics +4, Slight of Hand +6, Stealth +4, Persuasion +4, Insight +2, Perception +2

Saves Dex +4, Int +3

Senses passive Perception 12

Languages Common, Elvish, Thieves Cant, Draconic

Challenge 2 (450 XP)

Sneak Attack. Once per turn, deals an extra 3 (1d6) damage when he 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.

Spellcasting. Spellcasting ability is Charisma (spell save DC 12, +4 attack). Has the following spells prepared:

Cantrips (at will): *mage hand*, *ray of frost*, *light*, *shocking grasp*

1st level (3): *alter self*, *magic missile*, *false life*

Sorcery Points. 2

Green Dragon Ancestry

Actions

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

Bonus Actions

Flexible Casting.



Fold

Zarkad

Medium humanoid (goblinoid), l. evil

Armor Class 15 (chainmail)

Hit Points 21 (3d8 + 3)

Speed 30 ft.

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

Senses darkvision 60ft., passive Perception 10

Languages common, goblin

Challenge 1 (200 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

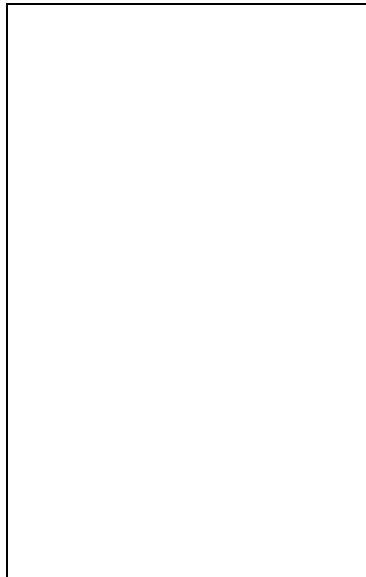
Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Javelin. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Possessions

2 javelins, 2x potions of cure wounds, pouch containing 15 gp and 88 sp.



Fold

Kazmojen (half troll dwarf Ftr 4)

Medium celestial, lawful good

Armor Class 18 (Fullplate)

Hit Points 52 (4d10 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	22(+6)	8(-1)	13(+1)	6(-2)

Skills Animal Handling +4, Intimidation +3

Saves Constitution +9, Strength +8

Senses darkvision 60ft., passive Perception 11

Languages Common, Dwarven, Giant

Challenge 5 (1,800 XP)

Keen Smell. Has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. Regains 5 hit points at the start of its turn. If he takes acid or fire damage, this trait doesn't function at the start of his next turn. He dies only if he starts its turn with 0 hit points and doesn't regenerate.

Dwarven Resilience. Has advantage on saving throws against poison, and you has resistance against poison damage.

Two Weapon Fighting.

Action Surge (1/day)
Improved Critical (19-20).

Actions

Multiattack. Kazmojen attacks with both ends of his dwarven urgrosh.

Dwarven Urgrosh. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

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

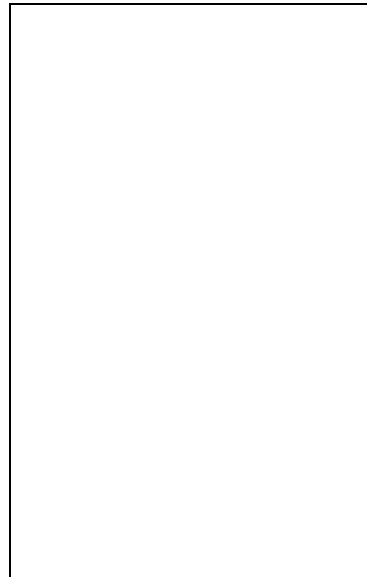
Hand Axe. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage

Bonus Actions

Second Wind. Regain 1d10 + 4 hit points

Possessions

4x handaxes, pouch containing 180 gp and three keys (chests in M11)



Fold

Howler

Large fiend, chaotic evil

Armor Class 15 (natural)

Hit Points 52 (6d10 + 12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	17(+3)	15(+2)	6(-2)	14(+2)	8(-1)

Skills Climb +5

Senses darkvision 60ft., passive Perception 12

Languages understand Abyssal

Challenge 3 (700 XP)

Quills. A creature that is bitten by a howler must make a DC 13 Dexterity saving throw or have 2 (1d4) quills break off in their flesh. Lodged quills impose disadvantage on all attacks and saving throws. Removing a quill requires a DC 13 Heal (Wisdom) check or they deal 3 (1d6) piercing damage

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 5) piercing damage.

Howl (Recharge 6). Creatures, other than fiends, must make a DC 12 Wisdom saving throw or be frightened for 1 minute. Target saves at the end of its turn. Once a creature saves, they are immune to this effect for 24 hours.

