

Seldom Encountered 2

A Seldom Spring Supplement

Introduction: A selection of combat and social encounters for 5th - 8th level characters, with extra flavor for those playing Seldom Spring adventures.

A selection of encounters for 5th - 8th level characters

by Barry Dore



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Seldom Encountered 2

Now if there's one experience I don't recommend, it's being swallowed by a plant, but I have to say, it sure is one way to work up an appetite.

—Brottor Holderhek

Introduction

This supplement is designed for characters of 5th to 8th level.

Thematically, the encounters detailed herein are set within the Forgotten Realms, but they can be used elsewhere with minor adjustments.

Random Encounters

I recommend browsing this document and choosing appropriate encounters for your party's strength and circumstances.

However, if you prefer to select encounters entirely at random, you can use the table to the right; rolling a d12 for parties consisting of 5th to 6th level characters, or a d20 for 7th level and above.

Seldom Spring Adventures

Although these encounters can be slotted into any campaign, some of them have references to Seldom Spring, or to characters, events, or locations appearing in the Seldom Spring series of adventures.

Seldom Spring is free to download at <https://www.dmsguild.com/product/251013/Seldom-Spring>.

The Ripped Beard

The orcs of the Ripped Beard tribe appear in two of the encounters in this document: Ripped Beard Marauders and Venom Trail.

These orcs are described in the background to the Seldom Spring adventure *The Saga of the Boot*.

This tribe is currently on the move, preventing characters from learning its location through means such as tracking or interrogation.

The tribe returns in *The Ripped Beard*, an adventure for 9th to 10th level characters.

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Dwarven Shambles

This encounter can take place in any wilderness location in which vegetation is plentiful.

The party hear a muffled curse and turn just in time to see a male dwarf be engulfed by a shambling mound.

This unfortunate fellow is a cleric named Brottor Holderhek. He worships Marthammor Duin, dwarven god of wanderers.

He has already lost 26 of his 45 hit points, from being roughly grappled and swallowed by the mound, so is in need of immediate assistance.

Should the party choose to leave Brottor to fend for himself, they can safely pass the shambling mound while it's distracted.

Brottor Holderhek

Medium humanoid (shield dwarf), neutral good

Armor Class 13 (chain shirt)

Hit Points 45 (6d8 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Wis +4, Cha +3

Skills Animal Handling +4, Nature +2, Religion +2, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish

Challenge 2 (450 XP)

Dwarven Resilience. Brottor has advantage on saving throws against poison.

Spellcasting. Brottor is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Brottor has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *shillelagh*

1st level (4 slots): *cure wounds*, *detect poison and disease*, *spek with animals*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *water walk*

Actions

Club. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

Brottor Holderhek

Brottor is a shield dwarf from Mirabar, though he has not returned there in several years.

He has green eyes, with black hair, beard and mustache.

Brottor is a keen explorer and always supportive of fellow travelers; normally being the one coming to the aid of others.

As well as his chain shirt and club, Brottor has the complete contents of an Explorer's Pack, a holy symbol (amulet), a *potion of healing*, 35gp, 4sp, and 18cp.

Shambling Mound

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Shrine of Akadi

This encounter takes place in a secluded woodland glade, or a remote circle of trees in alternative terrain.

A broad but gnarled and stunted tree stands in the center of the glade or circle. Its twisted trunk forms a narrow shelf about two feet off the ground, upon which rests a glimmering scimitar.

Wind chimes fashioned from old bones and natural fibers hang from the branches of the tree, playing eerie tunes with every slightest breeze.

Twelve kenku flock here, dancing around the tree in a seemingly endless celebration.

They will only fight visitors if attacked, but will crow excitedly if anyone takes the sword.

Should anyone leave with the sword, an invisible stalker will attack them the following night, with the sole aim of returning the sword to the tree. If the stalker is defeated, there will be no further attacks of this kind.

Kenku (x12)

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Akadi's Edge

Weapon (scimitar), (requires attunement)

The handle of this magnificent scimitar is modeled on the cloud symbol of Akadi, goddess of air, while the finely engraved blade is reminiscent of a feather.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you can speak and understand Auran.

If you take the Dash action while wielding this weapon, you may fly for a portion of your movement equal to your speed. You fall at the end of your turn if still aloft, taking falling damage as normal, unless you can stop the fall.

Invisible Stalker

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances 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 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Feeding Frenzy

This encounter can take place anywhere near stagnant water, including a town or city with significant sewers.

The party encounter six human guards about to engage a hungry otyugh, for which they are no match at all.

The otyugh is very hungry. It will fight to the death, or until fed something suitably unpleasant and filling.

The characters can continue on their way or try to assist the guards before they get themselves killed.

Unfortunately, the presence of the guards will prevent the safe use of many spells with large areas of effect, though the real challenge here is keeping them alive.

Guards

These guards are locals, from either the nearest settlement, or the one in which the battle takes place.

They wear chain shirts and carry halberds. One of them has a dice set, while another has a playing card set, and each carries 1d4gp, 2d6sp, and 2d10cp.

If the guards are rescued, they will soon spread word of the party's assistance, with the heroics of all involved being largely exaggerated.

This will boost the local reputation of each character, at least for a short time.

As a more immediate benefit, the guards can provide local directions and information to the party following their rescue.

Guard (x6)

Medium humanoid (human), lawful neutral

Armor Class 14 (chain shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Halberd. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Otyugh

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grappled ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Winging It

This encounter can take place in almost any wilderness location, ideally with little or no tree cover.

A pack of goblin wolf riders race toward the party, bows firing. They will attempt to close to around 80 feet from the party and maintain that distance.

These goblins have 2d6sp and 3d6cp each.

Note that the wolves use the goblins' initiative and can only use the Dash, Disengage, and Dodge actions while controlled by a rider.

A far greater threat follows a short distance behind the goblins. A hungry wyvern was closing in on the wolf rides even before they encountered the party.

It will swoop down to attack while the combatants are distracted, favoring isolated targets over all others.

The goblins and wolves will attempt to flee if they lose half their number, while the wyvern will withdraw if it begins its turn with 30 or fewer hit points.

Wyvern

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 6 (2,300 XP)

Actions

Multiattack. The wyvern makes two melee attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful save.

Goblin (x8)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

Wolf (x8)

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature it must succeed on a DC 11 Strength saving throw or be knocked prone.

Sweet Victory

This encounter can take place in any wilderness location with a stretch of road.

The party discovers a wagon surrounded by scattered barrels and humanoid bodies.

As the characters arrive on the scene, a small pack of ghouls are gathering a couple of the corpses for their dinner.

One of the remaining bodies is the fresh corpse of a gnomish trader. The others belonged to brigands.

The brigands were dispatched by the gnome's guards; a pair of iron cobras that now lurk among the barrels.

The ghouls will attack anyone trying to come between them and their dinner, while the cobras will attack anyone approaching the wagon.

If the party searches the bodies, there were seven brigands to begin with, each armed with a spear and shortbow. They have 2d6sp and 2d6cp each.

The gnome has a wand and component pouch, as well as 2 days of rations, a mess kit, a waterskin, a tinderbox, a bullseye lantern, 3 flasks of oil, a bedroll, a letter (see Mead) and a purse containing 23gp, 8sp, and 14cp.

Ghoul (x4)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mead

The barrels contain mead. There are ten of them, on and around the wagon, each weighing 300 lb.

Each of these barrels should sell for 20gp, if sold in a large or wealthy settlement.

However, a note on the gnome's corpse indicates that he'd already lined up a buyer in Neverwinter.

This contact has offered to pay double the mead's value, for the whole batch, with full payment on delivery.

Iron Cobra (x2)

Medium construct, unaligned

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	16 (+3)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

Skills Stealth +7

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Gnome but can't speak

Challenge 4 (1,100 XP)

Magic Resistance. The iron cobra has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or suffer one random poison effect:

1. Poison Damage: The target takes 13 (3d8) poison damage.

2. Confusion: On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.

3. Paralysis: The target is paralyzed until the end of its next turn.

Questions and Allip

This encounter takes place within, or in close proximity to, a settlement.

A patrol of four veteran guards greet the characters and begin asking routine questions about their destination and business.

They are quite friendly and talkative, unless met with rudeness or hostility.

However, before they are finished talking, the whole gathering is attacked by an allip.

This tortured spirit will strike with Whispers of Madness, attempting to turn the party and the guards against each other. On its following turn, it will close in on as many opponents as possible and unleash Howling Babble.

The guards are experienced enough to realize what's going on, and will only attack the characters when compelled to do so.

While able to act rationally, the guards will prioritize helping any unconscious allies, and stabilizing the wounded.

If nobody needs help, the guards will attack the allip, but they will soon realize that their weapons are ineffective and then Help the characters instead.

If the guards survive the battle, they will thank the characters for their heroics and spread word of their victory around the settlement, boosting the party's reputation with the locals.

Veteran Guard (x4)

Medium humanoid (human), lawful neutral

Armor Class 15 (studded leather, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Insight +3, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Allip

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Elf

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble

(Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.



Star-Crossed Mangler

This encounter can take place in any wilderness or subterranean location.

A deathlock attacks the party, driven by the will of the great old one that it once bargained with in life.

A star spawn mangler accompanies this deathlock. It will fight to the death without hesitation.

The reason for this attack is every bit as unfathomable as the machinations of this peculiar pair's master.

However, they will focus attacks on one specific character, chosen at random, for reasons unknown even to them.

Star Spawn Mangler

Medium aberration, chaotic evil

Armor Class 14

Hit Points 71 (13d8 + 13)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	7 (-2)

Saving Throws Dex +7, Con +4

Skills Stealth +7

Damage Resistances cold

Damage Immunities psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 5 (1,800 XP)

Ambush. On the first round of each combat, the mangler has advantage on attack rolls against a creature that hasn't taken a turn yet.

Shadow Stealth. While in dim light or darkness, the mangler can take the Hide action as a bonus action.

Actions

Multiattack. The mangler makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the attack roll has advantage, the target also takes 7 (2d6) psychic damage.

Flurry of Claws (Recharge 4-6). The mangler makes six claw attacks against one target. Either before or after these attacks, it can move up to its speed as a bonus action without provoking opportunity attacks.

The deathlock still carries the trappings of its mortal existence, including a crystal arcane focus, one vial each of acid and basic poison (both labeled in Deep Speech), and a purse containing 4 pieces of obsidian (worth 10gp each), 12gp, 23sp, and 8cp.

It also carries 3 days of putrid liquefied rations, which may induce projectile vomiting; DC 12 Constitution saving throw to resist for anyone searching the body.

Deathlock

Medium undead, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Int +4, Cha +5

Skills Arcana +4, History +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech

Challenge 4 (1,100 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *disguise self*, *mage armor*

Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*
1st-3rd level (2 3rd-level slots): *armor of Agathys*,
detect thoughts, *dissonant whispers*, *hunger of Hadar*, *Tasha's hideous laughter*, *phantasmal force*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

Actions

Deathly Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

Spawning Specters

This encounter can take place almost anywhere, ideally under the cover of darkness, or thick fog.

The party discovers a wraith and a specter surrounded by fresh corpses. As the characters arrive, the wraith is preparing to raise more specters. Unless prevented from doing so, it will create five more over the following rounds.

If the characters attack, all specters will engage them in battle, while the wraith focuses on creating more.

The wraith will turn its attention on the party only when unable to raise a new specter.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The unfortunate victims of the wraith were simple folk appropriate to the location of this encounter.

They have minimal gear, including suitable tools or weapons, and meager wealth, amounting to 2d20sp and 2d20cp in total.

However, they also have a total of 22 days of rations and 8 waterskins full of clean fresh water.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Snake Women

This encounter can take place in any wilderness area.

The party meet five women wearing black robes with elaborate veiled headdresses.

One of these is a medusa named Sharshasa. She is being escorted by four yuan-ti to meet their superior on a diplomatic mission.

The women are keen to avoid unnecessary interaction with strangers, and will try to politely excuse themselves from any conversation the party may seek to hold with them.

If pressed too hard, the purebloods will attempt to discourage characters with *suggestion*, but the medusa will remain quiet and still unless attacked.

Yuan-Ti Pureblood (x4)

Medium humanoid (yuan-ti), neutral evil

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

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

Skills Deception +6, Perception +3, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *poison spray*, *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The yuan-ti makes two melee attacks.

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

Medusa

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks – one with its snake hair and two with its shortsword – or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Elven Druid

The party can encounter this NPC in any wilderness location. She can come to their aid in another encounter, ask to join their camp, or simply cross their path as they travel.

Vadania Feywhisper is a wood elf druid. She has hazel eyes, gleaming copper-colored hair, and is 300 years old.

Depending on the circumstances, she may arrive in the form of a Giant Elk.

Vadania, Giant Elk

Huge beast, neutral good

Armor Class 14 (natural armor)

Hit Points 42 (5d12 + 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Int +3, Wis +6

Skills Medicine +6, Nature +3, Perception +6, Survival +6

Senses passive Perception 16

Languages understands Common, Druidic, Elvish, and Sylvan but can't speak them

Challenge n/a

Charge. If Vadania moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Fey Ancestry. Vadania has advantage on saving throws against being charmed, and magic can't put her to sleep.

Magic Weapons. Vadania's weapon attacks are magical.

Wild Healing. Vadania can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Vadania will freely assist benevolent characters, but will punish those who pursue evil agendas, or are needlessly harmful to nature.

She carries a simple wooden club, a yew wand, a component pouch, and a herbalism kit.

Vadania Feywhisper

Medium humanoid (wood elf), neutral good

Armor Class 12 (16 with *barkskin*)

Hit Points 49 (9d8 + 9)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Int +3, Wis +6

Skills Medicine +6, Nature +3, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Elvish, Sylvan

Challenge 5 (1,800 XP)

Fey Ancestry. Vadania has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Vadania is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14). Vadania has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, shillelagh*
1st level (4 slots): *cure wounds, entangle, goodberry*
2nd level (3 slots): *barkskin, heat metal, lesser restoration*
3rd level (3 slots): *protection from energy, sleet storm*
4th level (3 slots): *freedom of movement, ice storm*
5th level (1 slot): *greater restoration, reincarnate*

Wild Shape (Recharges after a Short or Long Rest).

As a bonus action, Vadania magically polymorphs into a Giant Elk, remaining in that form for up to 1 hour. She can revert to her true form as a bonus action. She automatically reverts if she falls unconscious, drops to 0 hit points, or dies.

See page 66 of the Player's Handbook for further details on Wild Shape.

Actions

Club. *Melee Weapon Attack:* +3 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

Ripped Beard Marauders

This encounter can take place in any wilderness area, ideally within the northern Savage Coast region.

A band of orc marauders from the Ripped Beard tribe are attacking everything in their path, including the party.

Though bold, they are cunning enough to make full use of their strengths.

They will attempt to strike at range, from cover and with surprise, benefiting from greater reach and numbers once the enemy closes on their defensive position.

Each orc has a sack of scavenged loot, including fresh water and rations, random trinkets, and coins worth 1d6gp each.

(See the note on page 2 regarding The Ripped Beard.)

Ripped Beard Scout (x4)

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	13 (+1)	9 (-1)

Skills Intimidation +1, Nature +3, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Ambush. On the first round of each combat, the orc has advantage on attack rolls against a creature that hasn't taken a turn yet.

Sneak Attack. Once per turn, the orc deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the orc that isn't incapacitated and the orc doesn't have disadvantage on the attack roll.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Ripped Beard Opportunist (x2)

Medium humanoid (orc), chaotic evil

Armor Class 14 (chain shirt)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

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

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Opportunist. The orc may take an opportunity attack when a creature enters its reach.

Actions

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used to make an opportunity attack.

Orc (x8)

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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

Bard in a Bind

This encounter takes place within, or in close proximity to, a settlement.

The party encounters a tiefling bard named Katrayna who is in a spot of bother with some local guards.

Katrayna has a magic book that she'd like to sell, but the guards are convinced she's a charlatan up to no good.

Both sides would appreciate the party's help.

Veteran Guard (x4)

Medium humanoid (human), lawful neutral

Armor Class 15 (scale mail)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Insight +3, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

Actions

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Murdan's Guide to Goblins

Wondrous item

Any creature that understands one or more languages, and can see, may use this magic book, which will bestow its knowledge in a form that the user can understand.

While using this book you have disadvantage on all Wisdom (Perception) checks.

At the end of each hour spent using this book, you must succeed on a DC 12 Intelligence saving throw, or gain one level of exhaustion. Increase the DC of this saving throw by your current level of exhaustion.

After 24 hours of cumulative use, you gain the following benefits:

- ◆ You learn the Goblin language.
- ◆ You have advantage on Charisma (Persuasion) checks made to interact with goblinoids.
- ◆ If you are a goblinoid, your Intelligence score increases by 1, to a maximum of 20.

Katrayna

This tiefling trickster is 25 years old. She has slender horns that curl back over her spiky black hair, with golden eyes and an olive complexion.

She carries a flute, and a purse containing 20gp and 7sp.

Katrayna

Medium humanoid (tiefling), chaotic good

Armor Class 14 (studded leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	15 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Acrobatics +4, Arcana +6, Deception +7, History +4, Investigation +4, Performance +5, Persuasion +5, Sleight of Hand +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin, Infernal

Challenge 2 (450 XP)

Goblin Friend. Katrayna has advantage on Charisma (Persuasion) checks made to interact with goblinoids.

Innate Spellcasting. Katrayna's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*

Spellcasting. Katrayna is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13). Katrayna has the following bard spells prepared:

Cantrips (at will): *mending*, *message*, *vicious mockery*

1st level (4 slots): *comprehend languages*, *dissonant whispers*, *faerie fire*, *magic missile*, *tasha's hideous laughter*

2nd level (3 slots): *heat metal*, *lesser restoration*, *see invisibility*

3rd level (3 slots): *fear*, *fly*, *stinking cloud*

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Assassin!

This encounter can take place in any wilderness location close to woodland.

The characters discover three human thugs, all badly beaten up and nursing their wounds after a recent fight. They are on half hit points.

As they aren't really fit for general thuggery, they will settle for talking to the characters in a subdued manner.

If asked, they will explain that they were ambushed in the nearby woods. They saw very little, having run while they had the chance.

They were actually attacked by an assassin who deliberately left them alive, hoping to use them as bait.

Depending on your campaign, this assassin may have been hired to exterminate a specific (or random) character, or this could just be a case of mistaken identity. In any case, the assassin is out for blood.

If the characters head into the woods, the assassin will be waiting to ambush them. Otherwise, the assassin will follow the characters and strike at another time, unless they take steps to avoid pursuit.

Thug (x3)

Medium humanoid (human), chaotic neutral

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 Common

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on attack rolls 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 target. *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.

Assassin

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Common, Infernal, Thieves' Cant

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two short sword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

The Lone Ranger

This encounter can take place in any wilderness area, ideally within the northern Savage Coast region.

The characters discover a lone dwarf frantically trying to close a large planar rift.

They arrive on the scene just as he succeeds, but as the rift fades out of existence, a glabrezu that just stepped out the other side turns to face them, ready for a fight.

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 cast 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.

Dedrak Dunhill

This gold dwarf ranger is a former adventuring companion of Dirk Seldom, as is his brother Hedrak.

His brown skin bears numerous scars, and his black hair and beard are a mess, but his hazel eyes shine brightly.

He carries a complete Explorer's Pack, a climber's kit, a herbalism kit, a flask of fine ale, 2 flasks of holy water (stamped with the symbol of Moradin), a pair of gold bracers (worth 50gp each), 5pp, 36gp, 1sp, and 22cp.

Dedrak doesn't know how the rift opened, but had encountered them in Neverwinter. He is on his way to Seldom Spring, where he hopes to meet his brother.

Dedrak

Medium humanoid (gold dwarf), neutral good

Armor Class 15 (studded leather)

Hit Points 76 (9d10 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Str +4, Dex +6

Skills Athletics +4, Nature +4, Perception +6

Stealth +6, Survival +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages Common, Dwarvish, Elvish

Challenge 3 (700 XP)

Dwarven Will. Dedrak has advantage on saving throws against poison and being frightened.

Spellcasting. Dedrak is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14). Dedrak has the following ranger spells prepared:

1st level (4 slots): *cure wounds*, *hail of thorns*, *jump*

2nd level (3 slots): *find traps*, *lesser restoration*

3rd level (2 slots): *lightning arrow*

Actions

Multiattack. Dedrak makes two attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Longbow +1. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

The Stoned Ranger

This encounter can take place in any rocky wilderness area, ideally within the northern Savage Coast region.

The characters discover a dwarf and stone giant, just as the giant hurls a rock at the dwarf, knocking him flat.

This odd pair have actually been having a friendly chat and the dwarf was trying to catch one of the giant's smaller rocks.

Characters opting to attack may first attempt a DC 15 check, using either Intelligence (Investigation) or Wisdom (Insight) to realize there was no harm intended.

If the party doesn't immediately start a fight, the dwarf will roll the rock off his chest and stand up laughing. Spotting the characters, he will invite them to chat.

Stone Giant

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw to be knocked prone.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Hedrak Dunhill

This gold dwarf ranger is the slightly younger brother of Dedrak (see previous encounter), and though not twins, they look incredibly alike.

He carries a complete Explorer's Pack, a climber's kit, a flask of fine ale, a *potion of fire breath* and a *potion of growth* (both labeled in dwarvish), and a pouch holding 2 chunks of onyx (worth 50gp each), 7 pieces of eye agate (worth 10gp each), 3pp, 113gp, 24sp, and 20cp.

Hedrak

Medium humanoid (gold dwarf), neutral good

Armor Class 17 (breast plate, shield)

Hit Points 76 (9d10 + 27)

Speed 25 ft. (35 ft. with *longstrider*)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Str +6, Dex +4

Skills Athletics +6, Intimidation +4, Nature +3, Perception +6, Survival +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages Common, Dwarvish, Giant

Challenge 3 (700 XP)

Dwarven Will. Hedrak has advantage on saving throws against poison and being frightened.

Spellcasting. Hedrak is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14). Hedrak has the following ranger spells prepared:

1st level (4 slots): *cure wounds*, *ensnaring strike*, *longstrider*

2nd level (3 slots): *lesser restoration*, *silence*

3rd level (2 slots): *protection from energy*

Actions

Multiattack. Hedrak makes two attacks.

Battleaxe +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Training Day

This encounter takes place in a wilderness location.

The party meets a githyanki knight, accompanied by three warriors under his tutelage.

If the characters aren't immediately hostile, the knight will use *tongues* to raise a challenge of single combat against one of his warriors.

He will offer a piece of jade (worth 100gp) as a reward to any solo character who can defeat one of his proteges, but expects nothing in return should the character lose.

The challenge is to reduce the opponent to 0 hit points, but death is not required.

Should the party be openly hostile from the start, act in a generally offensive manner, or accept the challenge but cheat, the githyanki will not hesitate to attack in full force.

The knight carries 20gp, in addition to the piece of jade, while each warrior carries 5gp and 10sp.

Githyanki Warrior (x3)

Medium humanoid (gith), lawful evil

Armor Class 17 (half plate)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Saving Throws Con +3, Int +3, Wis +3

Senses passive Perception 11

Languages Gith

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

Actions

Multiattack. The githyanki makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) psychic damage.

Githyanki Knight

Medium humanoid (gith), lawful evil

Armor Class 18 (plate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Con +5, Int +5, Wis +5

Senses passive Perception 12

Languages Gith

Challenge 8 (3,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *planeshift*, *telekinesis*

Actions

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.



Hydra Hunter

This encounter takes place in a wilderness location close to water.

The party meet an armored warrior named Aldo Highcorn. This Chondathan man is 28 years old, has brown eyes, and hides a shaved head beneath his visored helm.

Though he has a modest home in Waterdeep, Aldo spends most of his time hunting monstrosities in the wilderness.

He will happily inform the characters that he's on a quest to slay a troublesome hydra, which has been attacking travelers nearby.

He will also invite them to join his quest and share the glory of vanquishing this monstrous foe.

Should the party decline his offer, he will bid them farewell and march off to his doom. Otherwise, he will lead them to the hydra's watery lair.

Aldo carries a backpack, 2 days of rations, a waterskin, a bedroll, a mess kit, a tinderbox, a whetstone, a holy symbol of the Red Knight, 36gp, 42sp, and 8cp.

Aldo Highcorn

Medium humanoid (human), lawful neutral

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Athletics +5, Investigation +4, Religion +4

Saving Throws Con +4, Wis +3

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Brave. Aldo has advantage on saving throws against being frightened.

Actions

Multiattack. Aldo makes two melee attacks, only one of which can be a smite.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Smite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) radiant damage.



Hydra

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gains an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Champion for a Day

This encounter can take place in almost any wilderness location, or in an urban area tolerant of hobgoblins.

An oni has infiltrated a group of hobgoblins, taking their form and acting as one of their champions, naming himself Chakuit.

He wears only a loincloth, and carries his trusty glaive.

Attached to his loincloth is an embroidered silk purse (worth 25gp) containing a piece of jade (worth 100gp), 15gp, and 8sp.

The hobgoblins are a disciplined unit. They are not easily provoked, but will not shy away from combat, especially if their champion leads them into battle.

The oni isn't looking for a fight either, but will act as appropriate to maintain his masquerade.

Should a battle occur, the oni will only revert to its true form if it starts its turn with 50 or fewer hit points, or if all of the hobgoblins are defeated.

If any hobgoblins are conscious when the oni reverts, they will turn their attacks on the oni, and attempt to surrender when it is defeated.

Each hobgoblin carries 1d4gp, 2d6sp, and 2d6cp.

Hobgoblin (x8)

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 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:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

Oni

Large giant, lawful evil

Armor Class 11

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, Goblin

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility*

1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

Magic Weapons. The oni's weapon attacks are magical.

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

Actions

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to normal size.

Venom Trail

This encounter can take place in any wilderness area, ideally within the northern Savage Coast region.

The party discovers a dead orc.

Anyone examining the body can attempt a DC 13 Wisdom (Medicine) check to determine that it has a recent claw wound, but died from poisoning.

The orc's greataxe rests nearby, but it has no treasure.

Anyone searching the area will have no difficulty locating tracks. They appear to have been made by several pairs of boots, and one very large pair of feet.

A successful DC 15 Intelligence (Nature) check will indicate that the feet belong to some form of troll, with advantage on the roll for any character with **avored enemy: giants**.

If the party follows these tracks they will come across two more dead orcs, who died in the same fashion as the first.

The tracks continue further, leading to another three orc corpses, very close together. Only one of them has been cut, but all three were poisoned. One of their axes has a long splatter of black blood across the blade, more of which is evident on the corpses.

Still none of these orcs have any treasure, but one of them bears the symbol of the Ripped Beard tribe.

(See the note on page 2 regarding The Ripped Beard.)

A further search for tracks will show just two sets left. These lead to a final orc body, its right arm bitten clean off, and a large green troll with oozing black sores, chewing on the aforementioned arm.

This venom troll will attack without pause, closing in on as many characters as possible, to maximize the effect of its Poison Splash and Venom Spray abilities.

Unless influenced otherwise by magical means, the troll will fight to the death, expecting its regeneration to prevent actual death from occurring.

Loot

The troll carries a large sack crammed with everything that it values. It contains 3 days of stale rations, a crowbar, a steel mirror, a silvered mace, the skull of a large feline, 4 pieces of moss agate (worth 10gp each), a chunk of chalcedony (worth 50gp), a dented copper tray (worth 5gp), a gold bracelet (worth 25gp), 2pp, 84gp, 7sp, and 106cp.

Venom Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 7 (2,900 XP)

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

Poison Splash. When the troll takes damage of any type but psychic, each creature within 5 feet of the troll takes 9 (2d8) poison damage.

Regeneration. The troll regains 10 hit points at the start of each of its turns. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) poison damage, and the creature is poisoned until the start of the troll's next turn.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) poison damage.

Venom Spray (Recharge 6). The troll slices itself with a claw, releasing a spray of poison in a 15-foot cube. The troll takes 7 (2d6) slashing damage (this damage can't be reduced in any way). Each creature in the area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 18 (4d8) poison damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Underdark Slavers

This encounter can take place in almost any wilderness location, at night, or in the Underdark.

The party locate a band of ogres leading human slaves in shackles.

They are led by a mind flayer, which hides its identity beneath a hooded cloak. It wears a platinum ring set with moonstones (worth 300gp).

If the humans are rescued, they will hail Asmodeus for their liberation, as they are in fact diabolical cultists.

Ogre (x6)

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Shackled Cultist (x12)

Medium humanoid (human), lawful evil

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft. (5 ft. while in shackles)

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Mind Flayer

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6,

Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grappled ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* 55 (10d10) piercing damage. If the damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.