



Onslaught

Malkyn Grenefeld and her dark fey allies have vowed to destroy Hillsfar, and the attack is imminent. The forces of evil have established traitors inside the city, have stolen secret defense plans, and have some secret allies preparing to join the assault. The forces of good have only brave adventurers willing to die for their cause. A D&D Adventurers League adventure set in Hillsfar.

A 4-hour adaptable adventure for 5th-10th level characters

Baldman Games
Adventure Designer
Adventure Code: HILL 1-S

Producer: Baldman Games

Hillsfar Administrator: Cindy Moore

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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Introduction

Welcome to *Onslaught*, a D&D Adventurers League adventure, the capstone event of the Dark Intentions trilogy.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 8th-level characters**.

The adventure is set in the Moonsea region of the Forgotten Realms, in and around the city of Hillsfar.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks

out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, you may see sidebars to help make adjustments for smaller/larger groups, and characters of higher/lower levels than the optimized group. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you may want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 8th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table:

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very Weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average

5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very Strong

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat,

and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players “little victories” for figuring out good choices from clues.

In short, being the DM isn’t about following the adventure’s text word-for-word; it’s about facilitating a fun, challenging game environment for the players. The *Dungeon Master’s Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player’s Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn’t resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

Hillsfar, the City of Trade, is currently covered in shadow: literally and figuratively. Malkyn Grenefeld, the chamberlain of the former First Lord, Torin Nomerthal, is mad with grief at his death. She has vowed to bring the city down in retribution.

To that end, she has formed alliances with several forces: predominately, the dark fey of the Cormanthor Forest. These forces of evil have sowed discord within the city, smuggled monsters and other minions into the city proper, created portals to move troops effectively, and gained the support of some powerful monsters.

The adventure begins just hours before the evil forces attack the city, and groups of heroes are called upon to help defend Hillsfar.

Overview

Unlike other Adventurers League adventures you may have run, this one is adaptable. The idea behind the event is that each convention running it can

make it their own. Blank spaces have been left for the convention coordinator—or even the DMs themselves—to fill in with information, NPCs, locations, and challenges that will make the event unique to their convention.

For example, one of the Part 1 missions asks the adventurers to leave the safety of the city walls, infiltrate an enemy camp, and rescue an important NPC. The convention coordinator can name that NPC, detail the monsters guarding the prisoner, and even create a layout for the camp.

This involves work on the part of the convention, but it also gives the patrons of that convention a unique experience and a personalized story. And the convention should be willing to do the work for the opportunity to provide such an experience.

This adventure is divided into three parts:

Part 1: The Missions. The adventurers are asked to perform specific tasks to ready the city for the attack. Success or failure at these missions affect the story moving forward and the difficulty of encounters is later parts.

Part 2: The Attack. The attack begins. Adventurers must deal with threats within the city while the Red Plumes defend the walls.

Part 3: The Final Onslaught. The full forces of the invading army are brought to bear.

Adventure Hooks

Heroes of Hillsfar. Characters who have adventured in Hillsfar and the surrounding region have ties there. They have maintained their presence in or have returned to the area to either keep a vigilant eye out for danger or to assist with the region's recovery efforts.

Faction Directive. The Factions know that there is much work to be done to rebuild the City of Trade. They have directed the adventurers to Hillsfar to help First Lord Vuhm Yestral keep the peace.

Survival. The adventurers just happen to be in Hillsfar when the shadow falls over the city. As heroes with reputations for skill and bravery, they are looked upon to again rescue innocents from the ravages of evil.

Introduction

When the players are ready, read the following. This can be read individually by DMs to their tables, or to all the players simultaneously by one reader. The adventure assumes that all the characters are in the same room.

You find yourselves in an audience hall within the tower of the First Lord, Vuhm Yestral. The broad-shouldered, gray-haired old soldier enters the room, and everyone stands. "Be seated," he says in a hoarse voice. It is obvious he has not slept much in the last ten-day. "I'm sure most of you know what we face. An army of dark fey—and other things—waits within a short distance of the city. Our security has been breached in the most grievous way. Some within the city want to return to the old ways to fear and hatred—"

The speech is interrupted as a guard drops his spear, causing a crash that makes everyone start. "And, it appears we are also cursed by clumsiness," Yestral finishes with a pained smirk. "But you are here! You are our hopes. The Red Plumes defend the city walls, and they are prepared to a soldier to die defending the citizens of this great city. But you are our secret weapons."

He waves his arm, and a middle-aged man dressed in splint mail steps forward. "This is Bertram Mosslichter. With the betrayal of our former Commandant, Mosslichter here is now acting Commandant. He will provide you with the details about your parts in winning the battlefield this day. Carry on, and may Tempus himself guide our hand while Tymora guides your fate."

Roleplaying Bertram Mosslichter

Acting Commandant of the Red Plumes Bertram Mosslichter is a no-nonsense, by-the-book, crime-will-be-punished kind of guy. The fact that he is 6'5" tall and is only seen wearing his armor, even in a casual setting, helps illicit fear and respect from those around him. He expects nothing but perfection from the soldiers under him, and he does not hesitate to let them know he disagrees with something they have done.

Mosslichter dismisses everyone in the room except for the adventurers, as well as his closest advisors and lieutenants. Without any pleasantries, he begins listening the six missions that the adventurers must undertake outside of the city walls to help with the battle about to begin:

- A. Retrieve the kidnapped
- B. Scout the secret enemy
- C. Destroy the siege engine
- D. Elicit help from Elfhome
- E. Disrupt the ritual
- F. Intercept the plans

Use the details in Part 1 to give the basic background information about the missions. Let the adventurers

choose the missions and debate which ones their own parties should undertake. Even allow individual adventurers to trade tables if they choose.

At the end of the missions in Part 1, the groups are expected to turn to Hillsfar Castle for a thorough debriefing and planning for the next part of the battle of Hillsfar.

Part 1. The Missions

Expected Duration: 60 minutes

These missions are expected to run for 1 hour. Each mission is described in general below. It is up to the individual DM to create the map, decide on the enemies, and work out the other encounter elements based on the information provided. Each table should play only 1 mission in this part, although each mission may have multiple steps. There is a drawback for any mission not completed successfully.

At the end of the missions, each table should relate their successes or failures to the rest of the tables. Allow the interaction between tables to happen for a length of time reasonable for the flow of the adventure and the time left in the slot.

A. Retrieve the Kidnapped

The fey forces have kidnapped Heldred Masonarch and her children. The dwarf architect was consulted on reinforcing the walls of city, and now the fey forces are attempting to get important information out of her. The adventurers must rescue her before she divulges the information.

Encounter Outline

The following must be overcome for this mission to be successful:

- Find the place where Masonarch and her two children are being held.
- Fight a battle with a scout party on the way.
- Defeat the guards at the enemy prison, and rescue the dwarven family.
- The family should be locked in a cage that requires avoid traps and picking locks to get the family to safety.
- Escape from the area and get back to the city.

B. Scout the Secret Enemy

Information gathered from enemy soldiers revealed that there is some secret ally that the fey forces plan to level against the city. This secret enemy is waiting

in a location within the Cormanthor Forest. The party needs to find this location, learn the identity of the secret enemy, and bring that information back. There is no expectation on the group to try to defeat this enemy at this point. The information is most valuable.

Encounter Outline

The following must be overcome for this mission to be successful:

- Find the place where the ally of the fey army is being hidden. This could involve Nature and Survival checks, or a brief encounter with friendly natural creatures.
- Fight a battle with a scout party on the way.
- Sneak to get close enough to the encampment. Use Stealth or other checks to avoid detection.
- The adventurers find that the secret enemy is massive animated fungal growth with wings.
- Escape from the area and get back to the city.

C. Destroy the Siege Engine

The craft of war requires tools, and machinery like siege engines and catapults are standard fare. The Red Plumes have learned that the fey forces may have created a magical siege engine. One group must locate and destroy this piece of equipment.

Encounter Outline

The following must be overcome for this mission to be successful:

- Find the camp where the siege engine is being built. This could involve Nature and Survival checks, or a brief encounter with friendly natural creatures.
- Fight a battle with a scout party on the way.
- The siege engine is a large hollow wooden structure that can fly. It is guarded by a couple of different groups of enemies.
- Destroying the engine can be done with fire or acid, or by getting inside it and disabling the arcane runes that make it fly.
- Escape from the area and get back to the city.
- If the adventurers are very good and very lucky, let them take it over and fly it back to the city.

D. Elicit Help from Elfhorne

The fey forces threaten not just Hillsfar. If the forces of evil prevail, other settlements in the area are sure

to fall. You are asked to seek out the leaders and Elfhorne and get their support in the battle. Any troops they can spare, even if it is just to harry the fey forces from the flank during the battle, would assist Hillsfar in defending the city.

Encounter Outline

The following must be overcome for this mission to be successful:

- Fight a battle with a scout party on the way to Elfhorne.
- Use whatever persuasive tactics are necessary to get an audience with the leaders of Elfhorne and convince them to assist in the war effort.
- Do a favor for the leaders of Elfhorne to show good faith. This could be fighting a battle for them with nearby threats, remove the corruption from a nearby stream that provides water, etc.
- Return to the city through enemy lines with the help secured.

E. Disrupt the Ritual

A days-long ritual has been undertaken by the fey forces to summon a host of infernal allies in the battle. A group must interrupt the ritual and make sure the demonic allies are not summoned.

Encounter Outline

The following must be overcome for this mission to be successful:

- Find the camp where the ritual is being conducted. This could involve Nature and Survival checks, or a brief encounter with friendly natural creatures.
- Fight a battle with a scout party on the way.
- The ritual is close to completion, so not only must the adventurers kill the enemy, they must then take active steps to undo the ritual.
- Reversing the ritual could involve Arcana and Religion checks, or other physical checks to destroy the apparatus of summoning.
- Some demons could be added as enemies if the ritual does not get stopped immediately.
- Escape from the area and get back to the city.

E. Intercept the Plans

The fey forces are currently divided into many camps. Fearing spies and magical observation, plans are being transferred the old-fashioned way: on

paper via messenger. An important set of plans is currently on route to the leadership of the fey forces, and intercepting these plans could be invaluable.

Encounter Outline

The following must be overcome for this mission to be successful:

- Find the path where the messengers will be travelling. This could involve Nature and Survival checks, or a brief encounter with friendly natural creatures.
- Fight a battle with a scout party on the way.
- The messengers could be any creatures, from typical enemy humanoids, to strange beasts of the forest, to mundane animals that would not draw attention.
- Messages found are in code, so Investigation or History checks could be called to decipher the message, that leads to the conclusion that the real messages are being delivered elsewhere. Use that information to find the real messenger.
- Escape from the area and get back to the city.

Treasure

Each mission should reward the adventurers with 500 total gp in gems, coins, or other goods. In addition, the adventurers should find 5 *potions of greater healing* as treasure along the way.

Failure

For each mission that is not a total success, impose one of the following restrictions in the final battle:

- Advantage on attack rolls in the first 3 rounds for the enemies in Part 3.
- Double the hit points of the first enemies faced in Part 3.
- Add numbers of enemies to make the encounter more challenging.
- Eliminate any helpful NPCs the adventurers would have otherwise had.
- Add something of your own devising that is similar in scope to any of the above.

Rest

Groups should be allowed to take a short rest now, because it is the last one they will be able to take. They are provided with the opportunity to share the results of their missions.

Part 2. The Portals

Expected Duration: 60 minutes

These missions are expected to run for 1 hour. Each mission finds the adventurers rushing to the site of a place where a portal is opening within the city, and enemy forces are entering the city.

Each portal requires 2 groups of adventurers to deal with a portal at a given location. Pair up with another DM to detail the location. Each location pair should be different, with a map you create on your own, based on what kind of battle you want to run. Each location should have unique terrain to interact with. Here are some suggestions:

- The top of a rickety building with holes in the roof and stirges in the attic
- A zoo full of exotic animals and reptiles
- An ancient sewer system beneath the city
- Training rooms beneath the arena with pits and traps
- A garden with exotic plants, including some that move and attack
- An alchemist's lab full of equipment and hazardous chemicals
- The docks where some of the piers and scaffolding are being repaired
- Any other locale you can imagine

At least 2 waves of monsters should emerge from the portal during this part for each party. The DM Coordinator might also come around with special encounters (additional monsters, special effects, etc.) during the event.

In addition, the dark fey army has created a terrible monstrosity: a huge flying myconid and a smaller myconid army. These myconids share hit points (500 for APL 8, 700 for APL 9, 900 for APL 10). The huge myconid uses the stat block on an adult green dragon reskinned to appear as a flying myconid.

Portals

At some point during the combat (close to the end of this part), the portal should weaken, giving the adventurers the chance to close them. The portals are semi-physical entities, allowing them to be closed with DC 15 checks with any of the following skills: Arcana, Athletics, Religion, Sleight of Hand. Allow other skills to work if players can make a good argument. At least 3 successes must be made within 2 rounds. Failure to close the portal does not mean the mission failed, but see Failure below.

Treasure

Each mission should reward the adventurers with 500 total gp in gems, coins, or other goods from the monsters. In addition, the adventurers are given 5 *potions of healing* by a Red Plume soldier surveying the scene.

Failure

If any pair of tables fails to close their portal, some of the monsters in the first wave of Part 3 appears out of thin air, next to the most vulnerable adventurers, and gain surprise.

Transition

At the end of this part, the adventures hear that the city wall is under attack:

Before you have even a moment to catch your breaths, you hear the sound of a great horn: the city walls are under attack! Several enormous booms echo across the city, and the sound of rocks striking earth and buildings resonates inside your skulls. As dust billows in the distance, you realized that several parts of the city wall have been breached. You are going to be needed to plug those holes before too many enemy troops can enter.

Part 3. The Onslaught

Expected Duration: 90 minutes

This part happens in three phases. In phase 1, the adventurers must stop enemy troops from entering the city through the breaches in the wall. Phase 2 sees an enormous ooze form within the city, forcing the adventurers to fall back and deal with it and a whole. Phase 3 begins after the destruction of the large ooze, where the adventurers must clean up the mess and drive the invaders back.

Phase 1

Each table finds that a 30 foot wide breach has been made in the walls. One team of monsters is just crossing through the breach when they arrive. In addition, at the start of every round, three medium-sized oozes come through the wall. The oozes move at 40 feet and use their actions to Dash in order to get past the adventurers. They have an AC of 12 and a +4 to saves and 15 hp each. They do not attack. Once they are past the PCs, they can wriggle into cracks in the street. Let the Special Coordinator know each round how many escaped from your table. After a certain number escape, the Special Coordinator will instruct you to move to phase 2.

Phase 2

When phase 2 starts, read:

The blobs that have been slipping past you and disappearing finally reappear, but not as the small blobs you had seen earlier. A large blob, larger than any building in Hillsfar, rears up and is visible above the building of the city. It clutches innocent city-folk and Red Plume guards in awful pseudopods, and the victims dissolve in goo before your very eyes. Red Plume guards come to plug the breaches. The Acting Commandant shouts at you. "My troops are no match for that thing! Get over there and deal with it while we still have a city to save!"

Each table will fight the same blob, doing damage to their portion of the creature. Use the stats for blob of death at the end of this document.

After the creature has taken x points of damage total, read:

You relentless barrage of attacks finally phase the monstrous ooze. It breaks into smaller parts, each set of smaller oozes roiling off down city streets and into buildings. .

Phase 3

If a pair of tables fails to close their portal, some of the monsters in the first wave of Part 3 appears out of thin air, next to the most vulnerable adventurers, and gain surprise.

Transition

At the end of this part, the adventures hear that the city wall is under attack:

Conclusion

TBD

Treasure

TBD

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Award experience based on the success of the table:

Combat Awards

Success	XP per PC
Total Success	6000
Partial Success	5500
Failure	4500

The **minimum** total award for each character participating in this adventure is 4500 experience points.

The **maximum** total award for each character participating in this adventure is 6000 experience points.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name/Location	GP Value
Part 1 Treasure	500
Part 2 Treasure	500

Potion of Greater Healing

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Renown

Each character receives **one point of renown**.

Downtime

Each character receives **10 downtime days** at the conclusion of this adventure.

Story Awards

Characters have the opportunity to earn the following story award during this adventure.

Knight of the Plume

For bravery in the face of overwhelming odds, you have been awarded the title of "Knight of the Plume, Protector of Hillsfar." This new-found order has established by First Lord Vuhm Yestral of Hillsfar, and you are the first group to have been awarded this honor. While within the jurisdiction of Hillsfar, you can expect to be addressed with the honorific "Sir" or "Lady" depending on your preference. The doors of Hillsfar Castle are open to you, and you can get lodging and a meal there.

In addition, you have been titled with a small plot of barren land on the outskirts of Hillsfar, outside the city walls. The land is currently in bad shape, as the armies of the dark fey have ravaged it while approaching Hillsfar. The deed and title to this land can be held for as long as the character is alive, but it cannot be transferred to anyone else. In addition, because of the current political unrest in Hillsfar, no development can take place on this land until this character earns another story award which allows for development of the land.

In return for the title and the land, you are expected to act in a manner befitting the title, especially when you are representing Hillsfar to people outside of Hillsfar and the Moonsea region. Reports of questionable behavior getting back to the leaders of Hillsfar could result in having this honor rescinded.

DM Rewards

TBD

Appendix. NPC/Monster Statistics

Team 1

Druid (1)
Owlbear (1)
Shambling Mound (1)

Adjusting the Encounter

Very Weak : Replace (1) Shambling Mound with (4) Vine Blights. Add (1) Owlbear.

Weak: Replace (1) Shambling Mound with (4) Vine Blights and (2) Twig Blights. Add (1) Owlbear.

Strong: Add (1) Owlbear.

Very Strong: Add (2) Owlbears.

Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

Owlbear

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (−4)	12 (+1)	7 (−2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

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

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.

Vine Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (–1)	14 (+2)	5 (–3)	10 (+0)	3 (–4)

Skills Stealth +1

Condition Immunities blinded, deafened

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

Languages Common

Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength

check, freeing itself or another entangled creature within reach on a success.

Twig Blight

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	13 (+1)	12 (+1)	4 (–3)	8 (–1)	3 (–4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

Actions

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

Team 2

Night Hag (1)
Harpy (1)
Satyr (3)

Adjusting the Encounter

Very Weak : Replace (1) Night Hag with (2) Green Hags.

Remove (2) Satyrs.

Weak: Replace (1) Night Hag with (2) Green Hags.

Strong: Add (1) Green Hag.

Very Strong: Add (1) Night Hag.

Night Hag

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6,
Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing,
and slashing from non magical weapons that aren't
silvered

Condition Immunities charmed

Senses darkvision 120ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Coven Challenge 7 (2,900 XP)

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

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*,
sleep

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

Actions

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

Change Shape. The hag magically polymorphs into a
Small or Medium female humanoid, or back into her

true form. Her statistics are the same in each form. Any
equipment she is wearing or carrying isn't transformed.
She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal
Plane from the Material Plane, or vice versa. To do so,
the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal
Plane, the hag magically touches a sleeping humanoid
on the Material Plane. A protection from evil and good
spell cast on the target prevents this contact, as does a
magic circle. As long as the contact persists, the target
has dreadful visions. If these visions last for at least 1
hour, the target gains no benefit from its rest, and its
hit point maximum is reduced by 5 (1d10). If this effect
reduces the target's hit point maximum to 0, the target
dies, and if the target was evil, its soul is trapped in the
hag's soul bag. The reduction to the target's hit point
maximum lasts until removed by the greater
restoration spell or similar magic.

Night Hag Items

A night hag carries two very rare magic items that she must
craft for herself. If either object is lost, the night hag will go to
great lengths to retrieve it, as creating a new tool takes time
and effort.

Heartstone. This lustrous black gem allows a night hag to
become ethereal while it is in her possession. The touch of a
heartstone also cures any disease. Crafting a heartstone
takes 30 days.

Soul Bag. When an evil humanoid dies as a result of a night
hag's Nightmare Haunting, the hag catches the soul in this
black sack made of stitched flesh. A soul bag can hold only
one evil soul at a time, and only the night hag who crafted
the bag can catch a soul with it. Crafting a soul bag takes 7
days and a humanoid sacrifice (whose flesh is used to make
the bag).

Harpy

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

Satyr

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

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

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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.

Green Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

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

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

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

At will: *dancing lights*, *minor illusion*, *vicious mockery*

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

Actions

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

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

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

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

Team 3

Drider (1)
Giant Spider (4)

Adjusting the Encounter

Very Weak : Remove (2) Giant Spiders.

Strong: Add (1) Giant Spider.

Very Strong: Add (2) Giant Spiders.

Drider

Large Monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 123 (13d10+52)

Speed 30 ft., Climb 30ft.

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

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2300 XP)

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

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check

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

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10+3) slashing damage when used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 120/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4(1d8) poison damage.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10+4)

Speed 30 ft., climb 30ft.

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

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check

Web Sense. While in contact with a web, the spider knows the exact location of any creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage and the creature must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for one hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp5; vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).

Team 4

Ogre (2)
Hobgoblin Captain (1)
Hobgoblin (4)

Adjusting the Encounter

Very Weak : Remove (2) Hobgoblins.

Strong and Very Strong: Replace (1) Hobgoblin Captain with (1) Oni. Replace (2) Ogres with (1) Ettin. Remove (4) Hobgoblins.

Ogre

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.

Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) 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

Multiattack. The hobgoblin makes two greatsword attacks.

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

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.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Hobgoblin

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 16 (chain mail)

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

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: *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 that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

Ettin

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

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

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

Actions

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

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

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

Team 5

Troll (1)
Ettin (1)
Bugbear (1)

Adjusting the Encounter

Very Weak : Remove (1) Troll and (1) Bugbear. Add (1) Ettin.

Weak: Remove (1) Bugbear.

Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

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

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. 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.

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

Ettin

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

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

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

Actions

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

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

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

Ettercap

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (–2)	12 (+1)	8 (–1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Spider Climb. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute.

The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Web (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature.

Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (–1)	11 (+0)	9 (–1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Team 6

Drow Elite Warrior (1)
Drow (2)
Manticore (1)

Adjusting the Encounter

Weak and Very Weak : Remove (2) Drow.

Strong and Very Strong: Remove (1) Manticore. Add (1) Drow Elite Warrior.

Drow Elite Warrior

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

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

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If

the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

Drow

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

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

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Manticore

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (–2)	12 (+1)	8 (–1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Team 7

Malkyn Grenefeld (1)
Veteran (1)

Adjusting the Encounter

Weak and Very Weak : Replace (1) Veteran with (1) Spy
Strong and Very Strong: Replace (1) Veteran with (1) Drow Elite Warrior.

Malkyn Grenefeld

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, Deception +3, Perception +4

Senses passive Perception 11

Languages Elvish, Common, Sylvan, Orcish

Challenge 6 (2,300 XP)

Spellcasting. Malkyn is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Malkyn has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*.

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *mage armor*

2nd level (3 slots): *alter self*, *misty step*

3rd level (3 slots): *fly*, *lightning bolt*, *counterspell*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (2 slots): *Wall of Force*

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It

remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

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

Drow Elite Warrior

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

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

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing

damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

Team 8

Veteran (3)
Scout (1)
Guards (4)

Adjusting the Encounter

Weak and Very Weak : Remove (4) Guards.

Very Strong: Add (1) Scout

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

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 any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Team 9

Sea Hag (1)
Kuo-Toa Archpriest (1)
Kuo-Toa Whip (1)

Adjusting the Encounter

Weak and Very Weak : Remove (1) Kuo-Toa Archpriest. Add (3) Kuo-Toa Whips and (2) Kuo-Toa

Very Strong: Replace (1) Sea Hag with a Coven of Sea Hags (3 hags). Remove (1) Kuo-Toa Whip and (1) Kuo-Toa Archpriest.

Sea Hag

Medium fey, Chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Aquan, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Actions

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against the magic or drop to 0 hit points.

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

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

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

Hag Covens

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals in the group. However, each of the hags continue to desire more personal power.

A coven consists of three hags so any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Shared Spellcasting. While all three members of a hag coven are within 30 feet of each other, they each can cast the following spells from the wizard's spell list but must share the spell slots among themselves.

1st level (4 slots): *identify*, *ray of sickness*
2nd level (3 slots): *hold person*, *locate object*
3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*
4th level (3 slots): *phantasmal killer*, *polymorph*
5th level (2 slots): *contact other plane*, *scrying*
6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

Kuo-Toa Archpriest

Medium Humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)

Hit Points 97 (13d8+39)

Speed 30 ft., swim 30 ft.

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

Skills Perception +9, Religion +6

Senses darkvision 120 ft., passive Perception 19

Languages Undercommon

Challenge 6 (2,300 XP)

Amphibious. Kuo-Toa can breathe air and water.

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

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

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

Spellcasting. The kuo-toa is a 10th level spell caster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It knows the following cleric spells:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *detect magic, sanctuary, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

3rd level (3 slots): *spirit guardians, tongues*

4th level (3 slots): *control water, divination*

5th level (2 slots): *mass cure wounds, scrying*

Actions

Multiattack. The kuo-toa makes two melee attacks

Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Kuo-Toa Whip

Medium Humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)

Hit Points 65 (10d8+20)

Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 1 (200 XP)

Amphibious. Kuo-Toa can breathe air and water.

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

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

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

Spellcasting. The kuo-toa is a 2nd level spell caster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following cleric spells:

Cantrips (at will): *sacred flame, thaumaturgy*

1st level (3 slots): *bane, shield of faith*

Actions

Multiattack. The kuo-toa makes two attacks: one with its bite and one with its pincher staff.

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

Pincher Staff. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6+2) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until the grapple ends, the kuo-toa can't use its pincher staff on another target.

Team 10

Drow Mage (1)
Displacer Beast (1)

Adjusting the Encounter

Very Weak : Remove (2) Giant Spiders.

Strong: Replace (1) Drow Mage with (1) Drow Priestess of Lolth. Replace (1) Displacer Beast with (1) Giant Wolf Spider

Very Strong: Replace (1) Drow Mage with (1) Drow Priestess of Lolth. Replace (1) Displacer Beast with (4) Giant Wolf Spider.

Drow Mage

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 7 (2,900 XP)

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

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *alter self*, *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

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

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Drow Priestess of Lolth

Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)

Hit Points 71 (13d8+13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 8 (3,900 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The drow has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *animal friendship, cure wounds, detect poison and disease, ray of sickness*
 2nd level (3 slots): *lesser restoration, protection from poison, web*
 3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*
 4th level (3 slots): *divination, freedom of movement*
 5th level (2 slots): *insect plague, mass cure wounds*
Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two scourge attacks.
Scourge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 17 (5d6) poison damage.
Summon Demon (1/Day). The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Displacer Beast

Large monstrosity, lawful evil

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

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

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is

disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Actions

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

Giant Wolf Spider

Medium beast, unaligned

Armor Class 13
Hit Points 11 (2d8 + 2)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/4 (50 XP)

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Adult Green Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Blob of Death

Colossal ooze, unaligned

Armor Class 14 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	-- (+4)	18 (+4)	10 (+0)

Saving Throws Dex +6, Con +13

Damage Resistances acid, cold, fire, poison

Condition Immunities poisoned, blinded, charmed, deafened, exhaustion, prone, frightened

Senses blindsight 120 ft., passive Perception 14

Languages --

Legendary Resistance (3/Day). If the blob of death fails a saving throw, it can choose to succeed instead.

Magic Resistance. The blob of death has advantage on saving throws against spells and other magical affects.

Magic Weapons. The blob of death's attacks are magical.

Actions

Multiattack. The block of death makes 4 attacks: two with its pseudopod and two with its maws.

Pseudopod. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage plus 7 (2d6) acid damage.

Maw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 4) slashing damage.