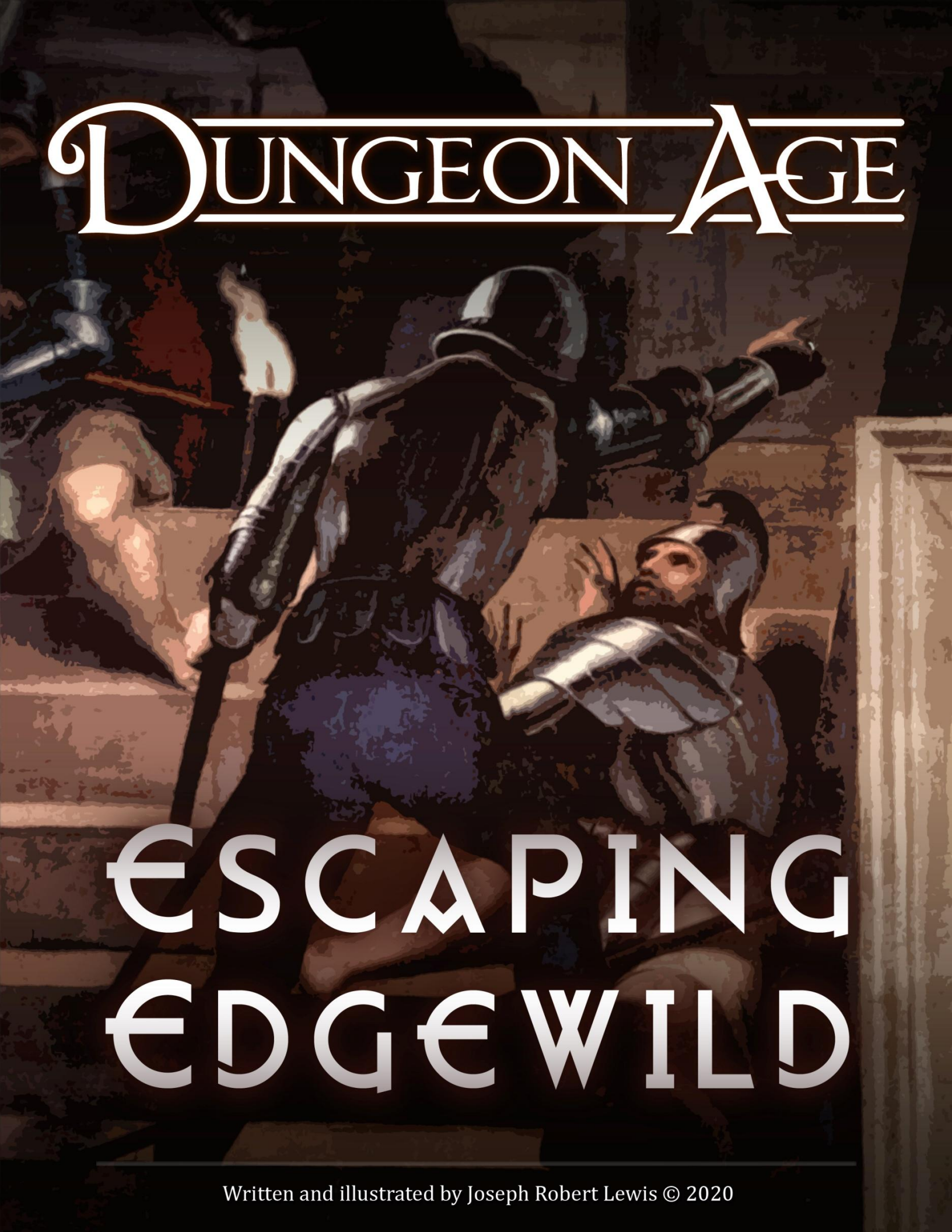




DUNGEON AGE

ESCAPING EDGEWILD

Written and illustrated by Joseph Robert Lewis © 2020

DUNGEON AGE

“ESCAPING EDGEWILD”

a 5e adventure for level 1

Written and illustrated by Joseph Robert Lewis © 2020

INTRODUCTION

Last night you went out to do your chores, or run your errands.

Maybe you went out for a drink? Or maybe you went out to slit a purse string, or a throat?

But this morning, you wake up shackled in a dark, filthy prison cell surrounded by strangers.

A man outside says you’ll be sold to a slaver in a few hours. And slaves don’t live long...

So you’d better start making some friends, coming up with a plan, and trying to escape from Fort Edgewild!

DESIGN NOTES

This one-shot adventure is intended for characters at level 1. It’s your classic jailbreak, and the content is divided into the Cell, the Jail, and the Fort.

It runs about 3 to 5 hours.

There are many NPCs, and limited treasure.

Depending on your players, the adventure may lean heavily on combat, stealth, problem-solving, or social interactions.

LAYOUT

The DM’s read-aloud text looks like this. It’s brief!

Descriptions of locations focus only on key adventure items. You may assume that any “missing” details are obvious, such as a pot in a kitchen.

Items that are further explained in their own bullet or section are **bolded and underlined**.

Creature statistics are at the end.

OBVIOUS NOTE

The names and settings used in this adventure are drawn from the world of Dungeon Age. Obviously, you can and should change whatever you want to fit in your campaign setting.

The creatures in this adventure range in challenge rating from easy to deadly. Obviously, you can and should adjust the stats and numbers of creatures to meet the skills of your players or your style of play.

But you already knew that, right?

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NOTES FOR THE DM

BACKGROUND

Last night, everyone was just going about their business. Legal or otherwise...

TODAY

This morning, everyone wakes up together in a cell in Fort Edgewild. All strangers, shackled in a dank hole.

They have four hours to escape the cell, the jail, and the fort.

Because at noon, the slavers are coming to buy up whoever is left in the cells...

THE BOTTOM LINE

This is a starting adventure, or a one-shot, for level 1 characters.

As a one-shot, this is a fun way to try out new characters.

As a starting adventure, this classic setup is a great way to get new characters to build a rapport, while also making them fugitives and establishing a minor villain for the party.

That is, assuming that party doesn't just sit and rot until they get bought.

But the party will probably do something, don't you think?

STORY HOOKS

No hook or rumors for this one!

This is a very specific starting situation. The PCs start out in jail, without their gear.

In four hours, the prisoners will be sold into slavery, where they will be worked to death.

So...that's the hook, I guess!

HOW TO RUN THIS

A few things to know:

- Each area (Cell, Jail, Fort) is self-contained. You only need to deal with one at a time.
- Each area ends with a section called “**Escape**” that describes some possibilities or limits for the PC's escape. Read those ahead of time and keep them in mind.
- **The Cell.** To start, have the players describe their PCs, then you describe the NPCs and the cell itself. Before they start trying to escape, do the “**Wakey, Wakey**” section. Then play on!
- **The Jail and The Fort.** These areas are very straightforward, basically a reverse-dungeon. Exploring, talking, fighting, but moving *outward* instead of *inward*.

PREP WORK

You need to do a little prep for this one. Take a look at the map of the cell on page 5.

You need to pick out some NPCs to be in the cell with the PCs, and then you need to assign each prisoner a place in the cell.

- PCs and NPCs (see page 6) are chained at the letter locations. It is recommended that you mix in the NPCs between the PCs.
- **Note:** Chained prisoners can touch or exchange objects with the person sitting directly next to them.
- **Note:** Near position A, there is a drafty crack in the wall leading to the **Supply Closet**.
- **Note:** Near position G there is a **Corpse**.

HOW LONG IS THIS?

About 4 hours.

The Cell and the Jail each take about 1 hour.

The Fort takes 1-3 hours depending on what the party tries and how well it goes for them.

COMBAT

There are many opportunities for brief-but-deadly encounters as your players sneak around the cells and the buildings.

To maintain tension, try to keep each fight brief/fast. You may not enjoy rolling initiative every 10 minutes just to fight two more guards. So with that said:

You can adjust the difficulty and the frequency of combat:

1. Add or remove extra guards from each location.
2. Switch between “elite” guard stats and “common” ones.
3. Don’t roll initiative, just go around the table organically when you have an encounter.

LOOT

There isn’t much. The real prize here is freedom. There is a little cash and a handful of magic items in the fort. But the players will probably be totally focused on escape, not on treasure.

SO MANY NPCs!

I know, right? NPC prisoners, guards, specialists, the Captain, and the Buyers!

You definitely don’t need to make them all memorable. Each one only shows up for a few minutes, usually.

But there are notes for almost every NPC to help you roleplay them, if you want.

IS THIS ADVENTURE FAIR AND BALANCED?

No! In fact, there’s a solid chance of PC death or a TPK here.

But the PCs can often choose whether to fight or negotiate or run away. There are lots of ways out of this predicament, and lots of people to interact with.

WHAT IS THE DC?

Short answer: It’s 13.

Longer answer: There are no DCs (for 5e) or saving throws listed in this adventure.

Explicit skill checks and saving throws were deliberately left out to encourage more organic play and narrative problem-solving.

But if you like rolling dice (and who doesn’t?), then a DC 13 works well for just about every skill check or saving throw in this adventure.

Feel free to contact the publisher and let him know what you think about this.

WHAT IF THE PCS ESCAPE REALLY FAST?

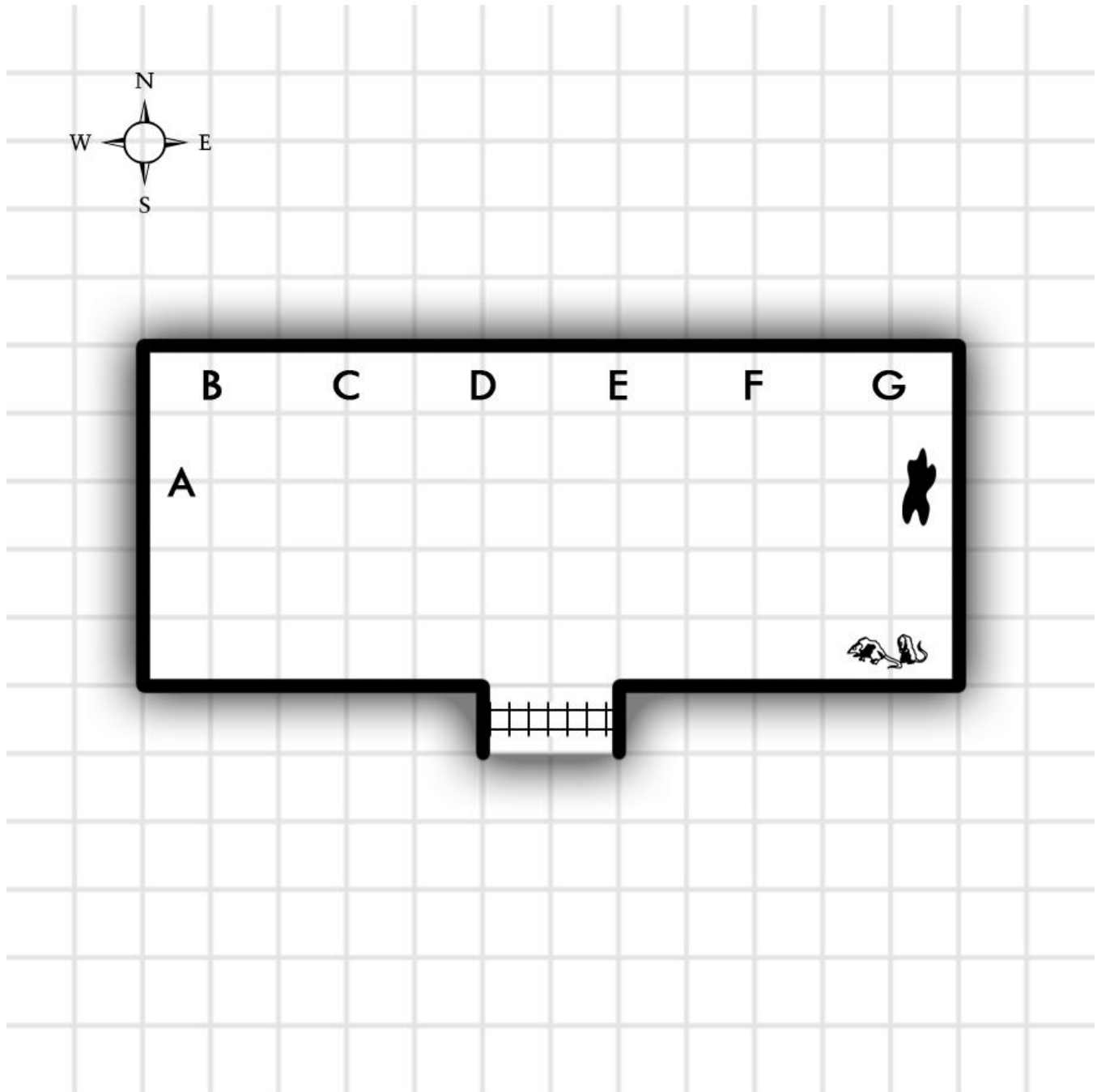
With enough good ideas and lucky dice rolls, anything can happen. If your players escape from the Fort in record time, you can use the rest of your session for “escaping pursuit”.

Options:

- The Captain, guards, and bloodhounds pursue the party into the wilderness or a nearby town.
- The party stumbles upon something dangerous in the wild, like a group of goblins returning from a hunting trip, or a foggy swamp full of reeking skeletons.

The goal here is to give the session an exciting climax to clearly say, “As the adrenaline fades, you realize you have won your freedom. Your life is your own again...*for now!*”

THE CELL



THE CELL

The cell is dark, filthy, and freezing. Your left wrist is shackled to the wall. You have nothing except the clothes you were wearing last night.

A blue crystal glows in an iron cage on the ceiling, offering some dim light. **Strangers** sit all around you, shackled amidst the **bones** and rotting **garbage**.

CHECK YOUR POCKETS

Each player rolls 1d10 to find what is left in their pockets.

1. a copper coin
2. a shard of brown glass
3. a crust of stale bread
4. three wooden buttons
5. a match
6. a dirty handkerchief
7. broken glasses
8. a bent needle
9. fingernail clippings
10. a scrap of paper

WHY ARE YOU HERE?

Ask each player:

- Why were you arrested?
- Did you commit a crime?
- Were you wrongfully accused?



STRANGERS

In addition to the party, there are other prisoners in the cell. Roll for OR hand-pick from the list below. Any number, but no more than seven (7) total prisoners.

1. **Pinchy**, 20, long blonde hair, mopey, whiney, selfish.
Role: Petty thief.
PRO: Sleight of Hand.
CON: Untrustworthy.
2. **Emilia**, 25, curly brown hair, wild-eyed, intense, loud.
Role: Cleric of Gideon.
PRO: Healing magic.
CON: Violent zealot.
Forcibly heals every/anyone.
3. **Nell**, 30, red hair, freckles, pale, depressed, hungover.
Role: Local addict.
PRO: Medicine, chemistry.
CON: Severe depression.
4. **Vincent**, 35, thin, bandaged, timid, quiet, fatalistic.
Role: Leper (ex-scholar).
PRO: History, Languages.
CON: Rotting alive.
5. **Thomas**, 40, black beard, dusty, short-tempered.
Role: Poor, angry farmer.
PRO: Brawler, Intimidation.
CON: Not a team player.
6. **Angelo**, 45, rakish black goatee, smarmy, rude.
Role: Charming bard.
PRO: Performance.
CON: Highly offensive.

TIMELINE

- 8 AM – Wakey, Wakey.
- 9 to 11 AM – Hourly patrols.
- 12 PM – The **Buyers** arrive.

WAKEY, WAKEY

DM: Do this before the PCs start trying to escape!

8 AM. After the prisoners wake up and take stock of their surroundings, the Captain talks to a guard outside the cell's barred door.

Captain: "Listen carefully, soldier. The buyers arrive at noon. The alchemist pays 50 gold for the dead, but the slaver pays twice that for the living. So if you want to be paid well, you will keep them alive! None of your little games today! Check on them every hour. Do I make myself clear?"

Guard: "Does it really matter sir? Slaves only survive a few weeks in the mines..."

Captain clears his throat.

Guard: "Crystal clear, sir!"

CAPTAIN ASH

A gaunt man in a scorched black cloak. He is sharp-tongued and cruel-eyed. A corrupt officer and a deadly fencer, he commands through fear as well as respect.

BURNING SABRE

Magic. 1d6 + 2 fire. Casts firebolt. **Value: 500 GP**

BONES & GARBAGE

Broken **bones** litter the floor. Small mounds of blackened **meat** and moldy **fruit** quietly decay between you. A **corpse** lies against the east wall. Red-eyed **rats** sit in the shadows, watching you.

- **Bones.** Humanoid remains. Wrapped in desiccated skin or decaying tatters of cloth.
- **Meat.** Chicken bones with some skin and gristle, now reduced to black slime.
- **Fruit.** Apples? Impossible to tell now. White fungus and flies cover the cloying waste.
- **Corpse.** Male, human, 4 days dead. Rat-nibbled. Eyes and tongue gone. Three glittering white snails crawl on the body, sneezing blue fire. Under the corpse is a hole containing a **vicious dagger**, 7 GP, and a silver ring.
- **Rats.** In Undercommon: “Hurry up and die, you apes! I want to eat your eyes!”

If you search in the filth:

- One empty purse
- One rat-nibbled belt
- One wooden spoon
- Four broken chain links
- One broken sliver of a knife

DANGER! A snake-sized centipede skitters in the dark. Its venom deals 1 damage and paralyzes for 1 minute.

PATROLS

One guard looks into the cell every hour. Roll 1d4 to choose a guard from the list below.

THE GUARDS

There are four guards in the jail, with leather armor, daggers, and short swords. Each has a key that opens all the doors and shackles. To pick a guard, roll 1d4:

1. **Bacon**, 20, heavy, splotchy, complains about this low-paying guard job at great length to the prisoners. PRO: Easily bribed. CON: Likely to linger near the door for a long time.
2. **Fleabag**, 25, blonde, peppy, chatty, asks the prisoners about their lives in detail. PRO: Kind and pitying, but also clever and snarky. CON: Likely to see anything going on in the cell.
3. **Ogre**, 30, tall, strong, good-looking, eagerly insults and threatens the prisoners. PRO: Easily taunted. CON: Likely to enter and beat a prisoner.
4. **Glass**, 35, thin, pockmarked, sneering, yawning, barely glances at the inmates. PRO/CON: Unlikely to notice anything in the cell.



ESCAPE

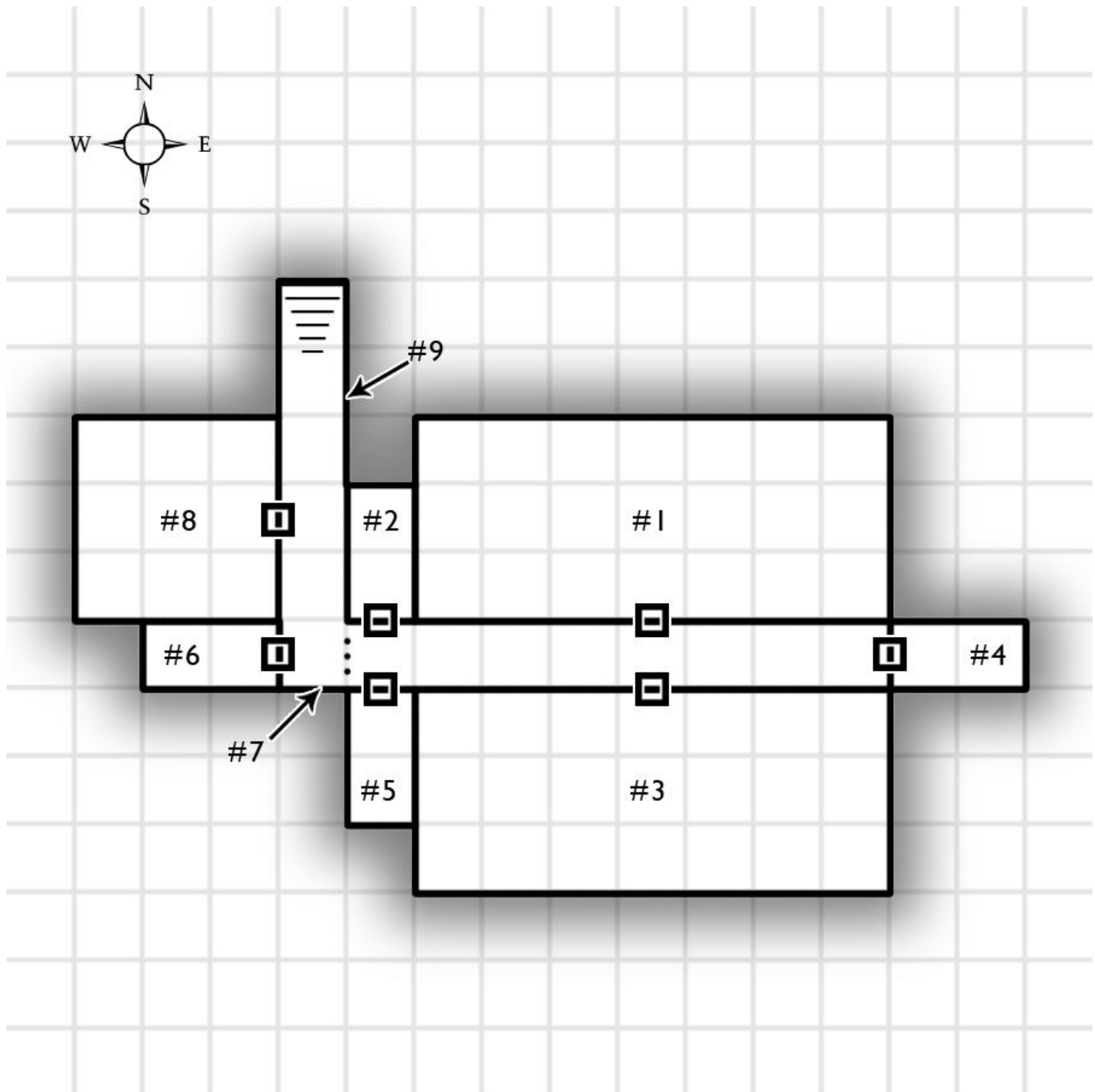
Players may attempt any tactic or stratagem to escape at any time. Possible avenues of escape:

- **Locks.** The shackle locks are simple but sturdy. They can be picked, but not broken.
- **Chains.** Three feet long, old and corroded. Can be pulled from the wall, but very noisy.
- **Crack.** There is a draft coming from a crack in the wall by position A leading to the **supply closet**.
- **Guards.** Can be tricked into entering the cell, carrying their keys and weapons.
- **Magic.** The prisoners have their focuses but no material components. Verbal casting may attract a guard!

Less useful cell features:

- **Ceiling.** Heavy beams with 2 feet of earth above them.
- **Floor.** Bricks over solid earth.
- **Walls.** Blue granite bricks etched with faded symbols. Clearly an ancient ruin. The mortar is soft and crumbly. It can be scraped to loosen two bricks per hour.
- **Water.** Drips fall from a stain in one corner of the cell.
- **Door.** A grid of heavy iron bars from floor to ceiling. Shiny and new. Locked.

THE JAIL



THE JAIL

Blue crystals glow from cracks in the ceiling. The narrow stone passage leads past iron barred doors. A pungent, earthy aroma wafts from the east end of the corridor.

- **Aroma.** Leads to #4.

THE OTHER GUYS

When the party escapes from the cell, the other prisoners behave as described below (if freed):

- **Pinchy.** Sneaks off unseen, and gets recaptured. Betrays the party to save himself.
- **Emilia.** Stays with the party, but constantly and loudly praises the angel Gideon.
- **Nell.** Hangs back, follows the party at a safe distance.
- **Vincent.** Hangs back, follows the party at a safe distance.
- **Thomas.** Grabs the nearest weapon and charges the nearest guard. Dies.
- **Angelo.** Tries to take over. Talks a lot. Does nothing.

If the others are not freed, they yell at the party loudly. And the guards come running!



1. CELL, YOURS

Same as how you left it.

2. SUPPLY CLOSET

Door. Wood, unlocked.

If you break through the wall from the cell:

- A shelf falls down, spilling a heap of clattering chains. The guards come running!

If you open the door, you see several shelves containing:

- Candles and matches
- Mop and bucket
- One coil of 50-ft hemp rope
- Four 3-ft chains w/ shackles

3. STORAGE ROOM

Beyond the open door is a long cell identical to the one you just escaped. But this room is full of dusty crates.

- **Crates.** Blankets, bedrolls, canteens, rope, candles, lanterns, mess kits, tents.

DANGER! One crate is full of furry white moths that swarm out and smother all light sources into utter darkness.



4. CELL, SOLITARY

An eye-watering cloud smelling of fertile earth and manure wafts into the hall. Tiny fuzzy particles float in the air. A humanoid figure huddles in the small, unlit cell.

- **Door.** Barred, locked.
- **Figure.** *Helena*, 25, woman with mycotic infection, red eyes, mushroom cap scalp, red splotchy skin.
- **Mycotic infection.** Mutating into mushroom-folk, cannot be reversed. Talks to plants. Compelled to go into the wild to release her spores.
- **Talks.** Begs to be let out. No skills, cannot fight.
- **History.** Came to the fort to beg for healing, got thrown in a cell instead.
- **Impatient.** If released, she wants to go to the wilds immediately. If you make her wait too long, she runs for freedom. She won't make it.

Spores. Float around her in a 5-foot cloud. Anyone too close must roll 1d4 for effects:

1. Loud, violent sneezing.
2. Poisoned for 1 minute.
3. Blinded for 1 minute.
4. Mycotic infection!

5. CELL, BONES

A single skeleton sits shackled in this small, dusty cell. A dim red **glow** radiates from the skull's right eye socket.

- **Door.** Unlocked.
- **Glow.** A Sanguine Firefly. Sting causes 1 damage and the target's entire body glows bright red for 10 minutes, granting advantage to all attacks against them.



6. WEAPONS LOCKER

Behind the barred **door**, the shelves are stacked with caltrops, light crossbows, and crossbow bolts.

- **Door.** Locked.



7. LEVER

A rusty iron **lever** juts from the wall at head level.

- **Pull down.** Drops an iron gate across the mouth of the hallway (three dots on the map). It takes two people to lift it back up by hand.
- **Push up.** Raises the gate.

8. OFFICE

Two **bunkbeds** lean against the wall behind a small **table** and three chairs. A **trunk** sits under the table. The room reeks of body odor and onions.

- **Bunkbeds.** Stained, stinky. A gray cat hisses and claws at any who come near it.



- **Table.** One deck of cards, five dice, many beer stains.
- **Trunk.** Unlocked. Contains the party's confiscated belongings, as well as a whip, sling, reliquary, bone flute, bag of green sand, vial of perfume, glass eye, and nine rotting yellow onions.



9. ALARM BELL

A plain bronze bell hangs near the stairs, covered in dust. Daylight and the steady patter of rain fall upon the stairs.

- **Ring it.** Two more guards will arrive in 1 minute.



JAILBREAK?!

If/when the guards discover the party escaping, they will take the following actions:

1. Run toward the party and try to force them back into the cell to be shackled again. Grappling and swords!
2. Fall back toward the weapons locker and shoot crossbows at the party. Also, scatter caltrops on the floor.
3. Pull the lever and drop the gate. Then continue to shoot to subdue the party.
4. Ring the alarm bell and summon two more guards to help stop the escape.

Priorities! The guards want to keep the prisoners alive, but are willing to kill them. Mostly they do not want to look incompetent in front of the Captain, so they are slow to call for help.

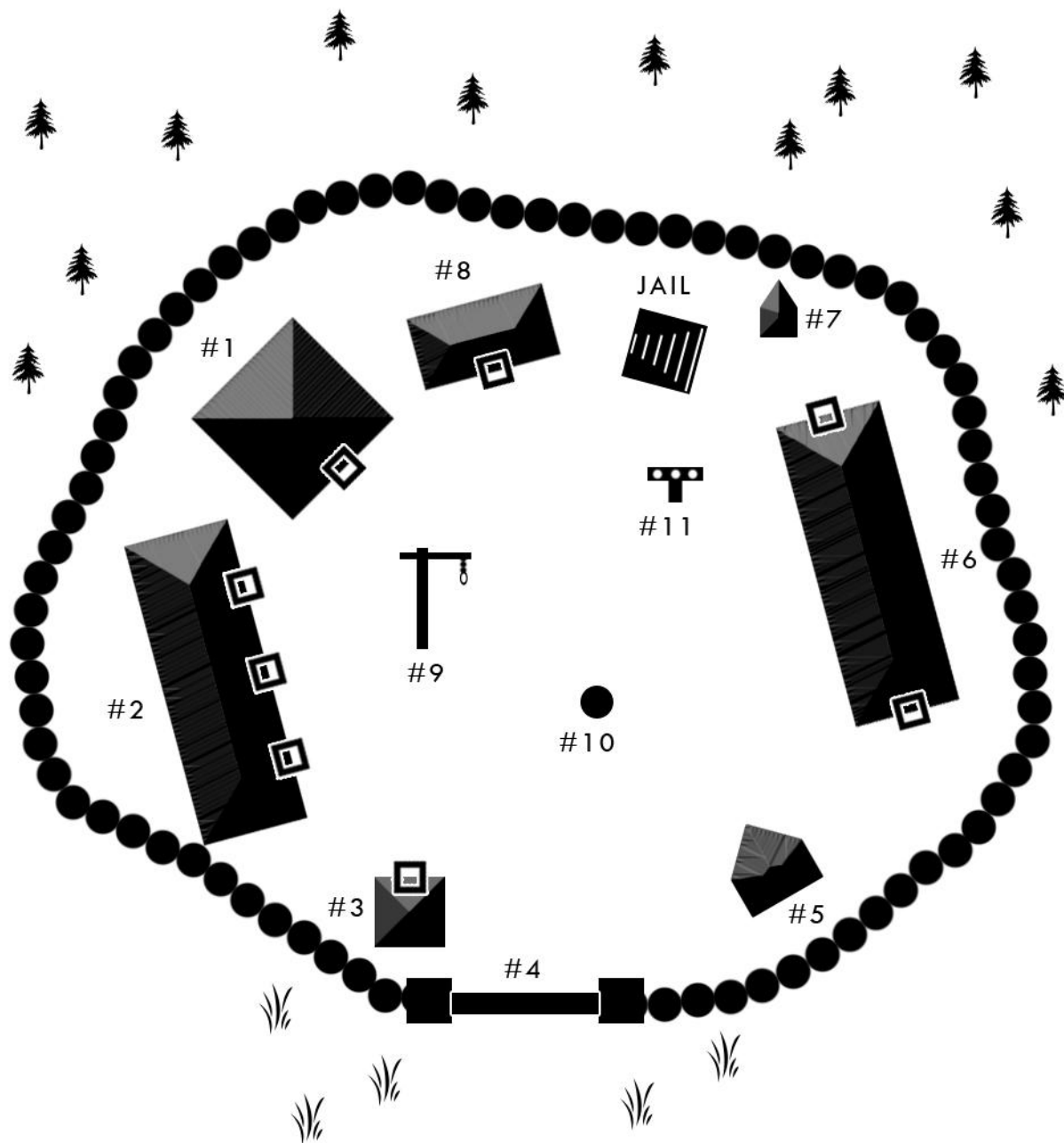
RECAPTURED?!

If the guards overwhelm the prisoners, they will drag them back to the cell and chain them up again. Back to square one!

ESCAPE

The only way out of the Jail is up the stairs...unless there is a magic-user who can explode the ceiling, maybe?

THE FORT



THE FORT

Thunder growls. The cold rain drowns out most sounds, and blurs most sights. Ravens feast on the worms in the puddles.

Emerging from the exposed stairs, you see several crude buildings inside a tall spiked palisade. No guards are out, except at the tower and gate.

- **Palisade.** 25 feet tall. Heavy timbers bolted together.

1. COMMAND POST

Inside, several tables and desks stand together in the middle of the room, covered in maps, letters, candles, and quills. Two men mutter over the papers.

- **Desk.** Drawer has a locked strongbox containing 250 GP.
- **Maps.** Crude drawings of mountains and rivers. Several unlabeled Xs and Os.
- **Letters.** Scrawled reports about food, horses, recruits, and other supplies. Under the letters is a brass spyglass.
- **Men.** *Captain Ash* and *Sergeant Lark*. Serious, strong, skilled, and corrupt.
- **Alarm?** They come out to supervise, fight if needed.

BRASS SPYGLASS

Sees up to 1,000 feet with perfect clarity. *Value: 50 GP*

2. STABLE

A dozen crude stalls offer meager shelter for the horses. A limping man and a skinny boy are brushing down a gray mare at one end.

- **Shelter.** Water trough, hay bales, pitch fork, broom, blankets, saddles, tack.
- **Horses.** Three, healthy.
- **Man.** *Windburn*, 40, tired, serious, just doing his job, doesn't want any trouble.
- **Boy.** *Fetch*, 10, stutters, shy around people, loves animals.
- **Alarm?** They hide.

3. TOWER

A ladder leads up to the roofed platform 35 feet above the ground. Two guards pace the deck. A white lantern sits in one corner, below a shiny bell.

- **Guards.** The archer *Vixen* and the one-armed lookout *Bashful*. She flirts, he blushes. They sound the alarm if they see anything strange. She shoots, he uses the Dawn Lantern.
- **Alarm?** She shoots.

DAWN LANTERN

Casts Daylight once per day.
Value: 200 GP

4. GATE

Twenty feet of thick black timbers blocks the exit. A heavy beam in an iron cradle holds it closed. One man in a dripping cloak stands watch.

- **Beam.** Oak, 10 feet long. Takes two people to move it.
- **Man.** *Stash* is cold, tired, and hungry. Big bushy mustache. Smoking a cigar. Not paying much attention.
- **Alarm?** He goes to check things out. Carefully.



5. KENNEL

A 3-walled hut stands beside an iron cage. In the hut, an old woman sits, repairing a collar. In the cage, two large dogs lie asleep on the dirt.

- **Hut.** Cot, work table, stool, collars, bowls, bin of meat scraps and bones.
- **Cage.** Protected by a large canvas sheet. Bones and water bowls sit inside. The door is latched, easy to open.
- **Woman.** *Duchess*, 65, gray hair, heavyset, rude, mocking, loves her dogs like babies.
- **Dogs.** *Snarl* and *Whine*, Razorback bloodhounds. Powerful trackers, killers.
- **Alarm?** She looses the dogs, but she does not fight.

6. BARRACKS

Twenty flimsy cots line the walls of the drafty, leaky longhouse. Four guards lie snoring. A scrawny man in a leather apron busies himself in the kitchen. Blades glint on a rack just inside the door.

- **Cots.** One has a **rusty dagger** under the pillow. One has a **book of lewd religious drawings** under the pillow.
- **Guards.** Night shift, dead asleep. Only a very loud noise will wake these four.
- **Man.** *Salt*, 70, crude, vicious. Enjoys hurting others to feel relevant. Bangs pots to wake the guards. Flings pans of hot grease, and has a crossbow hidden under a table.
- **Blades.** Short swords, daggers, and spears.
- **Alarm?** The guards rally, slowly. Salt starts shooting.

7. outhouse

A foul reek wafts out of the narrow shack. Inside, a tight muddy hole angles down.

- **Hole.** Angles under the palisade wall to the hillside behind the fort.
- With some effort, a person can squeeze down the disgusting brown chute to freedom. Only one at a time. Takes one minute each.

8. INFIRMARY

Behind the curtained entrance, three tidy cots sit on a heavy carpet. A robed cleric sits at a table, reading. A half-dressed man lies on a cot, complaining.

- **Cleric.** *Candle*, 55, acolyte of Ariel, medic, jovial, polite, optimistic. Encourages the party to surrender and have faith in the law. Can heal with magic 1d6 once per hour.
- **Table.** One healer's kit, one medicine kit, bandages, splints, needle, catgut. One **potion of healing**.
- **Man.** *Fishtail*, 25, broken leg crooked nose, hops up with his sword to challenge you, but quickly gives up.
- **Alarm?** They both peek out the curtain to watch.

9. GIBBET

A frayed noose dangles from this simple wooden pole and crossbeam.

Roll 1d4 for what each person sees in the empty noose:

1. Nothing.
2. Clattering skeleton.
3. Dead dog buzzing with flies.
4. Gasping zombie.

10. STUMP

The rough top of the stump is dyed a deep, dark red. Axe scars criss-cross the dead wood. Leeches suck at the stains.

11. STOCKS

An old woman hunches with her wrists and neck locked in the wooden device. She shivers in her rain-soaked dress.

- **Woman.** *Astrid*, 60, frail, blind. Accused of witchcraft. No one believes it, but someone bribed the Captain to lock her up, so he did.
- **Device.** Locked with a simple latch, easy to open.
- **If freed,** Astrid requires help to walk. But she is a real witch, and can cast **Entangle** and **Fog Cloud** at will.

PATROL

Four soldiers slog through the muddy brush beyond the wall, checking for signs of trouble.

- **Soldiers.** *Roper*, *Whistles*, *Lefty*, and *Shank*. Think they are badassess, and they are absolutely right.
- **Beyond.** About 500 feet from the palisade. Trees obscure their view of the fort about half the time.

EXTRA GUARDS

As you may have noticed, the soldiers here all go by nicknames. Here are a few extra:

Whipper, Muddy, Big Rat, Little Rat, Dipper, Ribs, Tom Cat, Hooks, Nibbler, Puke, Stink, Knuckles, Buckler, and Jumpy.

ESCAPE

The party may escape from Fort Edgewild in many different ways, with varying degrees of success. Possibilities include:

1. Squeezing down the outhouse poop-chute (or digging under the wall).
2. Climbing over the wall with ropes or spells.
3. Chopping or burning through the walls.
4. Assaulting the closed gate.
5. Waiting for the **Buyers** to arrive and then running for the open gate.
6. Taking over the fort and then walking out the gate.

THE BUYERS

At noon, two groups of visitors arrive at the gate. If the guards are still in charge, then they let the visitors into the fort.

THE ALCHEMIST

Doctor Wick, 45, long gray goat, plague mask, speaks in short clipped phrases. Professional and precise. Pays 50 GP for each dead body given.

Has with her:

- **Hand**, a mute porter.
- A mule-drawn cart, empty.
- 800 GP
- 3 flasks of alchemist fire
- Hand crossbow

THE SLAVER

Master Graves, 30, tall, muscular, crude, greedy. Tries to pay less than the agreed 100 GP for each live slave.

Has with him:

- **Bruiser** and **Jangles**, his brutal slave wranglers.
- An old horse carrying two satchels full of ropes, chains, and shackles.
- 1,500 GP
- Scimitars and daggers

FREEDOM!

Now what?

As this escapade (or fiasco) ends, your new party is now poised to start another adventure. Below are some options for where the party might find themselves and where they might go next.

Also keep in mind that Captain Ash or other NPCs can be recurring villains who continue hunting the party in the future!

OPTION 1: TOWN

Fort Edgewild stands at the edge of the small town of Green Hill. The party can choose to flee into the town or into the wild.

OPTION 2: WILDS

Fort Edgewild stands deep in the wilderness to challenge “wild folk” or monsters. When the party flees into the wild, they must contend with the local barbarians / monsters as they search for their homes, or strike out for new horizons.

OPTION 3: ISLAND

Fort Edgewild stands on an island just off the coast. The party must find a way across the stormy waters to dry land where they can hide in the nearby port town, or flee into the wild.

CREATURES IN FORT EDGEWILD

Captain Ash 200 xp

Medium humanoid AC HP Speed
Neutral 15 30 30 ft

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

Senses. Passive Perception 16

Multiattack. The captain makes two melee attacks.

Burning Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage plus 2 (1d4) fire damage.

Cindershot. *Ranged Magic Attack:* +4 to hit, range 30 ft., one target. Hit: 5 (1d10) fire damage.

Guard, common 50 xp

Medium humanoid AC HP Speed
Neutral 12 10 30 ft

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

Senses. Passive Perception 10

Survivor. When reduced to 3 HP, the guard flees.

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

Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80 ft./320 ft., one target. Hit: 3 (1d6) piercing damage.

Guard, elite 100 xp

Medium humanoid AC HP Speed
Neutral 13 15 30 ft

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

Senses. Passive Perception 11

Desperado. When reduced to 3 HP, the guard gains +3 to all attack roles.

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

Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Razorback bloodhound 50 xp

Medium beast AC HP Speed
Unaligned 12 10 40 ft

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

Senses. Passive Perception 15

Keen Senses. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. The target must succeed on a DC 11 Strength saving throw or be knocked prone.

CREATURES IN THE WILDERNESS

Goblin 50 xp

Small humanoid	AC	HP	Speed
Neutral evil	15	7	30 ft

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

Skills. Stealth +6

Senses. Darkvision 60 ft., Passive Perception 9

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

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

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

Fire Beetle 25 xp

Small beast	AC	HP	Speed
unaligned	13	5	30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses. Blindsight 30 ft., Passive Perception 8

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

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

Firespray. *Ranged Weapon Attack:* +1 to hit, reach 15 ft., one target. Hit: 2 (1d6 – 1) fire damage.

Ooze, Iridescent 100 xp

Medium ooze	AC	HP	Speed
unaligned	8	20	10 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances. Acid, Cold, Fire

Senses. Blindsight 60 ft., Passive Perception 8

Lubricate Object. Any weapon that hits the ooze becomes coated in oil. After dealing damage, the creature holding the weapon must succeed on a DC 17 Dexterity saving throw or the weapon slips from their hand and flies 20 feet in a random direction.

Rainbow Tendril. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Skeleton 50 xp

Medium undead	AC	HP	Speed
Lawful evil	13	15	30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	6 (-2)	9 (-1)	5 (-3)

Damage Vulnerabilities. Bludgeoning

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

Spare Skull. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

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