



LIMITLESS ENCOUNTERS

VOL. I

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Acknowledgements

We would like to thank our wives, children, families, and friends for supporting us in this crazy sidequest that seems to have turned into a full campaign.

When we started, we just wanted to create a simple set of tools to help DMs get over writer's block, and give them a direction when they were stuck. We had no idea we would receive so much love and support from the community.

Thank you,

- The Limitless Team

Limitless Encounters vol.1

Limitless Encounters vol.1 Design Team

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A Note on Our Limitless Encounters

The purpose of this product is to make your life as DM easier. The following encounter modules, with encounters linked by environment, are random. These encounters were purposefully not designed for a certain level range. Some encounters may require players to come up with solutions other than combat. The world is a scary place and sometimes you may have to run for your life.

These modules can be used to craft a random encounter table for travel and exploration, to fill in the hexes of a sandbox, or whenever your players wander to a location for which you had not yet prepared. Feel free to change the names, treasures, and the number of creatures as you see fit.

We value your business and your feedback, send us your comments, questions and concerns to support@limitless-adventures.com

Novelties

Every Limitless Adventures product will contain something new; a unique creature, spell, item, god, or optional rule that is previously unpublished. These novelties are set apart in blue text boxes.

Further Adventure™

Each Limitless Encounter will have a Further Adventure™ section to give the DM three ideas for additional quests that could spring from a seemingly random encounter. These hooks are merely suggestions for continuing a plot and should be used or ignored at your discretion. For example, if a hook suggests that the Duchess was the murderer, that is a just a possible twist you could build from and needn't be acted upon if it would disrupt your campaign.

Perhaps you find these encounters useful and recommend them to a friend or like us on [Facebook](#) or [Twitter](#)... You could join our e-mail newsletter and get free exclusives monthly at www.limitless-adventures.com ... Maybe you turn out to be a doppelganger...

Table of Contents

Arctic	5
Desert	15
Dungeon	25
Forest	35
Grasslands	47
Haunted Locales	57
Heroic Battles	69
Highway	75
Hill	85
Mountain	95
Orc Hordes	105
Planar	115
Sea	126
Sewers	137
Subterranean	147
Swamp	158
Urban	168
Urban 2	178
Index	188

The Hunger

"The head of a dragon peers at you from a cloud of campfire smoke. The prowbeast of a fierce longship is lodged in a snow bank and frozen in place. Around the small fire sit three disheveled berserkers roasting a large shank of meat. When they see you, they grin at you with filed teeth, rising stiffly."

Creatures

Berserker x 3

Medium Humanoid (any race), Unaligned

Armor Class: 13

Hit Points: 67 (9d8+27)

Speed 30 ft.

Challenge 2 (450 XP)

Senses passive Perception 10

Languages Common

Reckless At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

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Whether driven to cannibalism by circumstance, or man-eaters at the start of their journey, the berserkers -- Skorr, Johnr, and Grevis - plan to kill any men and claim any women in the party. The berserkers make liberal use of their reckless ability and fight to the death. Note: Skorr wields a *Berserker Axe*, granting him a +1 to attack and damage (not factored into the stat block).

Treasure

Each berserker carries 1d12 gp. The leader, Skorr, carries a *Berserker Axe* with intricate knot work etched on the head.

Further Adventure[™]

More berserkers mounted on bears come looking for their missing crewmates...

The Berserker Axe could be an intelligent item that twisted the berserker's minds...

Any slain berserkers could rise as ghouls, their hunger for humanoid flesh carrying them to undeath...

Brown Bear

Large Beast, Unaligned

Armor Class: 11 (natural armor)

Hit Points: 34 (4d10+12)

Speed 40 ft., climb 30 ft.

Challenge 1 (200 XP)

Skills Perception +3

Senses passive Perception 13

Languages -

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

Actions

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

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

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

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Bandit in the Drifts

"A white wolf as tall as a wagon steps in your path. It looks at you with eerily intelligent eyes and opens its mouth as if to growl; instead, it says in a gravelly voice, 'place your coins on the ground'."

Creatures

Winter Wolf

Large Monstrosity, Neutral Evil

Armor Class: 13 (natural armor)

Hit Points: 75 (10d10+20)

Speed 50 ft.

Challenge 3 (700 XP)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

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 an attack roll 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.

Snow Camouflage The wolf has advantage on Stealth checks made to hide in snowy terrain.

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6) The wolf exhales a freezing blast a 15-foot cone. Each creature in that area must make a DC 12 Dex save, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

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If the players refuse to pay, the winter wolf will attack. If outmatched, it flees.

Treasure

The winter wolf wears a collar set with malachite gems (25 gp).

Further Adventure™

The winter wolf bandit serves a frost giant named Jord...

A white dragon has moved into the area and is forcing the winter wolves south...

If the players comply, flatter, charm or otherwise interact with the winter wolf in a non-combat fashion, he offers to lead them to the frost giant's cave...for a share of the loot, of course...

Frost Giant

Huge Giant, Neutral Evil

Armor Class: 15

Hit Points: 138 (12d12+60)

Speed 40 ft.

Challenge 8 (3,900 XP)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities cold

Languages Giant

Senses passive Perception 13

Actions

Multiattack The giant makes two greataxe attacks.

Greataxe *Melee Weapon Attack* +9 to hit, reach 10 ft., (one creature) Hit: 25 (3d12 + 6) slashing damage.

Rock *Ranged Weapon Attack* +9 to hit, range 60/240 (one creature) Hit: 28 (4d10 + 6) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

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Hero in the Ice

"You find a large pillar of ice with something dark trapped in its core. Closer examination reveals a man in white dragon scale armor, covered with furs, frozen solid in the center of the block. His eyes are open and something in them leads you to believe that the man is still alive."

Creatures

Hrothgar Frostbeard

Medium Humanoid (human), Neutral Good

Armor Class: 14 (leather armor)

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 2 (450 XP)

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

Senses passive Perception 14

Languages Druidic, Common, and Giant

Spellcasting Hrothgar is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He 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, reach 5 ft., (one creature) (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

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

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Hrothgar is dressed in white dragon scale armor, and has the petrified condition

The man, a druid name Hrothgar Frostbeard, was trapped in ice when he confronted an ice-mage that had intruded on the lands under his charge. The wizard used a *Glaciate* spell (an arctic variant of *Flesh to Stone*, see below) and Hrothgar has the petrified condition until *greater restoration* is cast upon him or he is thawed out.

Treasure

If restored, Hrothgar gives the party an *Oil of Sharpness* as thanks.

Further Adventure™

Hrothgar asks the party to help overthrow the ice mage, Jethrick...

Jethrick is working to unearth a powerful artifact lost in the arctic wastes...

Hrothgar is in fact Jethrick, and lied to the PCs, switching his role in the story...

New Spell

Glaciate *6th-level transmutation* Casting Time: 1 action

Range: 60 feet

Components: V,S,M (a handful of snow or a piece of ice)

Duration: Concentration, up to 1 minute

You attempt to encase one creature that you can see within range in a block of ice. The target is allowed a Constitution-saving throw. On a failed save, it is encased in a block of ice and restrained. On a successful save, the creature isn't affected. A creature encased in ice must make another Constitution-saving throw at the end of each of its turns. If the target successfully saves three times, the spell ends. However, should the target fail its save three times, it is fully encased in ice and is subjected to the petrified condition for the duration. The successes and failures need not be consecutive; be sure to track both. If you maintain your concentration on this spell for the entire possible duration, the creature is encased in ice until it is thawed out or the effect is removed.



The Lone Cub

"You find a small white bear cub sitting at the opening of a tunnel, burrowed into a massive drift of snow. The cub looks at you, puzzled, and then begins to cry out in a high-pitched yelp. Before you can react, the yelp is answered by the roar of an angry polar bear ten feet tall."

Creatures

Polar Bear

Large Beast, Unaligned

Armor Class: 12 (natural armor)

Hit Points: 42 (5d10+15)

Speed 40 ft., swim 30 ft.

Challenge 2 (450 XP)

Skills Perception +3

Senses passive Perception 13

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

Actions

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

Bite *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 9 (1d8 + 5) piercing damage.

Claws *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 12 (2d6 + 5) slashing damage.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

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The polar bear defends its cub from the perceived threat. If the PCs flee, the bear doesn't follow.

Treasure

None.

Further Adventure™

Arctic tribes that worship the great bear demand blood from the PCs...

The party finds the corpse of a gnome and a journal detailing an expedition to a crashed airship...

The den contains a clutch of remorhaz eggs and momma comes to check on them...

Remorhaz

Huge Monstrosity, Unaligned

Armor Class: 17 (natural armor)

Hit Points: 195 (17d12+85)

Speed 30 ft., burrow 20 ft.

Challenge 11 (7,200 XP)

Damage Immunities cold, fire

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

Heated Body A creature that touches the remorhaz or hits it within 5 feet of it takes 10 (3d6) fire damage.

Actions

Bite *Melee Weapon Attack* +11 to hit, reach 10 ft., (one creature) Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes damage and is swallowed (grapple ends). While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 15 Con save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

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The Ritual of Blood and Snow

"Robed figures with deformed faces dance around a plinth made of ice that glows with an eerie light."

Creatures

Cult Fanatic x 3

Medium Humanoid (any race), Unaligned

Armor Class: 13 (leather armor)

Hit Points: 33 (6d8+6)

Speed 30 ft.

Challenge 2 (450 XP)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

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

Spellcasting The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

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

1st level (4 slots) ○○○○ *command, inflict wounds, shield of faith*

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

Actions

Multiattack The fanatic makes two melee attacks.

Dagger *Melee or Ranged Weapon Attack* +4 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d4 + 2) piercing damage.

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

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The cultists (lesser cultists can be used to reduce the CR, see below) attack the players on sight, attempting to stay out of melee range and using their spells on the characters they assume to be easiest to influence. You can increase the difficulty of the encounter by adding additional cultists and adding several drifts of deep snow to act as difficult terrain and cover.

Treasure

A small idol made of polished crystal in the shape of a yeti (35 gp), and an adamantite dagger.

Further Adventure™

A gate opens at the base of the plinth to a frozen plane...

One of the cultists bears a scroll with seven names on it, the last of which is a family member of one of the characters...

For a week after the encounter, any liquid the player attempts to drink (water, wine, potions, etc.) freezes solid...

Cultist

Medium Humanoid (any race), Unaligned

Armor Class: 12 (leather armor)

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

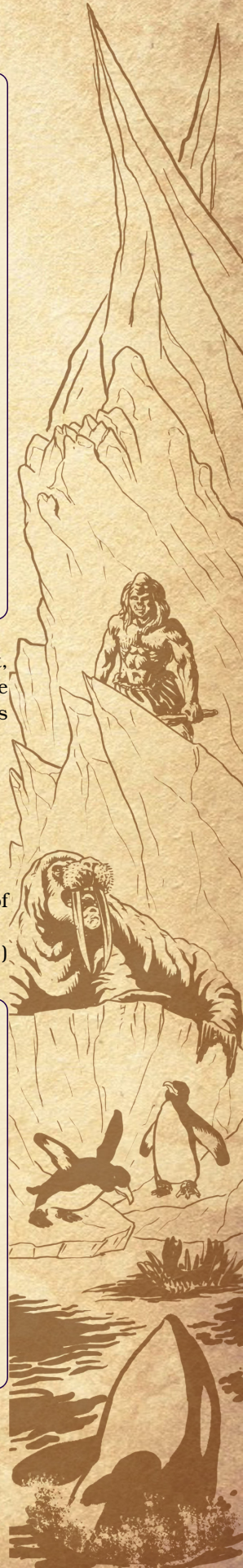
Dark Devotion The cultist has advantage on saving throws against being charmed or frightened.

Actions

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

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

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The Frozen Altar

"You find a crude altar to a forgotten god made of stone. It is a block three feet high and three feet wide with primitive runes carved in its surface.

The people who dwelt in this land in days past would bring offerings to the stone and receive blessings from their deity. The mammoth rune will glow blue if enough food for one day is placed upon the altar. The fire rune will glow red if a fire is lit and fed near or on the altar, or if warm clothes or furs are offered. The spear rune will glow green if weapons or tools of metal are offered.

Treasure

*If a player lights one rune, they gain a point of inspiration. If the player lights two runes, they receive the effects of an *Aid* spell for eight hours. If all three runes are lit, the player receives an *Augury* as per the spell cast at 3rd level.*

Special circumstance

If the players make an especially generous or respectful offer, a special blessing is granted. From a swirl of mist, an armed warrior dressed in furs appears. The warrior is a simulacrum that serves the party faithfully and will fight to the death for the party for one month, after which it melts and is gone forever. This effect can only be gained once.

Berserker

Medium Humanoid (any race), Unaligned

Armor Class: 13

Hit Points: 67 (9d8+27)

Speed 30 ft.

Challenge 2 (450 XP)

Senses passive Perception 10

Languages Common

Reckless At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

vuln. to fire, can't speak though he understands common

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

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Further Adventure™

One of the players begins to receive visions from the forgotten god...

The symbol of the god appears upon gear and weapons randomly...

Research indicates that the god's people were wiped out by frost giants a thousand years earlier...

Interpreting the Dreams

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Insight, Perception

Success: You gain the location of a magical item or the answer to a question plaguing the party.

Failure(s):

1: The next check is made with disadvantage.

2: You do not benefit from long rest on this night. You recover no hit points, spell slots, or abilities.

3: You gain a level of exhaustion and do not benefit from this long rest.

Blizzard

"You find yourself caught in a violent blizzard. Blowing winds and snow make visibility impossible and you are soon horribly lost."

Skills Challenge

Navigating the Blizzard

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Nature, Perception, Survival

Success: The PCs weather the storm, escape without any adverse outcomes.

Failure(s):

- 1: The next check is made with disadvantage.
- 2: The party earns one level of exhaustion.
- 3: The party gains two levels of exhaustion but find their way out of the blizzard.

Treasure

None.

Further Adventure™

The blizzard could be the effect of a white dragon...

The blizzard could be a spell conjured by a druid attempting to deter the PCs or hide something...

The PCs could get so lost that they stumble upon a ruin or dungeon not marked on their maps...

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Effect by Level

- 1 Disadvantage on ability checks
- 2 Speed halved
- 3 Disadvantage on attack rolls and saving throws
- 4 Hit point maximum halved
- 5 Speed reduced to 0
- 6 Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description. A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.



On Thin Ice

"As you trek across the frozen wasteland, you hear a cracking sound that echoes in the cold expanse. With a realization like a punch in the gut, you know that you are standing on ice, not solid ground."

This trap (albeit a naturally occurring one) is meant to be a setback, but the DM should feel free to scale up the damage and the DC for a dangerous or deadly encounter (see page 201 of the SRD for more details). The trap has a Dexterity saving throw DC of 11 (setback). Next, apply damage as follows:

PC Level	Damage
1 - 4	1d10 (cold)
5 - 10	2d10 (cold)
11 - 16	4d10 (cold)
17 - 20	10d10 (cold)

Optional: You can increase the difficulty of the encounter by adding tribal warriors after the trap is sprung and the characters are floundering in the icy water.

Tribal Warrior

Medium Humanoid (any race), Any Alignment

Armor Class: 12 (hide armor)

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses passive Perception 10

Languages any one language

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

Actions

Spear *Melee or Ranged Weapon Attack* +3 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

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

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Treasure

None, or 1d12 gp worth of shell necklaces if the tribal warriors are used.

Further Adventure™

Something massive is moving beneath the ice, weakening it...

A sailing vessel or crashed airship could be trapped beneath the ice guarded by a skeletal crew...

One of the PCs is pulled under the water by his or her ankle...

Skeletal Crew

Medium Undead, Lawful Evil

Armor Class: 13

Hit Points: 13 (2d8+4)

Speed 30 ft.

Challenge 1/4 (50 XP)

Damage Resistances fire

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Actions

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	7 (-2)	8 (-1)	6 (-2)

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The Beast Beneath the Ice

"The ground around you begins to shake violently as a monstrous creature, part insect, part worm, emerges and roars a challenge."

Creatures

Remorhaz

Huge Monstrosity, Unaligned

Armor Class: 17 (natural armor)

Hit Points: 195 (17d12+85)

Speed 30 ft., burrow 20 ft.

Challenge 11 (7,200 XP)

Damage Immunities cold, fire

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

Heated Body A creature that touches the remorhaz or hits it within 5 feet of it takes 10 (3d6) fire damage.

Actions

Bite *Melee Weapon Attack* +11 to hit, reach 10 ft., (one creature) Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes damage and is swallowed (grapple ends). While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 15 Con save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

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Once the beast has sustained one hundred points of damage, it retreats under the ground, effectively defeated.

Treasure

None.

Further Adventure™

The hole ripped in the earth by the monster reveals a forgotten dungeon...

Tunneling by the beast has weakened the ground around a sacred shrine (see below)...

If killed, the Remorhaz regurgitates an unconscious, but still living, deep gnome druid...

Saving the Relics

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills:

Success: The party saves a number of priceless religious relics from the shrine.

Failure(s):

1: The next check is made with disadvantage.

2: A falling rock strikes a random character for 1d6 bludgeoning damage per level.

3: The shrine collapses and the thigh bone of Saint Phillip is lost.



Left for Dead

"As you wander the frozen wastes, your senses are assailed by the scent of decay and the hungry calls of carrion birds circling the body of a massive frost giant. The giant is covered with a dozen wounds that trickle blood."

Creatures

Frost Giant

Huge Giant, Neutral Evil

Armor Class: 15

Hit Points: 138 (12d12+60)

Speed 40 ft.

Challenge 8 (3,900 XP)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities cold

Languages Giant

Senses passive Perception 13

Actions

Multiattack The giant makes two greataxe attacks.

Greataxe *Melee Weapon Attack* +9 to hit, reach 10 ft., (one creature) Hit: 25 (3d12 + 6) slashing damage.

Rock *Ranged Weapon Attack* +9 to hit, range 60/240 (one creature) Hit: 28 (4d10 + 6) bludgeoning damage.

Currently at 0 HP and unconscious

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

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The giant has been badly wounded (0 hp). A DC 15 Investigation roll reveals that he had been fighting a white dragon. Should the PCs kill the giant, they should be awarded no XP. The encounter should pose a moral quandary for good heroes or an attempt to humble or trick evil PCs. Increase the difficulty by having the carrion birds attempt to finish the giant.

Treasure

The giant has a white dragon horn drinking stein worth 75 gp to a collector.

Further Adventure™

Should the PCs kill the giant, members of his tribe will begin to track the party with a pack of winter wolves...

Should the PCs heal the giant, he will attempt to convince to follow him to the lair of the wounded dragon...

The giant could be at higher hp than it appears, and wake when the PCs approach...

Giant Vulture

Large Beast, Neutral Evil

Armor Class: 10

Hit Points: 22 (3d10+6)

Speed 10 ft., fly 60 ft.

Challenge 1 (200 XP)

Skills Perception +3

Senses passive Perception 13

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

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

Actions

Multiattack The vulture makes two attacks: one with its beak and one with its talons.

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

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

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Sun and Claws

"The quiet of the desert afternoon is broken by a pitiful bleating. You spy two scorpions, each the size of a draft horse, fighting over the scraps of a hare. When they see you, they drop their appetizer and rush towards the main course."

Creatures

Giant Scorpion x 2

Large Beast, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 52 (7d10+14)

Speed 40 ft.

Challenge 3 (700 XP)

Senses blindsight 60 ft., passive Perception 9

Languages -

Actions

Multiattack The scorpion makes three attacks: two with its claws and one with its sting.

Claw Melee Weapon Attack +4 to hit, reach 5 ft., (one creature) Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting Melee Weapon Attack +4 to hit, reach 5 ft., (one creature) Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

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The scorpions fight to the death. Three large rocks in the area (four squares each on a grid) afford half cover (+2 bonus to AC and Dexterity saving throws).

Treasure

None.

Further Adventure[™]

The scorpion stingers can be removed with a DC 15 Medicine check...

Blue dragonborn desert tribes (see below) craft armor from the hard carapaces for which they pay well...

Nearby, the PCs find a campsite with strange saddles that would fit giant scorpions...

Blue Dragonborn Guard

Medium Humanoid (dragonborn), Lawful Evil

Armor Class: 16

Hit Points: 16 (3d8+3)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Perception +2

Damage Resistances lightning

Senses passive Perception 12

Languages Common and Draconic

Actions

Lightning Breath (short or long) The dragonborn exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

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

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

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Ancient Evil

"The sands beneath your feet give way and you fall into an ancient chamber with images carved onto the walls. A sarcophagus rests in the center of the room, the lid of which flies into the air and comes crashing down on the stone floor. A corpse wrapped in bandages pulls itself from its resting place."

Creatures

Mummy

Medium Undead, Lawful Evil

Armor Class: 11 (natural armor)

Hit Points: 58 (9d8+18)

Speed 20 ft.

Challenge 3 (700 XP)

Saving Throws Wis +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10;

Languages the languages it knew in life;

Actions

Multiattack The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

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Before the combat starts, the PCs must make a DC 12 Dexterity-saving throw to attempt to mitigate the damage from the fall. The players suffer 2d6 damage and are knocked prone on a failed save and half as much on a successful save.

Treasure

Wrapped in the mummy's bandages are 7 cp, 7 sp, and 7 gp. Each coin is stamped with an ibis on it.

Further Adventure™

A search reveals an expanded tomb complex, hidden by rubble...

The players find a petrified dragon (blue or brass) egg in the chamber...

The pictographs on the wall could be deciphered to reveal the location of a treasure vault...

Deciphering the Pictographs

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: History, Religion

Success: You find enough clues to discover a level-appropriate magic item.

Failure(s):

1: The next check is made with disadvantage.

2: The pictographs are deciphered, but the vault is guarded by a level appropriate threat.

3: The pictographs are deciphered, but the vault has already been ransacked by adventurers.

Howls in the Waste

"You hear howling and jerk your head to see a pack of large dogs approaching. As the creatures draw nearer, you notice that they each have two heads, two sets of red eyes, and two sets of slavering jaws."

Creatures

Death Dog x 4

Medium Monstrosity, Neutral Evil

Armor Class: 12

Hit Points: 39 (6d8+12)

Speed 40 ft.

Challenge 1 (200 XP)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

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

Actions

Multiattack The dog makes two bite attacks.

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

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Vicious and feral, the pack fights to the death.

Treasure

None.

Further Adventure[™]

A wealthy merchant is paying handsomely for Death Dog pelts...

A rare thistle is needed to cure the disease found in the Death Dog saliva...

A Roc has displaced the Death Dogs from their hunting grounds and forced them closer to trade routes and civilization...

Roc

Gargantuan Monstrosity, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 248 (16d20+80)

Speed 20 ft., fly 120 ft.

Challenge 11 (7,200 XP)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Keen Sight The roc has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack The roc makes two attacks: one with its beak and one with its talons.

Beak *Melee Weapon Attack* +13 to hit, reach 10 ft., (one creature) Hit: 27 (4d8 + 9) piercing damage.

Talons *Melee Weapon Attack* +13 to hit, reach 10 ft., (one creature) Hit: 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

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The Forgotten Skeleton

"Beneath a large cactus with bright purple flowers rests the bleached skeleton of a dragonborn. The desert winds long ago stripped the body of any flesh deemed unfit for consumption by the vultures."

Trap

If the players approach the body (within five feet), the purple flowers on the cactus release a fine mist of poisonous particles. Use *Essence of Ether* effects.

Optional The dragonborn could rise from the dead after the trap is sprung or ghouls (see below) could be drawn to the smell of the bones.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Skeleton

Medium Undead, Lawful Evil

Armor Class: 13

Hit Points: 13 (2d8+4)

Speed 30 ft.

Challenge 1/4 (50 XP)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Actions

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

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

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Treasure

In the sand near the skeleton is a small brooch set with a pearl (50 gp).

Further Adventure™

A search reveals an iron signet ring from a noble house of blue dragonborn merchants...

An assassin's guild comes looking for the purple cactus flowers, for which they paid the dead dragonborn handsomely...

With a DC 20 Dex check, a PC can remove a purple cactus flower without poisoning themselves...

Ghoul

Medium Undead, Chaotic Evil

Armor Class: 12

Hit Points: 22 (5d8)

Speed 30 ft.

Challenge 1 (200 XP)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned;

Senses darkvision 60 ft., passive Perception 10;

Languages Common

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 creature) 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.

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

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The Dismal Retinue of Mistress Grella

"In the distance, you hear a low, deep voice calling a slow cadence. You turn to see a large creature with the body of a lion and the torso of a beautiful woman. She lays atop a wooden litter, carried by a dozen slaves with chains about their ankles. The strange creature looks at you with pleasure and curiosity, very much the way a child may look at a new toy or cat upon a mouse."

Creatures

Lamia

Large Monstrosity, Chaotic Evil

Armor Class: 13 (natural armor)

Hit Points: 97 (13d10+26)

Speed 30 ft.

Challenge 4 (1,100 XP)

Skills Deception +7, Insight +4, Stealth +3

Languages Abyssal, Common

Senses darkvision 60 ft., passive Perception 12

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

At will *disguise self* (any humanoid form), *major image*

3/day each ○○○ *charm person, mirror image, scrying, suggestion*

1/day ○ *geas*

Actions

Multiattack The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

Claws *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 14 (2d10 + 3) slashing damage.

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

Intoxicating Touch *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

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

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The lamia, Grella, is quite mad and intends to add the PCs to her retinue of litter bearers. The slaves do not take part in the battle as all are chained, and many are under the Lamia's intoxicating touch feature. However, if the PCs free the slaves from their chains, they will turn on their mistress.

Treasure

In her hair, Grella wears an elaborate tortoise shell comb (25 gp).

Further Adventure™

One of the slaves claims to be the scion of a powerful merchant family...

The lamia was the consort of a powerful demon leader of a cult dedicated to the Prince of Demons...

One slave, a human named Ridda, begs the players to rescue her family from the lamia's lair...

Slaves

Medium Humanoid (any race), Any Alignment

Armor Class: 10

Hit Points: 4 (currently 1) (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common

Noncombatant The slaves flee from a fight, or if unable to escape, they will cower.

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

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Dying Sacrifice

"A woman staggers into the light of your campfire and falls to her knees. She appears from nowhere, dressed in a bright linen robe splattered with crimson blood. Her throat has been savaged and blood runs down her breasts. Her eyes are vacant but somehow, even in the moment of her death, the woman manages to look regal and poised. Clutched in her arms is a large egg which she lovingly nestles into the coals of your campfire before collapsing."

Creatures

Mysterious Woman

Medium Humanoid (Half Elf), Neutral Good

Armor Class: 10

Hit Points: 0 (1d4)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

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The woman, the servant of a mated pair of brass dragons, escaped their cave with the only egg to survive a brutal assault by a clan of vampires. She is dead and cannot be revived. Any attempts to speak with the dead fail, as do any attempts to raise her from the dead. If buried, she will rise as a vampire spawn the following night.

Treasure

The lady carries no treasure other than her egg.

Further Adventure™

The Brass Lord, an adult brass dragon, comes looking for his child...

Verlix, a vampire, seeks the egg to finish his ancient grudge...

Dragon hunters sent by agents of the goddess of dragons seek to steal the egg and corrupt it...

Dragon Hunters

Medium Humanoid (any race), Any Alignment

Armor Class: 17 (splint armor)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +2, Nature +2

Senses passive Perception 12

Languages any one language (usually Common)

Skilled Hunter The dragon hunter deals an additional 7 (2d6) damage to dragons.

Brave The dragon hunter has advantage on saves against fear effects.

Actions

Multiattack The dragon hunter makes two greatsword attacks.

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

Heavy Crossbow *Ranged Weapon Attack* +4 to hit, range 100/400 ft., (one creature) Hit: 6 (1d10 + 1) piercing damage.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

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Riderless Mount

"You see a large camel laden with a saddle and bags as if for a long journey, but its rider is nowhere to be found."

Creatures

Camel

Large Beast, Unaligned

Armor Class: 10

Hit Points: 15 (2d10+4)

Speed 50 ft.

Challenge 1/8 (25 XP)

Senses passive Perception 9

Languages -

Actions

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

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The camel's rider has met a foul end; now the mount wanders the desert, still bearing his master's equipment. The skittish camel requires a DC 12 Animal Handling check or else it bolts. If the players use some clever means of luring the camel (like offering it feed, for example), grant them advantage on their roll. To increase the difficulty, you can add a pack of jackals.

Treasure

The camel carries a dungeoneer's pack, a week's worth of food and water, and a change of desert-appropriate clothing for a large man. In the bottom of the pack, wrapped in a white cloth is a small bone ring.

Further Adventure™

Who was the camel's owner? What happened to them?...

Following the camel's tracks leads to a tomb nearly hidden beneath shifting sands...

The rider's ghost begins haunting the PCs until his death is avenged...

Jackal

Small Beast, Unaligned

Armor Class: 12

Hit Points: 3 (1d4)

Speed 40 ft.

Challenge 0 (10 XP)

Skills Perception +3

Senses passive Perception 13

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

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

Actions

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

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Ghoul King's Band

Ring, Uncommon

The wearer of this ring can cast *false life* once per day without material components.



The Memory of a Tyrant

"Nestled in a drift of sand, you find three clay vessels. Each is sealed with red wax and covered in pictographs. The once bright symbols have been muted by the harsh desert sun."

Creatures

Swarm of Insects x 3

Medium Beast (Swarm), Unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (5d8)

Speed 20 ft., climb 20 ft.

Challenge 1/2 (100 XP)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites *Melee Weapon Attack* +3 to hit, reach 0 ft., (one creature in the swarm's space) Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

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If the PCs investigate the jars (coming within five feet), the wax seals burst and a swarm of scarab beetles pours out of each, attacking the nearest character.

Treasure

In the bottom of one of the jars is a bronze amulet in the shape of a jackal's head (15 gp).

Further Adventure™

The beetles are part of a terrible mummy lord that is trying to reassemble...

The amulet depicts a now-forgotten god of rebirth and healing...

The amulet leads the PCs to the forgotten tomb of its owner, who is guarded by spectral guards...

Specter

Medium Undead, Chaotic Evil

Armor Class: 12

Hit Points: 22 (5d8)

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

Challenge 1 (200 XP)

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 all languages it knew in life but can't speak

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 Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Con save or its hp max 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 hp max to 0.

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

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Food for the Crows

"You see a flock of carrion birds slowly circling a point nearby. Further investigation reveals the remains of a young blue dragon that has been skeletonized, seemingly by scavengers. What scales still hang desperately to the dragon are badly burned. The pitiful ruin of a once proud dragon lifts its skeletal head and looks at you, hate burning in its sunken eye sockets."

Creature

Young Blue Dragon Skeleton

Large Undead (dragon), Lawful Evil

Armor Class: 16 (natural armor)

Hit Points: 152 (16d10+64)

Speed 40 ft., burrow 20 ft., fly 80 ft.

Challenge 8 (3,900 XP)

Saving Throws Dex+3, Con +7, Wis +3, Cha +5

Skills Perception +5, Stealth +3

Damage Immunities lightning, poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 9

Languages Common, Draconic

Actions

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

Lightning Breath (Recharge 5-6) The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Claw Melee Weapon Attack +8 to hit, reach 5ft. (one target) *Hit:* 12(2d6+5) slashing damage.

Bite Melee Weapon Attack +8 to hit, reach 10ft. (one target) *Hit:* 16(2d10+5) piercing damage plus 5(1d10) lightning damage.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	8 (-1)	8 (-1)	14 (+2)

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The dragon uses its breath weapon on the first round and each time it recharges (the dragon's breath weapon isn't as reliable in undeath). The dragon will take to the air to avoid melee combat whenever possible.

Treasure

The dragon managed to swallow a good deal of its hoard before it died: 178 pp, 6 Turquoise worth 10 gp each, and *Bracers of Archery* (see below) or their cursed counterpart, *Bracers of Fumbling*.

Further Adventure[™]

The players find a powerful cursed item in the dragon's hoard...

The dragon curses the PCs until its remains are put to rest...

The dragon's mate comes looking for revenge...

Bracers of Archery

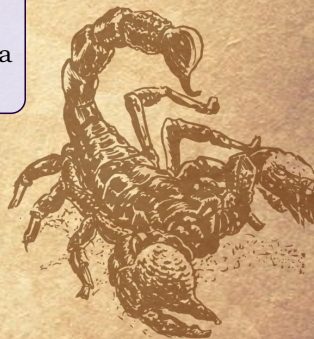
Wondrous item, uncommon (requires attunement)

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

Bracers of Fumbling

Wondrous item, uncommon (requires attunement)

These bracers appear to function exactly like *bracers of archery*, except when the wearer rolls a natural one they strike an ally (if any) adjacent to their intended target instead.



The Imprisonment of Al-la-vey

"A pitiful moaning draws your attention to a rough circle of stones, where a sunburnt man in dirty rags lays on the ground, his hands manacled together with golden cuffs."

Creatures

Djinni

Large Elemental, Chaotic Good

Armor Class: 17 (natural armor)

Hit Points: 161 (14d10+84)

Speed 30 ft., fly 90 ft.

Challenge 11 (7,200 XP)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran

Elemental Demise If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting The djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will *detect evil and good, detect magic, thunderwave*

3/day each ○○○ *create food and water* (can create wine instead of water), *tongues, wind walk*

1/day each ○ *conjure elemental* (air elemental only), *creation, gaseous form, invisibility, major image, plane shift*

Actions

Multiattack The djinni makes three scimitar attacks.

Scimitar *Melee Weapon Attack* +9 to hit, reach 5 ft., (one creature) Hit: 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

Create Whirlwind A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

The prisoner is a djinni named Al-la-vey. Al-la-vey is under a powerful curse (the equivalent of a ninth level spell). The curse manifests itself in the form of a pair of magic manacles that prevents the djinni from using any of its special abilities. The manacles can be removed by a remove curse spell, a *dispel magic* spell (DC 19), or a DC 25 Dexterity check with thieves tools, though each failed attempt to pick the lock results in 4d10 fire damage (DC 15 Dex save for half damage). If the players successfully remove the manacles, Al-la-vey reveals his true nature. The manacles, regardless of the method used to open them, fall to dust once opened.

Treasure

If freed, Al-la-vey grants the party the ability to summon him once. When summoned, Al-la-vey will help the PCs accomplish one short task (fight one encounter, plane shift them to another plane of existence, answer one question, etc).

Further Adventure™

The efreeti that cursed Al-la-vey seeks to repay those who freed him...

Al-la-vey was testing the characters' hearts before sharing a map to an heirloom of his kept in the hoard of blue dragon...

Al-la-vey needs help, he is being summoned to do evil by a powerful sorceress...

Riddles in the Dark

"You come to a door, sturdy and reinforced with iron. Above the archway in charcoal is written, 'When is a door not a door?'. The handwriting of the riddle is messy and childish."

Creature(s)

Mimic

Medium Monstrosity (shapechanger), Neutral

Armor Class: 12 (natural armor)

Hit Points: 58 (9d8+18)

Speed 15 ft.

Challenge 2 (450 XP)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Shapechanger The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only) The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only) While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

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Once a player answers, "A jar!", a magic mouth replies, "wrong, a mimic!" and the door attacks the stunned characters. The mimic fights until death, and should be awarded a surprise round.

Treasure

In the refuse near the door are 3 pp, and a small locket engraved with a "W" (25 gp).

Further Adventure™

Other riddles appear over other doors and chests, causing paranoia...

The locket could contain a clue, map, letter, or lock of hair...

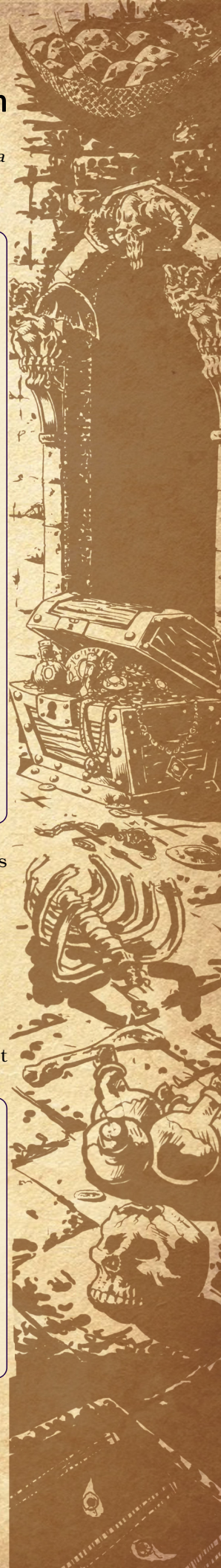
The players find a chest with small eyes. The chest is completely normal, the eyes are just carvings. If the PCs attack it, however, they will break the fragile potion within (see below)...

Oil of Slipperiness

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.



The Stone Kobolds

"You see three kobolds hiding in the passage ahead. As you ready yourself for a fight, you realize that the small draconians are actually statues. Somewhere close by, you hear a deep growling."

Creature(s)

Basilisk

Medium Monstrosity, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 52 (8d8+16)

Speed 20 ft.

Challenge 3 (700 XP)

Senses darkvision 60 ft., passive Perception 9

Languages -

Petrifying Gaze If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

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The lizard moves among the stones and statues to grant itself some cover, but otherwise has no real tactics. If it faces overwhelming odds, the basilisk will flee.

Treasure

In a stone hand is a *+1 dagger* with the word "shroud" etched on the blade in Elvish. The dagger confers disadvantage on Persuasion checks with wood elves, when held by a non-elf.

Further Adventure™

The party is approached by a kobold seeking help carrying his friends back to their warren...

The party could find the broken remains of an adventurer clutching a magic item...

A PC could be turned to stone, tip or be knocked over, and needs to be put back together by magic or a cunning stone worker before being restored...

Kobold

Small Humanoid (kobold), Lawful Evil

Armor Class: 12

Hit Points: 5 (2d6-2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

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

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

Actions

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

Sling *Ranged Weapon Attack* +4 to hit, range 30/120 ft., (one creature) Hit: 4 (1d4 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

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Unseen Foes

"Everything goes dark. You hear creatures moving above your heads, but you cannot see a thing."

Creature(s)

Darkmantle

Small Monstrosity, Unaligned

Armor Class: 11

Hit Points: 22 (5d6+5)

Speed 10 ft., fly 30 ft.

Challenge 1/2 (100 XP)

Skills Stealth +3

Senses blindsight 60 ft., passive Perception 10

Echolocation The darkmantle can't use its blindsight while deafened.

False Appearance While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

Actions

Crush *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way. While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day) A 15-foot radius of darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, it is dispelled.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

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The darkmantles use their darkness aura and then attack with advantage.

Treasure

Nearby are the remains of a halfling wearing a pair of fine leather shoes with brass buckles (5 gp).

Further Adventure™

The darkmantles could be working with kobold mutants (see below) that strike in the darkness...

The darkmantles are a distraction to hide a secret door leading to a treasure hoard...

A party of kobolds hears the battle and investigates in 1d4 rounds from the start of combat...

Kobold Mutant

Small Humanoid (kobold), Lawful Evil

Armor Class: 13 (natural armor)

Hit Points: 17 (5d6)

Speed 30 ft.

Challenge 1/4 (50 XP)

Senses darkvision 120 ft., passive Perception 8

Languages Common, Draconic

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

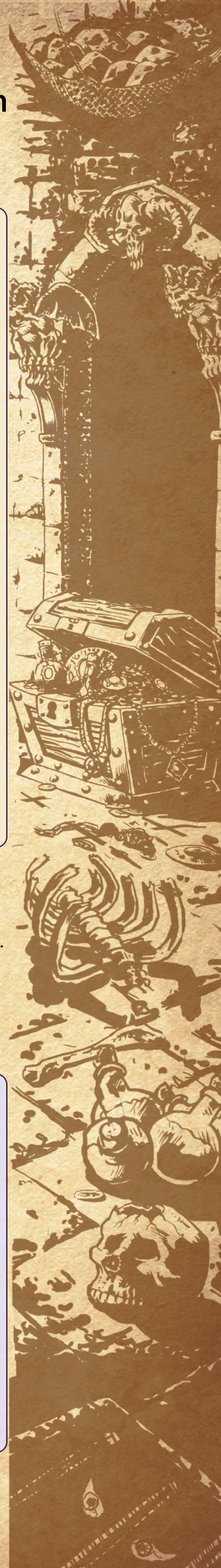
Actions

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

Sling *Ranged Weapon Attack* +4 to hit, range 30/120 ft., (one creature) Hit: 4 (1d4 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	9 (-1)	8 (-1)	8 (-1)

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The Violet Path

"The path is choked with large purple mushrooms. The air is heavy with a scent of rotting fruit."

Creature(s)

Violet Fungus

Medium Plant, Unaligned

Armor Class: 10

Hit Points: 18 (4d8)

Speed 5 ft.

Challenge 1/4 (50 XP)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

False Appearance While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch *Melee Weapon Attack* +2 to hit, reach 5 ft., (one creature) Hit: 4 (1d8) necrotic damage.

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

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The fungi have no tactics beyond moving slowly towards the players after their true nature is revealed.

Treasure

13 sp, 18 cp, and a skeletal hand can be found among the fungus patch.

Further Adventure™

The players could find a body decomposing amid the fungi patch...

Duergar traders (see below) pay well for violet fungus meat...

Violet Fungus spores are used to create healer's kits...

Duergar

Medium Humanoid (dwarf), Lawful Evil

Armor Class: 16

Hit Points: 26 (4d8+8)

Speed 25 ft.

Challenge 1 (200 XP)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Duergar Resilience The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

Actions

Enlarge (Recharges after a Short or Long Rest) ○ For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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

Invisibility (Recharges after a Short or Long Rest) ○ The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

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The Steel Beast

"The path widens to a thirty by thirty foot room. In the center sits a strange steel statue of a bull with glowing green eyes. A strange acrid scent in the air gives the chamber an unpleasant feel."

Creature(s)

Gorgon

Large Monstrosity, Unaligned

Armor Class: 19 (natural armor)

Hit Points: 114 (12d10+48)

Speed 40 ft.

Challenge 5 (1,800 XP)

Skills Perception +4

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 14

Trampling Charge If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

Actions

Gore *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 18 (2d12 + 5) piercing damage.

Hooves *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5-6) The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

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The gorgon fights mindlessly and without real tactics, though it does make use of its breath weapon whenever possible and attempts to charge any target twenty feet away or farther.

Treasure

In a corner of the room, wrapped in a rag, is a bottle of bubbly, orange liquid.

Professor Capra's Invigorating Tonic

Potion, rare

"Guaranteed to make you feel like a kid again"

When this bubbly orange potion is consumed, the PC must make a DC 15 Wisdom save or be polymorphed (per the spell) into a baby goat for one hour.

Further Adventure™

The gorgon could contain another creature, perhaps it is being powered by a captive...

The players could find an item in the dungeon that allows them to control the beast...

The gorgon could be needed to gain entry into a different part of the dungeon. The players lure it to the blocked, stuck or locked door and trick it into charging the wall...

Goat Kid

Small Beast, Unaligned

Armor Class: 10

Hit Points: 3 (1d6)

Speed 40 ft.

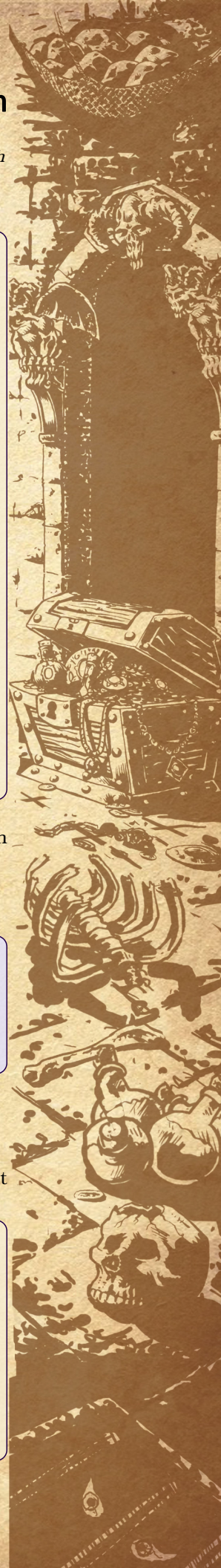
Challenge 0 (10 XP)

Senses passive Perception 10

Sure-Footed The goat kid has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	10 (+0)	2 (-4)	10 (+0)	7 (-2)

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Demon Door

"A three-eyed demonic face as tall as a man protrudes from the wall. A red gem is set in the demon's left eye, a blue gem in its right, and a yellow gem in the center eye. The demon's mouth is closed, its lips pulled back in a sneer that reveals long teeth. Through the teeth a small chest can be seen."

Opening the Demon's Mouth

A Wisdom Perception check (DC 11) will reveal that the colored gems in the eyes can be pushed, and when done so in the correct order, the mouth will open. The correct gem order is yellow, blue, red. Once a gem is pressed it glows faintly which lets the party know that the sequence is only three gems long, and requires each gem (only six possibilities). When the incorrect sequence is keyed in, the player receives a shock dealing electrical damage determined by character level (see below).

Character Level	Setback
1st-4th	1d10
5th-10th	2d10
11th-16th	4d10
17th-10th	10d10

Treasure

Adjust Treasure by level (*Feel free to modify the treasure to fit your campaign*)

Level	Treasure
0 - 4	25 gp
5 - 10	50 gp, <i>Potion of climbing</i>
11 - 16	<i>Wand of fireballs</i>
17+	(12) +3 Arrows

Further Adventure™

The open mouth could lead to a secret room or section of the dungeon...

The mouth could snap shut and sever an arm or trap a character in the chamber...

The face could be attached to a massive golem (see below) or animated object...

Iron Golem

Large Construct, Unaligned

Armor Class: 20 (natural armor)

Hit Points: 210 (20d10+100)

Speed 30 ft.

Challenge 16 (15,000 XP)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Fire Absorption Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons The golem's weapon attacks are magical.

Actions

Multiattack The golem makes two melee attacks.

Slam *Melee Weapon Attack* +13 to hit, reach 5 ft., (one creature) Hit: 20 (3d8 + 7) bludgeoning damage.

Sword *Melee Weapon Attack* +13 to hit, reach 10 ft., (one creature) Hit: 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6) The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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Misshapen Nightmare

"You see a globule of phlegm, twice the size of a man, digesting a small humanoid."

Creature(s)

Ochre Jelly

Large Ooze, Unaligned

Armor Class: 10

Hit Points: 45 (6d10+12)

Speed 10 ft., climb 10 ft.

Challenge 2 (450 XP)

Damage Resistances acid

Damage Immunities lightning, slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Amorphous The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb The jelly can climb difficult surfaces, including upside down on ceilings.

Actions

Pseudopod *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

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The nearly mindless jelly has no tactics. Substitute a gray ooze to reduce the CR (see below).

Treasure

Any treasure has long since been dissolved.

Further Adventure™

Ochre jelly slime is valued by alchemists...

The jelly burned a hole to a new section of the dungeon...

The acidity of the jelly has weakened the floor and created a pit trap...

Gray Ooze

Medium Ooze, Unaligned

Armor Class: 8

Hit Points: 22 (3d8+9)

Speed 10 ft., climb 10 ft.

Challenge 1/2 (100 XP)

Skills Stealth +2

Damage Resistances acid, cold, fire

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Amorphous The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

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

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

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The Copper Dragon's Bowl

In a small alcove (roughly five feet square) sits a stone pedestal with a copper dragon statue on top.

Trap

A Bowl of Coins

Should any of the players take any coins from the bowl, the dragon will breathe a 15 foot cone of acid.

Trap Danger	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-10th	10d10	18d10	24d10

If a PC places a coin in the bowl, roll accordingly on the chart below to see if the trap goes off as the PCs walk past. The only sure way to avoid the trap is to disarm it or place a platinum piece in the bowl.

Coin	Chance of Springing Trap
cp	75%
sp	50%
gp	25%
pp	0%

Treasure

In the bowl are 1d6 cp, 1d8 sp, and 1d10 gp.

Further Adventure™

The statue could animate and fly about the dungeon, causing mischief (see below)...

The statue could curse particularly greedy PCs and bless especially generous ones...

The statue could speak a riddle or give clues (false or true) to the dungeon ahead...

Clockwork Copper Dragon Wyrmling

Medium Construct, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 27 (5d8+5)

Speed 30 ft., climb 30 ft., fly 60 ft.

Challenge 1 (200 XP)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Perception +2

Damage Immunities poison, psychic

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target) Hit: 7 (1d10 + 2) piercing damage.

Acid Breath (Recharge 5-6) The clockwork dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	9 (-1)	10 (+0)	10 (+0)

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Sandstorm

"On a dais in the center of a twenty foot by twenty foot room rests four glass orbs, each roughly four inches in diameter. Each orb contains a roiling dust storm that rages violently inside."

Creature(s)

Dust Mephit x 4

Small Elemental, Neutral Evil

Armor Class: 12

Hit Points: 17 (5d6)

Speed 30 ft., fly 30 ft.

Challenge 1/2 (100 XP)

Skills Perception +2, Stealth +4 Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Terran

Death Burst When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day) The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

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

Blinding Breath (Recharge 6) The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded 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.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

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If the players enter the room, the orbs roll onto the floor, shatter, and the tiny dust storms coalesce into dust mephits. The mephits each fire their breath weapons and then fly to perches set into the ceiling.

Treasure

Amid some trash on the floor is an *Eversmoking Bottle* (see below), and 7 EP.

Further Adventure™

One of the orbs could be found unbroken and usable, the mephit inside would not be in the players' control...

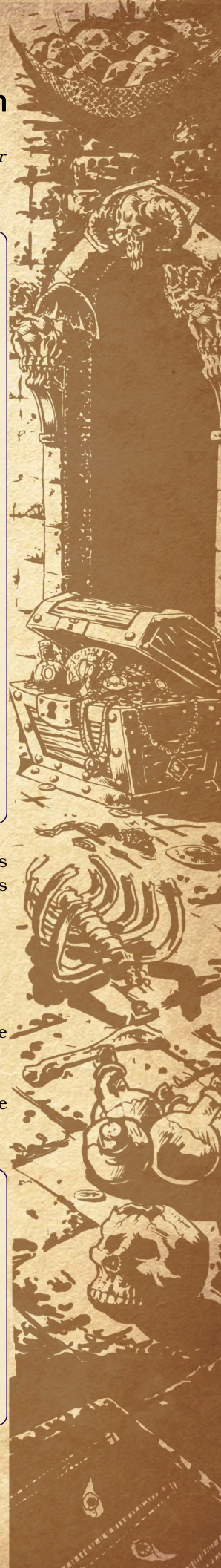
There could be a skills challenge that reverts the mephits to orbs...

There could be a fire somewhere in the dungeon that the players can extinguish by luring the mephits to it...

Eversmoking Bottle

Wondrous item, uncommon

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet. The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.



Kelvin the Nimble

"You find a body of a young adventurer slumped against the stone wall. The man has sandy blonde hair and is dressed in the trappings of a rogue."

Creature(s)

Kelvin the Nimble

Medium Humanoid (Human), Chaotic Good

Armor Class: 14 (leather armor)

Hit Points: 33 (6d8+6)

Speed 30 ft.

Challenge 1 (200 XP)

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

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

Senses passive Perception 16

Languages Common, Draconic

Cunning Action Each turn, Kelvin can use a bonus action to Dash, Disengage, or Hide.

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

Actions

Multiattack Kelvin makes two melee attacks.

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

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

The adventurer, Kelvin the Nimble, is currently at 0 hp and unconscious. Kelvin was wounded by a minotaur (see below) that guards the dungeon (or add mystery by having Kelvin claim he never saw what attacked him). If healed, Kelvin will aid the PCs to the best of his ability, though he isn't willing to die for his new friends. Kelvin is skilled at finding secret doors, disarming traps, and opening locks.

Treasure

In addition to his combat gear, Kelvin has thieves' tools, a *Potion of Greater Healing* (4d4+4), and 16 gp.

Further Adventure™

Kelvin could be a shapeshifter...

Kelvin could have been hired to steal a particular item once the PCs find it...

Kelvin could reward the PCs by revealing a secret door he found...

Minotaur

Large Monstrosity, Chaotic Evil

Armor Class: 14 (natural armor)

Hit Points: 76 (9d10+27)

Speed 40 ft.

Challenge 3 (700 XP)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Charge If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall The minotaur can perfectly recall any path it has traveled.

Reckless At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe *Melee Weapon Attack* +6 to hit, reach 5 ft., (one target) Hit: 17 (2d12 + 4) slashing damage.

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

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Hunted Fawn

"You hear a childlike scream of terror and a crash in the brush. You see a small fawn bound past you. Surprisingly, it yells in terror, 'Run! It's a wolf.' Seconds later, a snarling wolf of intimidating size rushes out in pursuit of its prey. The fawn continues to flee, but you don't know that it will be capable of escape."

Creatures

Awakened Fawn

AC 13, 4 hp, Passive Perception 12, Speaks Common and Sylvan

Dire Wolf

Large Monstrosity, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 37 (5d10+10)

Speed 50 ft.

Challenge 1 (200 XP)

Skills Perception +3, Stealth +4

Languages -

Sense Magic The mage hound senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Senses passive Perception 13

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

Pack Tactics The wolf has advantage on an attack roll 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* +5 to hit, reach 5 ft., (one creature) Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

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Chase Mechanic

At the end of each PC turn, roll a complication. The wolf and deer each move at a speed of 50 ft., dashing each round (100 ft. total).

Deer DC 10 Constitution save (unmodified)

Wolf DC 10 Constitution save (+2)

Deer FAILS roll: gains one level of Exhaustion. It stops running at 5 levels of exhaustion.

Deer FAILS two before wolf FAILS two: Wolf catches the deer.

Wolf FAILS two: It will attack the closest party member rather than the deer.

If the PCs escape from this scenario, award them the xp even if they do not kill the wolf, as they have saved the deer.

Treasure

If the characters defeat or scare off the wolf, the awakened fawn finds them. She is a scared child and does not know much about being awakened, but she can lead them to "great riches". She takes them to a grassy field where they find a majestic rack from a stag. This rack is worth at least 25 gp to any collector.

Further Adventure™

The fawn was awakened by a twisted druid who finds sentient sacrifices more pleasing to the dark powers...

The fawn knows of an entire pack of wolves who threaten much of the wildlife of the forest...

The wolf is the hunting dog of an evil half-orc berserker...



Supper at the Crossroads

"Along the trail you hear a haunting pipe tune, the crackle of a fire and the aroma of cooking meat. As you travel farther along the trail, you see a bearded man with a waxed goatee, an impressive gut, and the furry legs of a goat. He looks up from his pipes and gives a sly smile to a badger dozing by the fire. 'Well! It looks like I have company for supper after all! What have you brought for my stew?' he inquires as he points to a large iron kettle."

Creature(s)

Tion the Satyr

Medium Fey, Chaotic Neutral

Armor Class: 14 (leather armor)

Hit Points: 31 (7d8)

Speed 40 ft.

Challenge 1/2 (100 XP)

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

Senses passive Perception 12

Languages Common, Elvish, Sylvan

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 creature) Hit: 6 (2d4 + 1) bludgeoning damage.

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

Shortbow *Ranged Weapon Attack* +5 to hit, range 80/120 ft., (one creature) Hit: 6 (1d6 + 3) piercing damage.

Tion is generally friendly and does not initially want to start a fight.

When asked about his stew, he says, truthfully, that it is made from a rabbit and naturally growing vegetables of the forest. He has a quick wit and thinks most other beings are idiots compared to him. He offers his stew to the party and attempts to spark conversation to kill his boredom.

Insight DC 10 says he holds no ill intent.

If the party refuses to dine with him, he says, "So rude, you city folk are!" Then he packs up his camp and disappears into the wilderness. He knows many secrets of the forest and can guide the party to a useful location (determined by the DM). Alternately, if his favor is won, he could guide the party in such a way to avoid random encounters. (see challenge rules on next page)

The badger is a normal badger who travels with and keeps Tion company. Tion believes him to be a polymorphed unicorn. He has a sleepy demeanor, and is very tame.

Underhedge (Badger)

Tiny Beast, Unaligned

Armor Class: 10

Hit Points: 3 (1d4+1)

Speed 20 ft., burrow 5 ft.

Challenge 0 (10 XP)

Senses darkvision 30 ft., passive Perception 11

Languages -

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

Actions

Bite *Melee Weapon Attack*: +0 to hit, reach 5 ft., one creature. *Hit*: 1 piercing damage.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	14 (+2)	11 (+0)	15 (+2)

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STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

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Win Tion's Favor

In order to win Tion to your side, you must accomplish 3 of the following tasks and take at least a short rest.

Tasks to win Tion's Favor:

Offer him a significant amount of liquor: If you offer beer, wine, or other spirits, he chuckles to himself and says, "Now there is a wise fellow!" as he chugs vigorously.

Speak to him in four different languages: As he eats his stew he says, "That's a succulent conniegan. That's what we call these fellows in the sylvan tongue. Much more appropriate than 'rabbit', don'tcha think? What other names for it do you know?" If the party can name rabbit in four different languages, he thinks they are impressive and they gain his favor.

Spice it up a bit: If a character has experience in cooking or herbalism, they can make a suggestion to improve his stew. He carries an elaborate pouch of spices, and with a DC 15 skill check and if they suggest it, he raises an eyebrow and rummages through his pack, adds the spices and tastes the stew. "Well, by a treant's growing root, that is mighty tasty!"

Flirt: Any character can win favor by batting her eyes in his general direction. This is a DC 12 Persuasion check. If the player uses any sort of suggestive role play, grant that player advantage on their roll.

Outplay the satyr: After the meal if any PC is carrying a musical instrument, he says, 'You there... city dweller... can you actually play that thing?' He challenges them to a musical competition. Roll the character's appropriate skill opposed to the satyr, who has a +6 to perform. If the player outplays him, Tion says- "Not bad... it would be better if you had some hooves to help you tap out the rhythm." If Tion beats the PCs he says, "Yikes! That sounded like a moose in heat. Keep practicing before you return to the woods or some bull might take you as his mate."

Failure: If the party fails to receive his favor, he says, "Well, city folk, be careful in the woods. There's plenty of critters out there that would prefer you to that stew!" He gives a hearty laugh and leaves them on their own.

Combat If the party attacks Tion for some reason, he attempts to put the party to sleep with his pipes. He will fight to subdue if forced into combat. If he manages to knock the party out, he breaks or steals all of their weapons, gold, booze, and potions (which he thinks could possibly be liquor). If the party defeats Tion in combat, they earn 100 xp, but he refuses to tell them anything of value.

Treasure

Tion does not give up any treasure, but if he is incapacitated he has: a set of masterwork pipes, which are non-magical but could be worth 15 gp to a collector. Also, he has a copper drinking chalice worth 25 gp.

Further Adventure™

Rather than avoid encounters, Tion could lead the party to any other number of dangers...

Tion leads the group to a beautiful elven woman who has mysteriously been turned to stone...

Tion decides he is going to claim one of the female party members as his lover, and elope with her by force if necessary. He waits until another encounter occurs and attempts to charm or steal away his potential bride...



The Blighted Oak

"You stand beneath an oak that requires you to strain your neck to see the apex. The broad leaves of this tree fall to the earth unseasonably. Each of the broad leaves is green but speckled with brown dots. Sprouting from the trunk of the tree appears a statuesque female creature, her elegant face pocked with brown markings. She coughs and then says in a desperate voice, 'Help me, please!'"

Creature(s)

Dryad

Medium Fey, Neutral

Armor Class: 11

Hit Points: 22 (5d8)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Innate Spellcasting The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will druidcraft 3/day each: entangle, goodberry 1/day each: barkskin, pass without trace, shillelagh

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

Speak with Beasts and Plants The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Club *Melee Weapon Attack* +2 to hit, reach 5 ft., (one creature) (+6 to hit with shillelagh) Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

Fey Charm The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can. Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

The party has discovered a Dryad whose tree is infected with an insidious rotting fungus that is difficult to cure. This disease can be vanquished with a *greater restoration* spell. *Lesser restoration* cast separately on the tree and the dryad will prevent the disease from spreading. If the ailment is not cured in one week, it will kill the dryad. If the party chooses not to help the dryad, she may use *charm* to get the party to help, as the infection is spreading through the entire grove.

Time Limited Skills Challenge

Five days

The party may reroll a check once per day while searching for materials and crafting a potion to heal the dryad. It will take 1d4 doses of the potion to cure the dryad and her tree. Possible Skills:

Nature DC 15 check to discover evidence of a plant and materials that can treat the disease.

Survival DC 12 or Perception DC 15 to find enough material to craft the cure.

Herbalism DC 12 or Nature DC 15 to craft the cure.

Allow party members to improvise various ways to assist and grant advantage on the rolls. If the time frame for this encounter does not work for the adventure, feel free to speed up the onset of the disease to match the frequency of the checks.

Treasure

If the party saves the dryad, she points them towards a hollowed out tree stump, which contains *Boots of Elvenkind*.

Further Adventure™

A force of the forest has turned to chaos and is killing woodland creatures. It needs to be stopped before it is too late...

A band of evil myconids turned to the service of a glabrezu (see below) are responsible for the infection, and they hope to infect the entire forest. They can be found in a nearby cave...

The dryad falls in love with a party member and seeks a way to be freed from her oak...

Glabrezu

Large Fiend (demon), Chaotic Evil

Armor Class: 17 (natural armor)

Hit Points: 157 (15d10+75)

Speed 40 ft.

Challenge 9 (5,000 XP)

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.

Innate Spellcasting The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will *darkness, detect magic, dispel magic*

1/day each *confusion, fly, power word stun*

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

Actions

Multiattack The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer *Melee Weapon Attack* +9 to hit, reach 10 ft., (one target) Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) Hit: 7 (2d4 + 2) bludgeoning damage.

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

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Amorous Couple

"As you travel the woods you hear a whisper. 'Psstt.. hey you! Could you please help us?' You look over to see a nude youth hiding behind a shrub. Behind him is a girl trying her best to cover herself with a maple branch. 'Could you find our clothes!?!' the girl pleads, at the edge of tears."

Creature(s)

Duende x 3

Small Fey, Chaotic Good

Armor Class: 15

Hit Points: 1 (1d4-1)

Speed 10 ft., climb 30 ft.,

Challenge 1/4 (50 XP)

Skills Athletics -2

Languages Sylvan, Elvish

Magic Resistance The duende has advantage on saving throws against spells and magic effects.

Innate Spell Casting The duende's innate spellcasting is Wisdom (Spell save DC 12). It can innately cast the following spells, requiring only naturally found items as a component.

At Will jump

1/day confusion, freedom of movement, faerie fire, gust of wind, phantasmal, force, polymorph, sleep, and speak with plants.

Actions

Superior Invisibility The duende magically turns invisible until its concentration ends (as if it is concentrating on a spell). Any equipment the duende wears or carries is invisible with it.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	12 (+1)	14 (+2)	12 (+1)

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The duende (Ona, Ora, and Pav) begin this encounter in the trees and are already invisible. Drawing a weapon or casting a harmful spell will cause the fey to use their spells to confuse and misdirect the PCs.

Gregor and Alia (commoners)

Gregor and Alia are naked and embarrassed. A band of Duende made off with all of their clothes.

Perception DC 10 to find the clothes at the top of a birch tree.

Athletics DC 10 to Climb the tree.

Persuasion DC 15 (Sylvan or Elvish), can convince the Duende to give back the clothes. If failed, the fey agree to give back the clothes if the party can tell a decent joke.

Treasure

If successful, Gregor offers 15 silver pieces from his trousers. He will admit he was saving his earnings to buy a ring to wed Alia. If the party refuses payment, the duende offer the party a magical fruit that acts as a potion of healing.

Further Adventure™

Alia's father is a local lord who does not know that his daughter snuck out of town...

The town guard is suspicious that the party are kidnappers, who took the teens...

Gregor requests that he serve as a squire to earn money for an engagement ring for Alia...

Ravenous Bear

"You come to a clearing in the woods and have wandered across a shoulder-height straw hut that is in disrepair. The door hangs open as you glance inside. You hear a low primal growl and peer upon the unmoving corpse of a man covered in liver spots; his innards are being masticated by an enormous brown bear. As it looks up from its meal, the bear lets out a fearsome roar from its gore soaked muzzle."

Creature(s)

Brown Bear

Large Beast, Unaligned

Armor Class: 11 (natural armor)

Hit Points: 34 (4d10+12)

Speed 40 ft., climb 30 ft.

Challenge 1 (200 XP)

Skills Perception +3

Senses passive Perception 13

Languages -

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

Actions

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

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

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

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This bear has turned ravenous and is seeking a source of food. It will view the party as competition at best, and at worst, a fresh meal. If the party flees the scene, whomever inhabited this hut set a pit trap for the bear. If they flee, there is a DC 10 Perception check required to avoid the 10 foot by 10 foot pit. Anyone who falls into the trap sustains 1d6 +2 damage from the spiked pit. It requires a DC 10 Athletics check to escape from the pit.

Treasure

If the bear is defeated, the cabin contains: 17 gp, 4 days worth of trail rations, an herbalism kit, a sprig of mistletoe, and a *Scroll of Animal Friendship*.

Further Adventure™

The inhabitant of the hut was a fledgling druid who had befriended the bear; why it turned on its companion remains a mystery...

The druid went insane and turned to dark powers; further woodland creatures attack the party until they can find a way to stop the curse...

One of the PCs wounded in the battle becomes easily irritated and complains of hunger constantly...



Haunted Creek

"On the other side of a slow running creek, you see a skeleton sitting against a tree. Around its torso is shimmering silver mail that has been left untarnished by the elements."

Creature(s)

Will-o'-Wisp x 2

Tiny Undead, Chaotic Evil

Armor Class: 19

Hit Points: 22 (9d4)

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

Challenge 2 (450 XP)

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

Damage Immunities lightning, poison

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

Senses darkvision 120 ft., passive Perception 12;

Languages the languages it knew in life;

Consume Life As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral The will-o'-wisp can't wear or carry anything.

Incorporeal Movement The will-o'-wisp 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.

Variable Illumination The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock Melee Weapon Attack +4 to hit, reach 5 ft. (one creature) Hit: 9 (2d8) lightning damage.

Invisibility The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

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A DC 15 Survival check indicates that the area of the creek is sandy and filled with quicksand (DMG 110). When anyone attempts to cross the quicksand, a pair of will-o-wisps materialize and begin to attack the sinking individual.

Treasure

The skeleton is wearing mithril chain mail of elvish manufacture.

Further Adventure™

The wood elf who wore the chain mail was a local hero. The party could travel to his village and return his body...

The will-o-wisps vanish rather than being vanquished. The party must devise a way to mark this quicksand area before other travelers fall prey to this hazard...

Whoever dons this armor is pursued by the spirit of its owner. He rises as an undead and seeks back his precious heirloom...

Fluffy!

"From behind a shrub you hear a baritone voice attempting to whisper, 'Krog won't let the bad ones take you... Krog will protect you.' Peering at you from a seated position is a hulking figure with grey green skin, hugging tightly a hair-covered leathery ellipsoid. When the humanoid sees you, his eyes go wide and he utters out, 'Bad men! You will not take away my fluffy!!!' He gently sets down the strange egg, picks up a stone battle axe and lumbers forth."

Creature(s)

Ogre

Large Giant, Chaotic Evil

Armor Class: 11

Hit Points: 59 (7d10+21)

Speed 40 ft.

Challenge 2 (450 XP)

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

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Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Actions

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

Javelin ○○○ *Ranged Weapon Attack* +6 to hit, range 30/120 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

Krog is a ogre who was exiled from his tribe for his simple mind and soft nature. He will attack others, but always goes for subduing his enemy rather than a death blow. He discovered the egg two days back when he stumbled into a cave. This egg is the unborn child of a nearby owlbear. (A DC 10 Survival check identifies it as an egg; a DC 15 Survival check identifies it as an owlbear egg.) He can be talked out of his attack with a DC 15 Persuasion check, or a DC 20 Intimidation. However, the egg's mother is stalking Krog and will arrive within d10+2 rounds of this encounter start, thus triggering part two.

Treasure

Krog has 7 sp.

Part Two

"Bursting forth from the weeds, screeching at ear-shattering volume is an ursine creature covered in a mixture of fur and feathers. It appears you may have discovered "fluffy's" owlbear mother, and she looks none too pleased!"

Owlbear

Large Monstrosity, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 59 (7d10+21)

Speed 40 ft.

Challenge 3 (700 XP)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

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 creature) Hit: 14 (2d8 + 5) slashing damage.

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

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Further Adventure™

The egg itself hatches in 4d10 days, and then "Fluffy" imprints itself on the first creature it sees... The party needs to travel to the owlbear cave and slay the male mate before he goes on his own rampage...

A local wizard is paying well to make an owlbear omelet. Is the party ok with allowing this unborn creature to be consumed...



Tangled Webs

"From a dark and leafless part of the forest, you hear a low, painful groan. The source of this noise is a majestic elk with massive antlers, covered in a curtain of webs. It looks at you with desperate eyes. You do not see a spider about, but you know it must be near."

Skills Challenge

3 successes with no failures

Stealth DC 13 stealth check per 10 feet (30 feet total).

Perception DC 20 perception to spot the ettercaps.

Making all three Stealth checks allows the party to avoid combat with the ettercaps, who are napping atop a nearby tree. A PC can cut free the elk by doing 5 slashing damage to the web.

PCs moving through the web require a DC 12 Dexterity save or become restrained. Anyone caught by a web alerts the ettercaps, which are currently 80 feet away. If fire is used before the elk is free, the fire will inflict 2d6 of fire damage for 4 rounds to all creatures caught in the web.

Creature(s)

Ettercap x 2

Medium Monstrosity, Neutral Evil

Armor Class: 13 (natural armor)

Hit Points: 44 (8d8+8)

Speed 30 ft., climb 30 ft.

Challenge 2 (450 XP)

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

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 creature) 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 also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

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

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Treasure

The nest contains the mummified remains of an elf, a rotted leather pouch with 14 sp, and twelve small translucent spheres. If the characters shine a light next to one, they see small ettercaps developing in each egg. The ettercaps will gestate for another two months before they hatch. If the stag survives, he leads them to a magical mistletoe shrub. A DC 10 Nature or Survival roll reveals six berries; eating one berry will have the effect of a *lesser restoration* spell, eating two berries will act as a *greater restoration* spell, eating more than two berries has no effect.

Further Adventure™

The ettercaps are an invasive species to this forest; the elvish druid of these woods used to repel them but she has gone missing...

In a moment of peril, the giant elk may appear to aid the party...

One of the eggs hatches and the baby ettercap imprints on the nearest PC...

Poisoned Centaur

"Crashing through the brush comes a bearded centaur with several arrows protruding from his back. He puts one brawny arm up against a tree to brace himself from falling over. In the distance, you hear a yipping sound and arrows zipping through the foliage. The centaur speaks: "The arrows... poison..."

Creature(s)

Centaur

Large Monstrosity, Neutral Good

Armor Class: 12

Hit Points: 45 (6d10+12)

Speed 50 ft.

Challenge 2 (450 XP)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

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Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Elvish, Sylvan

Charge If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike Melee Weapon Attack +6 to hit, reach 10 ft., (one creature) Hit: 9 (1d10 + 4) piercing damage.

Hooves Melee Weapon Attack +6 to hit, reach 5 ft., (one creature) Hit: 11 (2d6 + 4) bludgeoning damage.

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

Currently at 0 hp, if healed he will join the fray.

Gnoll x 5

Medium Humanoid (gnoll), Chaotic Evil

Armor Class: 15

Hit Points: 22 (5d8)

Speed 30 ft.

Challenge 1/2 (100 XP)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

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Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

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

Actions

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

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

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

The party has come across a pack of gnolls who are hunting a centaur using poisoned arrows. The gnolls fire at a distance with poisoned arrows, each dealing an additional 3 (1d6) poison damage (DC 13 Constitution save for half damage and to avoid the poison condition). The gnolls attempt to subdue rather than kill, as they plan on using the party for demonic sacrifice.

Treasure

The gnolls have 56 sp, and 12 gp, and 10 doses of the poison described above.

Further Adventure™

They are gathering sacrifices and the PCs must find the gnoll encampment before the ritual...

The poison is much more lethal and slow acting. The PCs need to find a forest herb to heal anyone who was wounded by the poison...

The gnolls are collecting prisoners to uncover a demonic artifact trapped under a mile of debris...



The Burning Grove

"Smoke bellows out, and you hear the crackle of burning timbers and the cackle of a maniacal laugh. Beneath a now burning alder stands a woman with rotting teeth and filth covered robes. She is flanked on either side by wild hogs. She spots you with a milky eye and lets out a shrill command. 'Minions, bring me those beings, they will be our next offering! Ha! Ha! Ha!' the woman cackles as she morphs into a foul boar and charges. From the brambles step out a number of bipedal humanoids made of dried thorn and razor wire. Their needles glisten with drops of blood from creatures unknown."

Creature(s)

Boar x 2

Medium Beast, Unaligned

Armor Class: 11 (natural armor)

Hit Points: 11 (2d8+2)

Speed 40 ft.

Challenge 1/4 (50 XP)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

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Senses passive Perception 9

Charge If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest) If the boar takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

The druid uses the *Relentless* feature of her boar form to stay alive, and flees to heal (Cure light wounds as a second level spell or lair effect to sacrifice her followers) and use ranged attacks.

Treasure

Locked in a metal chest nearby are 80 pp, 1800 gp, 4321 sp. The druid wears five 50 gp gold rings with bloodstones on her left hand. There are also 2 *Potions of Greater Healing* and a *Scroll of Detect Magic*.

Further Adventure™

The druid was the source of many evils in the forest, but perhaps demonic forces are at play...

These are not the only gnolls causing havok in the forest...

The party must find a way to stop the fire before it consumes the forest.

Corrupted Druid

Medium Humanoid (any race), Chaotic Evil

Armor Class: 11

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 2 (450 XP)

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

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

Senses passive Perception 14

Languages Druidic plus any two languages

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) ○○○○ *cure wounds, entangle, speak with animals, thunderwave*

2nd level (3 slots) ○○○ *barkskin, hold person*

Actions

Quarterstaff Melee Weapon Attack +2 to hit, reach 5 ft., (one creature) Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

The corrupted druid starts play in boar form, and uses this to disguise her from the other boars in her command. (A DC 12 Perception is required to determine which is the druid)

Lair Actions

Lair Actions Occur On Initiative 20: While fighting in the burning grove, the druid can call upon chaotic forces to cause one of the following effects: A timber falls from burning in such a way it can effect a 5' by 10' area. Anyone within the area must make a DC 12 Dexterity save or take 3d6 damage, 2d6 from timber 1 d6 from fire. Smoke fills a 40' cube. Any creature attacking from within the cube is at disadvantage. If one of the monsters is consumed by roaring flames it takes 2d6 fire damage. If this kills the creature, dark power cures every being within the grove a chaotic alignment for d4+2 hit points.

The Angry Hive

"You see a huge oak tree engulfed by a massive wasp's nest. The gray, papery nest is as large as a two-story house with man-sized wasps crawling in and out of it."

Creature(s)

Giant Wasp x 4

Medium Beast, Unaligned

Armor Class: 12

Hit Points: 13 (3d8)

Speed 10 ft., fly 50 ft.

Challenge 1/2 (100 XP)

Senses passive Perception 10

Languages -

Actions

Sting Melee Weapon Attack +4 to hit, reach 5 ft., (one creature) Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) 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 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

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The wasps fight to the death and have no real tactics to speak of, though they will swarm anyone who wields fire.

Treasure

On the rotten corpse of a half orc, near the base of the tree, is a *Potion of Climbing* (see below) and a green copper ring in the shape of a dolphin (14 gp).

Further Adventure™

A treant hires the party to remove a similar nest off his trees without hurting them ...

If the nest is searched, several sprites, weakened from poison, are found sealed into chambers to be fed to the young...

The wasp stingers can be used to create antitoxin potions (see below)...

Creating Antitoxin

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Medicine, Nature, Sleight of Hand

Success: The party is able to remove the stingers and create 1d4+1 vials of antitoxin.

Failure(s):

- 1: The next check is made with disadvantage.
- 2: The number of antitoxins created is reduced by 1.
- 3: The number of antitoxins created is reduced by 2.

Antitoxin

A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Potion of Climbing

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.



Beneath the Frozen Pond

"Beneath a copse of shady trees, you find a small pond, roughly twenty feet in diameter. Despite the warmth of the day, the small pond is frozen solid. The plants around the pond are green and lush."

The small pond has frozen solid because weeks or months before, a *Frostbrand* was dropped or placed in the water. The sword sunk to the bottom and has since frozen the pond. If the players investigate, it will be impossible to know the cause without magical means. Should the PCs find a creative way to melt the water, they will find the sword at the bottom.

Treasure

At the bottom of the pond, frozen under twenty feet of solid ice, rests *Gelidus*, a *Frostbrand* longsword. (If it better suits your party, *Gelidus* can be a *Staff of Frost*.)

Further Adventure™

The spirit of the sword's (or staff's) previous owner could challenge the PCs to prove their worth before attunement is possible...

Once melted, the pond could in fact be a water elemental (see below)...

Perhaps the sword is intelligent and evil, and was placed in the pond to keep it out of use...

Optional Creature

Water Elemental

Large Elemental, Neutral

Armor Class: 14 (natural armor)

Hit Points: 114 (12d10+48)

Speed 30 ft., swim 90 ft.

Challenge 5 (1,800 XP)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Water Form The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack The elemental makes two slam attacks.

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

Whelm (Recharge 4-6) Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

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A Bounty on Your Heads

"A troop of four heavily-armored and organized hobgoblins step out to block your path. Their leader looks your party over and says something to his men in goblin. All four draw swords."

Creature(s)

Hobgoblin x 4

Medium Humanoid (goblinoid), Lawful Evil

Armor Class: 18

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/2 (100 XP)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

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 creature) 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 creature) Hit: 5 (1d8+1) piercing damage.

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

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The Hobgoblins stick close together to take full advantage of their Martial Advantage power, flanking whenever possible. They fight until it is clear they'll be defeated, at which point they retreat.

New Weapon

Barbed Net

Martial Ranged Weapon

Cost-1 gp, Damage- 2 slashing, Weight- 5 lb., Properties- special, thrown (range 5/15)

A large or smaller-sized creature hit by a net is restrained (speed 0, attacks against you have advantage, you have disadvantage on Dexterity saves) until freed and suffers 2 points of slashing damage. A net has no effect on formless creatures. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature on a success, but doing so causes another 2 damage to the netted creature or the players aiding them. Should the check fail, each attempt results in 2 points of slashing damage from the twisted barbs worked into the ropes. Dealing 5 points of slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. Using a net to attack someone is the only attack you can attempt in a turn, regardless of the number of attempts you can normally make.

Treasure

Each hobgoblin carries a d8 worth of gold coins, and each carries a barbed net along with his listed gear.

Further Adventure™

If the lead hobgoblin is captured or defeated, the PCs find a letter written in goblin hiring them to attack the party...

The Hobgoblins all wear a pin pledging them to an enemy faction...

The PCs find a wanted poster depicting a very close description of one of the party members, but bearing a different name...



The Minstrel and the Monster

"You see a minstrel, brightly clad in blue and yellow motley, at the top of an ash tree. At the base of the tree stands an irate ogre, his massive arms wrapped around its trunk, shaking it violently. The minstrel, his face bone white, appears to be praying fervently."

Creature(s)

Ogre

Large Giant, Chaotic Evil

Armor Class: 11

Hit Points: 59 (7d10+21)

Speed 40 ft.

Challenge 2 (450 XP)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Actions

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

Javelin ○○○ *Ranged Weapon Attack* +6 to hit, range 30/120 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

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

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The musician is a human named Cecile, and his new friend is an ogre named Orok.

Cecile the Minstrel

Medium Humanoid (Human), Chaotic Good

Armor Class: 11

Hit Points: 8 (2d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Perform (lute) +4

Senses passive Perception 10

Languages Common

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

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Treasure

Cecile will accompany the party to the next town, regaling the PCs with stories and bawdy songs.

Further Adventure™

A jealous husband and his brother (see below) come looking for Cecile...

If Orok escapes, he returns with reinforcements...

Cecile once followed a knight named Aiken, and tells of a dragon graveyard filled with treasure...

Thug

Medium Humanoid (any race), Unaligned

Armor Class: 11 (leather armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

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

Actions

Multiattack The thug makes two melee attacks.

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

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

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

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Barbs and Quills

"A monster with the head of a man, the body of a lion, and huge black wings circles overhead, growling and hurling insults nearly as sharp as the barbs at the end of its spiked tail."

Creature(s)

Manticore

Large Monstrosity, Lawful Evil

Armor Class: 14 (natural armor)

Hit Points: 68 (8d10+24)

Speed 30 ft., fly 50 ft.

Challenge 3 (700 XP)

Senses darkvision 60 ft., passive Perception 11

Languages Common

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 creature) Hit: 7 (1d8 + 3) piercing damage.

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

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

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

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The manticore uses flight to stay out of melee combat until it uses up all of its tail spikes, after which it closes to base-to-base and attacks with its claws and bite. It flees if outmatched.

Treasure

The manticore wears a leather collar with silver spikes worth 25 gp.

Further Adventure[™]

The manticore serves as artillery for a gnoll tribe...

If defeated, the manticore offers to lead the players to his treasure if they spare his life...

The players recall that a local lord is offering a bounty for the head of the manticore for eating his cattle...

Gnoll

Medium Humanoid (gnoll), Chaotic Evil

Armor Class: 15

Hit Points: 22 (5d8)

Speed 30 ft.

Challenge 1/2 (100 XP)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

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

Actions

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

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

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

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Spiders from the Ghostly Realm

"A pair of brightly-patterned spiders, each as large as a horse, appear from nowhere and lunge at you."

Creature(s)

Phase Spider x 2

Large Monstrosity, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 32 (5d10+5)

Speed 30 ft., climb 30 ft.

Challenge 3 (700 XP)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages -

Ethereal Jaunt As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

Web Walker The spider ignores movement restrictions caused by webbing.

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) 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 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

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While not especially intelligent, the Phase Spiders are accomplished hunters and make full use of their jaunt ability to evade attacks and set up flanks.

Treasure

Just inside the rift is demon skull with a silver bladed longsword driven through the eye socket. The blade requires a DC 15 Strength check to break it free from the skull and the ground beneath.

Further Adventure™

A rift to the ethereal plane has been opened and creatures have begun to spill out...

A ghostly wizard who opened the rift comes to see who has tampered with its handiwork...

If the rift is left open, ghosts begin to wander through, lost...

Closing the Rift

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Arcana

Success: The party manages to seal the rift to the ethereal plane.

Failure(s):

1: The next check is made with disadvantage.

2: All creatures within 15 ft. of the rift suffer (10) 3d6 psychic damage.

3: The rift is closed, but not before two more phase spiders slip through.

Ghost Blade

Weapon (longsword), Uncommon

During daylight hours, the ghost blade functions like a mundane silvered longsword. While the moon is in the sky the ghost blade has a +1 bonus to attack and damage rolls, and glows with an eerie blue light when creatures with the Incorporeal Movement trait are within 30 feet.

An Unseen Threat

"You hear high-pitched screaming from a nearby field. A halfling is running at full speed while the ground erupts behind him."

Creature(s)

Bulette

Large Monstrosity, Unaligned

Armor Class: 17 (natural armor)

Hit Points: 94 (9d10+45)

Speed 40 ft., burrow 40 ft.

Challenge 5 (1,800 XP)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages -

Standing Leap The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

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The bulette isn't a great strategist, but it will attempt to attack from below, burrow back into the ground, and choose a new target. If the PCs are grouped together, it will use its Deadly Leap feature to attack as many creatures as it can in its four-square space.

Treasure

The Halfling has little wealth but offers an excellent meal and a warm place to rest for the night.

Further Adventure™

The bulette has destroyed the road and blocked trade...

The halfling's cottage collapses, revealing an opening to a cavern below...

The bulette has a nest of young nearby...

Halfling

Small Humanoid (halfling), Any Alignment

Armor Class: 10

Hit Points: 3 (1d6)

Speed 25 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common, Halfling

Halfling Nimbleness A halfling can move through the space of any creature that is of a size larger.

Brave The halfling has advantage on saving throws against being frightened.

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

Actions

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

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

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Ripped from Grace

"A figure wanders into the light of your campfire and sits on a rock. He is dressed in a grimy chain shirt that is ripped and useless. A tabard, once white, is now stained with old blood. The stranger stretches out his long clawed fingers to warm them and whispers to no one in particular, 'I am so very cold. And I am so very hungry.'"

Creature(s)

Vampire Spawn

Medium Undead, Neutral Evil

Armor Class: 15 (natural armor)

Hit Points: 82 (11d8+33)

Speed 30 ft.

Challenge 5 (1,800 XP)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Regeneration The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses The vampire has the following flaws:

Forbiddance The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack The vampire makes two attacks, only one of which can be a bite attack.

Claws *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., (one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained.) Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The stranger was a proud young paladin that was recently turned into a vampire spawn. The vampire fights until destroyed.

Treasure

Three shards of citrine (50 gp each).

Further Adventure™

The players find a love letter and wedding ring inside the paladin's belongings...

The church hires the PCs to track down the vampire who turned their paladin...

The vampire, known as The Reeve, continues to turn paladins and clerics...

The Stone Children

"Nearly obscured by tall grass, you find a pair of statues rendered in the likeness of two small children. The workmanship is superb and the details flawless."

The children, a brother and sister named Janna and Kell, have been petrified by a cockatrice. The monster has since wandered off. The players will need to succeed on a DC 15 Medicine, Investigation, or Nature check to realize the source of the children's ailment and separate it from other possible causes like a basilisk, medusa, flesh to stone spell, etc.

Optional: You can increase the difficulty of the encounter by having a giant weasel making a nest between the stone children when they are discovered. The weasel defends his new home, but flees if it takes serious damage.

Giant Weasel

Medium Beast, Unaligned

Armor Class: 13

Hit Points: 9 (2d8)

Speed 40 ft.

Challenge 1/8 (25 XP)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages -

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

Actions

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

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Treasure

If returned to flesh, or at the very least, guarded until they return naturally (in about 12 hours), Janna gives the players six goodberries she received from her mother.

Further Adventure™

The children can lead the players to the cockatrice's nest...

The children's mother, a druid name Jelessa (see below), will gladly aid the PCs with healing magic and advice...

The children say their friend Sam was with them when they were attacked...

Druid

Medium Humanoid (any race), Any Alignment

Armor Class: 11

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 2 (450 XP)

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

Senses passive Perception 14

Languages Druidic plus any two languages

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, reach 5 ft., (one creature) Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

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

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Feathers and Stone

"A group of four odd chickens with featherless, leathery wings approaches you on all sides, pecking and scratching at the ground."

Creature(s)

Cockatrice x 4

Small Monstrosity, Unaligned

Armor Class: 11

Hit Points: 27 (6d6+6)

Speed 20 ft., fly 40 ft.

Challenge 1/2 (100 XP)

Senses darkvision 60 ft., passive Perception 11

Languages -

Actions

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

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The cocktrices don't have any tactics. They swarm the closest opponent and peck them furiously. If the PCs retreat, the birds follow for a round and then return to their nests. The creatures are not evil, they are just protecting their nests.

Treasure

None. See below.

Further Adventure™

The cocktrices are guarding a large clutch of eggs...

Several children in the area have gone missing after trying to chase the "funny chickens"; they are unharmed, but temporarily petrified somewhere in the tall grass...

A tinker is frozen in place with a full pack on his back, he would reward the party if they restored him...

Hugo the Tinker

Medium Humanoid (Human), Lawful Good

Armor Class: 10

Hit Points: 10 (2d8+2)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Persuasion +4, Insight +4, History + 4

Senses passive Perception 12

Languages Common, Elvish, Dwarvish

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

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Available Products

Hugo has dozens of products available, some that may interest the party are:

Item	Price
Healing potion (2)	45 gp
Silvered dagger	98 gp
Trail Ration	1 sp
Holy water (2)	23 gp
Chain shirt	45 gp
Longsword	15 gp
Steel Shield	10 gp

Those aren't drunkards...

"Through a thin mist, you see two bums stumbling forward, bumping into each other after a night of carousing. The first thing you notice is that they smell terrible; the second thing you notice is that their throats have been slit and one has no jaw!"

Creature(s)

Zombie x 2

Medium Undead, Neutral Evil

Armor Class: 10

Hit Points: 22 (3d8+9)

Speed 20 ft.

Challenge 1/4 (50 XP)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Undead Fortitude If reduced to 0 hit points, the zombie must make a Constitution save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 4 (1d6 + 1) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

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The zombies attack recklessly with little strategy. To increase the difficulty of the encounter use juju zombies (see below).

Treasure

Nothing of value. One zombie has a copper piece in his pocket that is green with corrosion.

Further Adventure™

One zombie's throat has been slit recently...

When one is dispatched, a black moth crawls out from a hole in his body and takes flight. What could this omen mean...

Before they are dispatched, one bites a party member. The wound didn't hurt much but seems to be infected and will not heal...

Juju Zombie

Medium Undead, Neutral Evil

Armor Class: 13 (natural armor)

Hit Points: 42 (6d8+9)

Speed 20 ft.

Challenge 1 (200 XP)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages any one language

Undead Fortitude If reduced to 0 hit points, the juju zombie must make a Constitution save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the juju zombie drops to 1 hit point instead.

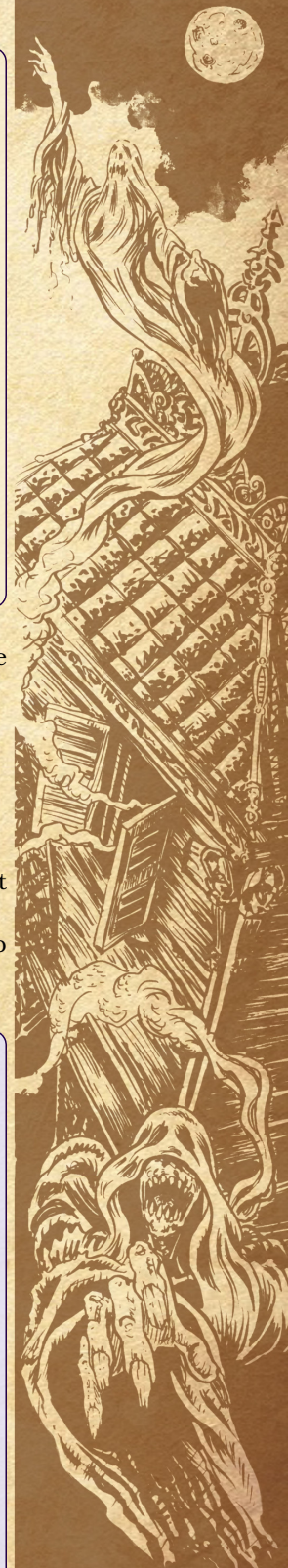
Actions

Multiattack The juju zombie makes two slam attacks.

Slam *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 7 (1d8+3) bludgeoning damage.

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

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Hound at the Gate

As you walk along a wrought iron fence, you come to a large gate locked with a sturdy padlock. From behind some brush approaches a growling mastiff with eyes like embers. It emits a low growl and tendrils of flame seethe from its jaws.

Creature(s)

Hell Hound

Medium Fiend, Lawful Evil

Armor Class: 15 (natural armor)

Hit Points: 45 (7d8+14)

Speed 50 ft.

Challenge 3 (700 XP)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

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

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

Actions

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit:7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6) The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

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The hellhound breathes fire at whomever tries to tamper with the lock. If the party attempts to attack it from the other side of the fence, the hound can easily clear it with a running jump and attack. The hell hound pursues any character of chaotic good alignment first. The lock can be opened with a DC 15 thieves' tool check, or a DC 20 Strength check.

Treasure

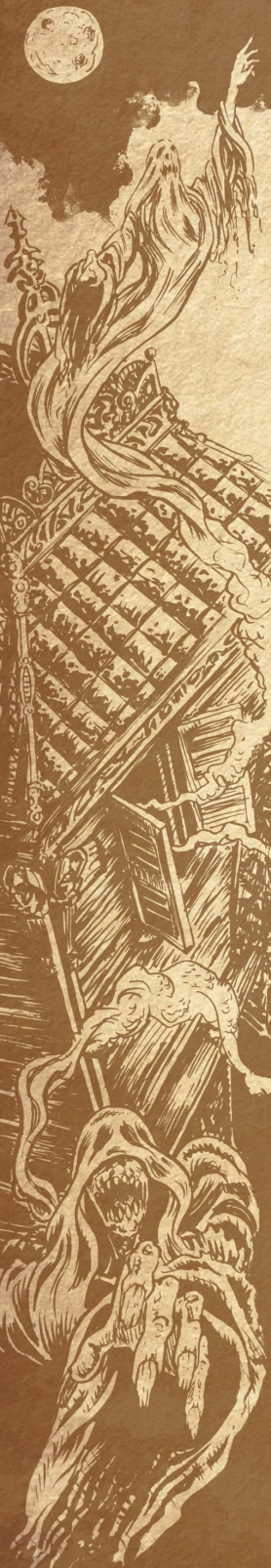
The hell hound's collar has silver spikes (75 gp).

Further Adventure™

Nearby, the hound's lair seems to contain the femur bone of a small human child...

The hell hound's collar has a gold tag with the letter L on it. Perhaps this relates to a local necromancer or summoner...

A small black leather book is found nearby. In Infernal script are command words that seem to fit a dog, such as "Heel" "Sick" "Roll over". These might be valuable to sages or trainers, if the effects of these commands could be proven...



Grave Diggers

You come across a hooded figure barking orders at a hulking creature with a shovel. "Find the skulls, you dolt!" the hooded one commands in a scratchy voice. Then he looks back to see the party and hisses. "Never mind, fresh ones will have to do!"

Creature(s)

Ogre Zombie

Large Undead, Neutral Evil

Armor Class: 10

Hit Points: 85 (9d10+36)

Speed 30 ft.

Challenge 2 (450 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

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Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Undead Fortitude If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

The ogre zombie is waist deep in a freshly dug grave, and it will take half of its movement to crawl out. The Dark Priest attempts to command the most physically imposing figure to flee. He tries to keep at a distance while he uses the ogre zombie to bring the fight to the party. From a safe distance, he attacks with rays of sickness and a twisted version of sacred flame that causes necrotic rather than radiant damage.

Treasure

The priest has on him a 75 gp onyx, chain mail, and a *Potion of Healing* which he may use in the course of the combat. He also has a backpack containing four human skulls.

Further Adventure™

Upon the dark priest's death, he utters ominous words, causing the dead to rise... A terrible curse is laid upon the land until each skull is rejoined with its original body... The freshly dug grave has a headstone that matches the name of a party member...

Dark Priest

Medium Humanoid, Chaotic Evil

Armor Class: 15 (chainmail armor)

Hit Points: 27 (5d8+5)

Speed 25 ft.

Challenge 2 (450 XP)

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

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Skills Perception +7, Persuasion +3, Religion +4

Senses passive Perception 17

Languages common, abyssal, infernal

Spellcaster The dark priest is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will) *guidance, necrotic bolt (new cantrip), light*

1st level (4 slots) ○○○○ *ray of sickness, healing word, command*

2nd level (3 slots) ○○○ *spiritual weapon, blindness*

3rd level (2 slots) ○○ *dispel magic, spiritual guardian*

Touch of Death (long rest) ○ *Melee Weapon Attack* +5 to hit, reach (one target) The dark priest touches a target for 15 necrotic damage. May only use this power once per long rest.

The dark priest is an evil variant that worships the forces of evil.

Necrotic Bolt

Necromancy Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V,S,M (a human finger bone removed from a living subject)

Duration: Instantaneous

Dark miasma surges forth on a creature within range. The target must succeed on a Constitution saving throw or take d10 necrotic damage.

At Higher Levels: The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10)



The Hangman's Tree

In the middle of a blighted field stands an imposing hickory tree with bark as black as midnight. Hanging from a high branch is a length of hempen rope, fashioned into a noose. A shiver chills the back of your neck as the tree sways in the breeze. Then you are amazed to see the tree uproot itself and begin to shamble towards you. As it approaches, the shadows around you begin to move on their own accord, as you question your sanity.

Creature(s)

Awakened Tree

Huge Plant, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 59 (7d12+14)

Speed 20 ft.

Challenge 2 (450 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

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Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 10

Languages one language known by its creator

False Appearance While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam *Melee Weapon Attack* +6 to hit, reach 10 ft., (one creature) Hit: 14 (3d6 + 4) bludgeoning damage.

The tree and shadows choose the most lawless or criminal member of the party to focus their wrath. If that character is knocked unconscious by the tree, it takes its animated limb and places the character in its noose. This causes the character to automatically fail a death save each round.

Treasure

In the root hole of the tree there are 1,320 pieces of silver in a leather sack.

Further Adventure™

Who created this foul tree and for what purpose?

Characters find a nearby suicide note saying they felt magically compelled to end their life at this point...

The wood of this type of tree is said to be favored for the creation of wands for dark magic users...

Shadow x 4

Medium Undead, Chaotic Evil

Armor Class: 12

Hit Points: 16 (3d8+3)

Speed 40 ft.

Challenge 1/2 (100 XP)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

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Skills Stealth +4 (+6 in dim light or darkness)

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

Damage Immunities necrotic, poison

Damage Vulnerabilities radiant

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

Senses darkvision 60 ft., passive Perception 10

Amorphous The shadow can move through a space as narrow as 1 inch wide without squeezing.

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

Sunlight Weakness While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Ghost Writer

You enter the dusty chamber as a translucent, seemingly middle-aged, man steps out from the wall and shoos you away. He sits down at a nearby desk with a stack of old parchment and dips a blue glowing stylus into an unseen inkwell. He attempts to write a few lines and when his efforts prove fruitless, he crumples up the unseen paper and tosses it away in frustration.

Creature(s)

Ghost

Medium Undead, Any Alignment

Armor Class: 11

Hit Points: 45 (10d8)

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

Challenge 4 (1,100 XP)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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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 11;

Languages any languages it knew in life;

Ethereal Sight The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement The ghost 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

Withering Touch *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 17 (4d6 + 3) necrotic damage.

Etherealness The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6) One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



This tortured soul was murdered before he could finish his last will and testament. While the impacts of these requests have long since faded into obscurity, the fact that this pushy man's desires were not made known is too much to bear. This encounter works best if the party is seeking some sort of document, such as a map. This particular ghost is not extremely disturbing and only employs his horrifying visage if the party attempts to disturb him or his papers. In this case, his face turns hellish and his throat gushes with spurts of blood. If the disruptions continue, he attacks the party, confusing them with his past murderers. This encounter can be resolved without combat; allow the party to make a series of Insight or Investigation rolls at a DC of 15. The first roll tells them that he is attempting to write something, the second roll says he might be successful if he had ink, the last roll shows that he is trying to write "last will". If they provide him with an inkwell, he is still unable to interact with it properly and will attempt to use possession on whichever character gave him the ink. The characters can make a DC 15 Insight or Religion roll to guess what he is doing, and can then choose to fail the save on purpose; after which the ghost finishes the will, nods with thanks, then fades away into oblivion.

Treasure

In his stack of papers are three arcane scrolls: *false life*, *comprehend languages*, and *phantasmal force*.

Further Adventure™

The imp Or'Quixlic torments this spirit nightly with disappearing ink and other tricks, and will begin tormenting the party (invisibly) should they disrupt his fun...

The last will and testament could hold property of value for whoever avenges this man's death... Whomever the ghost possessed might be plagued by nightmares of being horrifically murdered; the nightmares only end by putting an end to the mystery of who killed the haunted man...

Imp

Tiny Fiend (devil), Lawful Evil

Armor Class: 13

Hit Points: 10 (3d4+3)

Speed 20 ft., fly 40 ft.

Challenge 1 (200 XP)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Shapechanger The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight Magical darkness doesn't impede the imp's darkvision.

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

Actions

Sting (Bite in Beast Form) *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

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Dead End

As you travel down the tunnel, you see the stonework becomes rough and then cracks in a pile of rubble. At the base of this stack there is a skeletal arm sticking out of tons of rock, bearing a pickaxe. As you look closer, a whispery cry of pain emits from the wall as a trio of purplish apparitions emerge from the wall and attack!

Creature(s)

Specter x 3

Medium Undead, Chaotic Evil

Armor Class: 12

Hit Points: 22 (5d8)

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

Challenge 1 (200 XP)

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 all languages it knew in life but can't speak

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 Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Con save or its hp max 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 hp max to 0.

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

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Two of the specters use their incorporeal ability to flank those closest to the pile, while the last emerges from the floor to cover any escape. This fight should occur underground as part of a tunnel or a crypt, and should be tight quarters to give it an air of claustrophobia.

Treasure

The undead leave nothing of value except a nonmagical pickax.

Further Adventure™

The dead could have been miners who tapped into a rare mineral, valuable to necromancers...

The pick axe is engraved with the initials C.C., which could be a clue to further adventure or a red herring...

The dead miners were actually not trying to dig anywhere, but trap something within. If the party is motivated to dig deeper, they may uncover untold terrors...



An Unnatural Crossing

The stream nearby splashes and churns as, stepping out of the depths, comes a set of walking bones, standing a man and a half tall. Behind him walk several orc skeletons who raise rusted weapons in order to attack.

Creature(s)

Minotaur Skeleton

Large Undead, Lawful Evil

Armor Class: 12 (natural armor)

Hit Points: 67 (9d10+18)

Speed 40 ft.

Challenge 2 (450 XP)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned;

Senses darkvision 60 ft., passive Perception 9;

Languages understands Abyssal but can't speak

Charge If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Greataxe *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 17 (2d12 + 4) slashing damage.

Gore *Melee Weapon Attack* +6 to hit, reach 0 Hit: 13 (2d8 + 4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

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Skeleton x 10

Medium Undead, Lawful Evil

Armor Class: 13

Hit Points: 13 (2d8+4)

Speed 30 ft.

Challenge 1/4 (50 XP)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Actions

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

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

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This encounter begins next to a body of water. Five of the skeletons choose the opposite bank to attack with their short bows. The other 5 close in with hand axes, along with the minotaur skeleton. The water is 15 feet deep and 40 feet across. If the creatures are turned, they return to the murky waters, and once deep within they are no longer in line of sight.

Treasure

Scattered near the stream are 9 gp mixed in with pebbles and rock. DC 15 Perception check to see them in the dark.

Further Adventure™

The pond is littered with skeletons, could more of these creatures rise in the future...

One of the minotaur's horns is elaborately carved into a map of a nearby labyrinth...

When the last skeleton is dispatched, it yells in Orcish that the "Master will be displeased!"

Heap of Decay

You smell it well before you see it: the putrid aroma of rot. As it comes closer into view, you see stacks of lifeless people in various states of decay. Some bloat and buzz with flies, others look deceptively to be sleeping. As you retch, you see a kettle (flock) of vultures circling overhead. Two give off an unearthly screech and begin to descend; as they approach, you find them not to be vultures at all, but beings much more ferocious.

Creature(s)

Vrock x 2

Large Fiend (demon), Chaotic Evil

Armor Class: 15 (natural armor)

Hit Points: 104 (11d10+44)

Speed 40 ft., fly 60 ft.

Challenge 6 (2,300 XP)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

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

Actions

Multiattack The vrock makes two attacks: one with its beak and one with its talons.

Beak *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 10 (2d6 + 3) piercing damage.

Talons *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 14 (2d10 + 3) slashing damage.

Spores (Recharge 6) A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day) The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

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The vrock attack with reckless abandon, first using their stunning screech as they approach. They then drop spores the next round and claw at whomever appears the weakest.

Treasure

Buried in the heap of bodies is a rotted coffin that contains 1,793 gp and a *Potion of Fire Breath*.

Further Adventure™

The mounds of rotting flesh could come to life in a variety of horrible forms...

These demons were summoned by a terrible arcanist who seeks destruction. They were uncovering the bodies to begin an undead army...

A gate to the abyss has been torn open, these beasts were just the pioneers of impending doom...



Vile Quartet

You come to a large marble slab, atop which sits a child-sized sarcophagus made of gold. Hovering around it at each corner are four incorporeal beings of darkness, whispering malicious rites over the vessel.

Creature(s)

Wraith x 4

Medium Undead, Neutral Evil

Armor Class: 13

Hit Points: 67 (9d8+27)

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

Challenge 5 (1,800 XP)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12;

Languages the languages it knew in life;

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 target 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.

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

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The wraiths attack the character who is closest, hoping to kill and transform them into a loyal servant.

Treasure

The gold sarcophagus (250 gp), and within are 220 ep.

Further Adventure™

This sarcophagus is indication of a ritual which, when removed, could trigger further evil...

The four are the heads of a vast number of specters which converge on the party...

Carved at the bottom of the sarcophagus is the command "Find the child to fit this box!"

Beyond the Shadow Door

You come across a doorway as black as pitch. Once you cross the precipice, you find yourself in a room filled with alchemical equipment. Sitting on a stool in tattered rags is a skeletal man measuring a powder he is pouring from a glass jar. From his black eye sockets are white pinholes of light that stare at his tools with unflinching concentration. Without looking, a haunting and raspy voice mutters "Leave now... I have no time for interruptions."

Creature(s)

Lich

Medium Undead, Neutral Evil

Armor Class: 17 (natural armor)

Hit Points: 135 (18d8+54)

Speed 30 ft.

Challenge 21 (33,000 XP)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

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

Rejuvenation If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will) *mage hand, prestidigitation, ray of frost*

1st level (4 slots) ○○○○ *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots) ○○○ *acid arrow, detect thoughts, invisibility, mirror image*

3rd level (3 slots) ○○○ *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots) ○○○ *blight, dimension door*

5th level (3 slots) ○○○ *cloudkill, scrying*

6th level (1 slot) ○ *disintegrate, globe of invulnerability*

7th level (1 slot) ○ *finger of death, plane shift*

8th level (1 slot) ○ *dominate monster, power word stun*

9th level (1 slot) ○ *power word kill*

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

Actions

Paralyzing Touch *Melee Weapon Attack* +12 to hit, reach 5 ft., (one creature) Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 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.

Legendary Actions

The lich 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 lich regains spent legendary actions at the start of its turn.

Cantrip The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions) The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions) The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions) Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

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Lazius the Alchemist is an ancient lich and being of vast power. An evil soul, he works relentlessly on his scientific pursuits of unknown purpose. With a DC 15 Perception check, the party can locate a locked chest which contains his platinum pieces. There are also clearly three sparkling potions on his table, as well as an arcane scroll. Lazius does not immediately attack the party; however, if they cast a spell or move to attack, he says..."I told you to leave!" and attempts to cast dominate person on the most physically imposing of the party, and attempts to use that party member to drag the others out. If a party member attempts to steal, have them roll Stealth versus a DC 19 (with advantage since he is engrossed in his studies) to take a potion or scroll. If Lazius detects them, he says "Do not interfere with my work... DIE!" and casts power word kill on the thief. If the party loiters for more than three rounds, he will say "Living creatures emit such foul odors" and cast a cloudkill spell in their general vicinity. The next round, he casts Globe of Invulnerability on himself and tries to continue work. If at any point he is attacked or directly interfered with, he sighs and lets loose terrible magics upon the party until they are dead. If they manage to destroy the lich, his phylactery is located on an other demiplane, which will cause him to be reformed and seek vengeance on the party.

Standing quietly by Lazius' experiments, holding pieces of lab equipment, is Lazius' 407 year old human apprentice Ferthwick. His body is paper thin, and weak - he appears gaunt and dried up. If undisturbed he will not move, but attends to his task. If Lazius is attacked, he will defend his master's work to the death. He is so well hidden by the equipment that Perception checks to spot him are made with disadvantage, as he appears to be some kind of mummified corpse mixed in with the equipment.

Treasure

Scattered among the room are 3,250 gp, various alchemical instruments and tools that could be sold for up to 30,000 gp. A *Potion of Flying*, a *Potion of Supreme Healing*, a *Potion of longevity*, and a *Scroll of the Demiplane*.

Further Adventure™

If the party takes a short rest in the chamber they will find themselves, after about an hour, sealed into this room. They can escape using the *demiplane* scroll or *planeshift*. Without these magics they suffocate over the course of several hours...

Amongst Lazius's work are instructions to brew a potion that can stop or reverse aging, the components of which are difficult to obtain...

Lazius obviously seeks revenge in just a few short days. He has an entire network of tunnels created via interconnecting demiplanes...

Ferthwick

Medium Humanoid (human), Neutral Evil

Armor Class: 11

Hit Points: 5 (2d8-4)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Arcana +4, Investigation +4, Stealth +2

Senses passive Perception 11

Languages Common, Infernal

Spellcasting Ferthwick the apprentice is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has following wizard spells prepared:

Cantrips (at will) *light, firebolt, minor illusion*

1st level (3 slots) ○○○ *mage armor, identify, comprehend languages*

Actions

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

Ferthwick is 407 years old, artificially kept alive by his lich master.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	6 (-2)	14 (+2)	12 (+1)	12 (+1)

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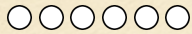
Drow Raiding Party

"From every crevice, crack, opening, and gap, dozens of spiders begin to swarm into the area. Soon the entire ground is a moving carpet of venomous spiders of various sizes."

Progression

This encounter works best in a crowded, urban environment, like an inn or market.

Spider Minions



The drow wizard leading the mission sends his spider minions (Giant Spiders and Swarms of Spiders) first to soften his victims and hopefully poison them and make them easier to charm and enslave. The first wave should prove a medium encounter for a party (of four) of 15th level PCs. Allow up to six rounds before springing the second wave of attackers.

The Drow Second Wave

Do not allow the party to rest or drop out of initiative. The drow could appear from a *gate* spell or an actual tunnel located nearby.

Creature(s)

Giant Spider x 12

Large Beast, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 26 (4d10+4)

Speed 30 ft., climb 30 ft.

Challenge 1 (200 XP)

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

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Skills Stealth +7

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

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 other 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 target 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 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6) *Melee Weapon Attack* +5 to hit, reach 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; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Swarm of Spiders x 12

Medium Beast (Swarm), Unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (5d8)

Speed 20 ft., climb 20 ft.

Challenge 1/2 (100 XP)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

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Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite *Melee Weapon Attack* +3 to hit, reach 0 ft., (one creature in the swarm's square) Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer and the target must succeed on a DC 13 Constitution saving throw or become poisoned.



Jellric the Soul Thief

Medium Humanoid (Drow), Chaotic Evil

Armor Class: 12

Hit Points: 44 (10d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	17 (+3)	13 (+1)	10 (+0)

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Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses darkvision 60', passive Perception 11

Languages Undercommon, Elvish, Common, Abyssal

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 *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.

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

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

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

1st level (4 slots) ○○○○ *charm person, mage armor, magic missile, shield*

2nd level (3 slots) ○○○ *misty step, suggestion*

3rd level (3 slots) ○○○ *counterspell, hypnotic pattern, fly*

4th level (3 slots) ○○○ *greater invisibility, compulsion*

5th level (1 slot) ○ *dominate person*

Actions

Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d4 + piercing damage).

Treasure

The Drow raiding party carries 786 gp in assorted coins, 6 vials of drow poison, and 4 garnets (50 gp each).

Veteran (Drow variant) x 6

Medium Humanoid (Drow), Chaotic Evil

Armor Class: 17 (breast plate)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

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

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Skills Athletics +3, Perception +2

Senses darkvision 60', passive Perception 12

Languages Undercommon, Elvish

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

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

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

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

Hand Crossbow Ranged Weapon Attack +5 to hit, range 30/120 ft., (one creature) Hit: 6 (1d6+3) 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.

Further Adventure™

The raiding party was carried out by a splinter group that is reviled by the Spider Queen...

The slavers could manage to charm several townsfolk in the portal/tunnel, requiring a rescue mission...

The raiders were sent by a red-shadow dragon looking to swell its hoard...

The Chamber of the Forgotten King

"The ground beneath your feet gives way and you fall into a dark chamber. Skeletal faces with glowing eyes watch you contemptuously."

The burial chamber can be placed in any dungeon, city, or burial mound. The room is a square, forty feet on a side, and forty feet high lined with alcoves and handholds. A stone sarcophagus rests in the center of the chamber.

Progression

Dropping in



The encounter starts with the PCs falling 40 feet into a dark chamber. DC 17 Dexterity save to not fall down the hole when the floor collapses. Forty feet up (out of the range of turn undead) on each wall three skeletal archers (12 total) are housed in shallow alcoves, they are not visible when the party descends. These are accessible by hand and foot holds carved into the rock, forming a ladder forty feet tall. Four skeletal minotaurs standing guard in each corner roar to unlife and attack once someone from the party reaches the bottom.

Archers



After the minotaurs attack, the next round the skeletal archers will begin pelting the party.

Their Dark Master



On round 3 the wraith will rise from his grave to attack. He will make use of his incorporeal state to move through the rock of the floor to attack and hide. He may command his troops to focus on one player in order to create a specter.

Creature(s)

Minotaur Skeleton x 4

Large Undead, Lawful Evil

Armor Class: 12 (natural armor)

Hit Points: 67 (9d10+18)

Speed 40 ft.

Challenge 2 (450 XP)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned;

Senses darkvision 60 ft., passive Perception 9;

Languages understands Abyssal but can't speak

Charge If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

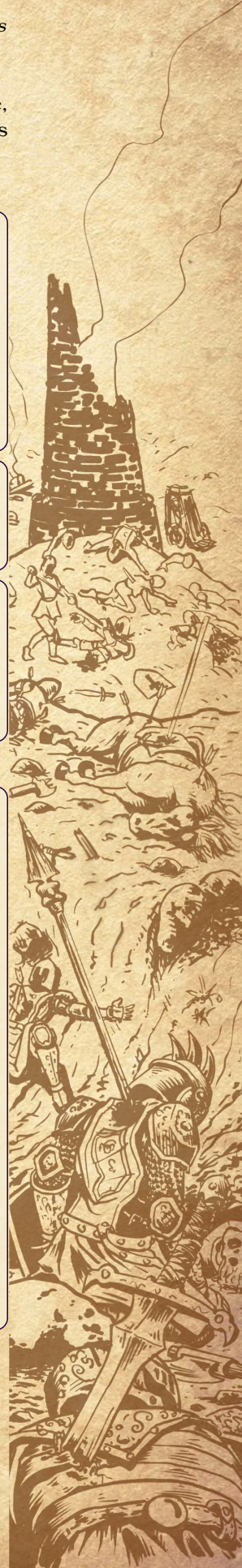
Actions

Greataxe *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 17 (2d12 + 4) slashing damage.

Gore *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

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Skeleton x 12

Medium Undead, Lawful Evil

Armor Class: 13

Hit Points: 13 (2d8+4)

Speed 30 ft.

Challenge 1/4 (50 XP)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Actions

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

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

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Wraith

Medium Undead, Neutral Evil

Armor Class: 13

Hit Points: 67 (9d8+27)

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

Challenge 5 (1,800 XP)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12;

Languages the languages it knew in life;

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 target 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.

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

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Treasure

The Forgotten King has a suit of *adamantine armor* and 213 gp in his sarcophagus.

Further Adventure™

A critical hit (or miss) from a minotaur could reveal the entrance to deeper dungeon passages...

The Forgotten King could continue to reform and cause trouble until his tomb is repaired and buried again...

The wraith could offer to release his specter slaves if the players perform a task for him...

The War on the Hill

"In the dim light of the waxing crescent moon, you spy a skirmish between two unlikely groups. A contingent of farmers and shepherds are squaring off against a host of small reptilian creatures."

Creature(s)

Kobold x 12

Small Humanoid (kobold), Lawful Evil

Armor Class: 12

Hit Points: 5 (2d6-2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

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

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

Actions

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

Sling *Ranged Weapon Attack* +4 to hit, range 30/120 ft., (one creature) Hit: 4 (1d4 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

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Kobold Sorcerer

Small Humanoid (kobold), Lawful Evil

Armor Class: 12

Hit Points: 7 (3d6-3)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Arcana +1, Investigation +1

Senses passive Perception 9

Languages Common, Draconic

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

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

Spellcasting The kobold sorcerer is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The kobold sorcerer has following sorcerer spells prepared:

Cantrips (at will) *light, firebolt, minor illusion*

1st level (3 slots) ○○○ *mage armor, magic missile, sleep*

Actions

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	9 (-1)	8 (-1)	14 (+2)

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If anyone attempts a diplomatic solution, they soon learn that the humans were grazing their animals on a hill that the kobolds claim is their territory. The kobolds are led by a sorcerer named Kiff Ree. Hiding in a copse of trees nearby is Kiff Ree's ace in the hole: a blue dragon wyrmling who has recently joined forces with the kobold tribe.

Should combat break out, the encounter is weighted for a party of four, fifth level characters. You can increase the number of kobolds, give Kiff Ree a twin brother, and swap the blue dragon wyrmling for a red dragon wyrmling.

The kobolds flee if the fight seems unwinnable. The dragon flees if reduced to fewer than 20 hit points.

Blue Dragon Wyrmling

Medium Dragon, Lawful Evil

Armor Class: 17 (natural armor)

Hit Points: 52 (8d8+16)

Speed 30 ft., burrow 15 ft., fly 60 ft.

Challenge 3 (700 XP)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Actions

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage.

Lightning Breath (Recharge 5-6) The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

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Commoner x 10

Medium Humanoid (any race), Any Alignment

Armor Class: 10

Hit Points: 4 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common

Actions

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

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Treasure

Riff Ree has a *Bead of Force*, a *Potion of Healing*, and 78 gp.

Further Adventure™

The dragon could be tracked back to its small hoard...

The kobold tribe could call for reinforcements, or take revenge directly on the nearby village...

The kobolds could fake a retreat to lure the party into a snare and trap filled path...

The Blue Pickpocket

"You feel a tug at your belt and look in time to see a small blue blur dart away through the grass."

Creature(s)

Nixie

Tiny Fey, Chaotic Good

Armor Class: 14

Hit Points: 1 (1d4 -1)

Speed 10 ft., swim 30 ft.

Challenge 1/4 (50 XP)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Aquatic Nixies can breath water or air.

Shapechanger The nixie can use its action to polymorph into a beast form that resembles a fish (swim 40 ft.), a crab (20 ft., swim 20 ft.), or a frog (20 ft., swim 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

At Will *druidcraft*

1/day each *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, fog cloud, water breathing, invisibility, polymorph, sleep*

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	8 (-1)	10 (+0)	14 (+2)	16 (+3)

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The thief is a nixie named Lily Pad. Lily Pad starts the encounter by grabbing a piece of gear from the party (preferably something they cherish, like a weapon) and running to the pond. Once safely away from the party (use her invisibility if needed), she tells them she will return the item if they can make her laugh.

Treasure

If the party plays along and makes Lily Pad laugh, she returns their item and presents them with a small leather pouch containing 3 PP. She explains that a wandering knight "lost" the pouch when he stopped to drink at her pond.

Further Adventure™

Lily Pad could reveal a portal to the elemental plane of water at the bottom of the pool ...

The coins could have been minted in a city believed lost...

Lily Pad tells the party of a druid that took the form of a catfish, and forgot how to change back...



Devil at the Crossroads

"A handsome bard leans against a sign post. In his hands he clutches a golden lute. He smiles at you and strums an eerie chord."

Creature(s)

Crossroads Fiend

Medium Fiend (shapechanger), Neutral Evil

Armor Class: 15 (natural armor)

Hit Points: 71 (13d8+13)

Speed 30 ft., fly 60 ft.

Challenge 4 (1,100 XP)

Skills Deception +9, Insight +5, Perception +5, Performance +9, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15;

Languages Abyssal, Common, Infernal, telepathy 60 ft.;

Telepathic Bond The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

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

Charming Song One humanoid the fiend can see within 30 feet of it that can hear the fiend must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	15 (+2)	12 (+1)	21 (+5)

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The bard is actually a variant incubus called a crossroads fiend. The crossroads fiend preys upon musicians and performers and attempts to get them to sign Faustian pacts in return for short-lived fame and skill. This particular fiend looks to challenge a PC to a contest of performance skills. The fiend will allow the PC to decide the genre (music, poetry, comedy, etc.), then each will make contested Performance rolls. The best of three rolls wins.

Treasure

Should the player win the skill challenge, the crossroads fiend begrudgingly bestows a boon upon the character.

Crossroads Fiend's Boon

The character adds double their proficiency to Performance checks for a year and a day. Should the player lose the contest, his/her next ten Performance checks (the DM should keep this fact and the exact number a secret) will be treated as a 1, regardless of the roll or modifiers.

Further Adventure™

If defeated, the devil follows the character and attempts to disrupt public performances...

The "bard" appears again in a time of great need and tries to offer aid, for a price...

The "bard" could have been mortal once and needs help writing a song that will break his curse...

Black Knight

"You find the way blocked by a knight in black-lacquered platemail, his face obscured by a full helm. The knight moves his mount to block the path ahead and raises his finger to signal you to turn around and return the way you came."

Creature(s)

Black Knight

Medium Humanoid (Human), Lawful Neutral

Armor Class: 20 (plate armor)

Hit Points: 96 (16d8+32)

Speed 30 ft.

Challenge 5 (1,800 XP)

Saving Throws Con +5, Wis +4

Skills Athletics +7, Animal Handling +4

Senses passive Perception 11

Languages Common

Brave Carlock has advantage on saving throws against being frightened.

Actions

Multiattack Carlock makes three melee attacks.

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

Lance *Melee Weapon Attack* +7 to hit, reach 10 ft., (one creature) Hit: 10 (1d12 + 4) piercing damage. Disadvantage on attacks made against creatures five feet away.

Heavy Crossbow *Ranged Weapon Attack* +4 to hit, range 100/400 ft., (one creature) Hit: 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest) For 1 minute, the knight 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 d6 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

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

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

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The knight refuses to allow anyone to pass. He uses non-lethal force, knocking opponents prone, disarming them, and sundering their shields. However, if lethal force is employed against him, he returns in kind.

Treasure

The knight wears a thick gold chain (75 gp).

Further Adventure™

The knight could be mute, and attempting to keep the party from a dangerous monster beyond their level...

The knight could be charmed by fey that are weary of travelers tramping through their lands...

The knight could be insane with grief and shame, forbidding anyone from seeing the village he was unable to save from destruction...



The Duel

"In a clearing near the road you see two well-dressed men slashing wildly at each other with rapiers."

Creature(s)

Noble x 2

Medium Humanoid (any race), Any Alignment

Armor Class: 15

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Actions

Rapier Melee Weapon Attack +3 to hit, reach 5 ft., (one creature) Hit: 5 (1d8 + 1) piercing damage.

Reactions

Parry The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

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

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The men, two nobles named Kendall and Raymond, are fighting a duel to the death for some perceived slight. However, both men are terrible fencers, and both are too terrified to come within range of each other. Their "duel" consists of hurling insults and swinging their blades in the general direction of their foe.

If pressed, they will not stop their duel, but will explain that they met on the road and neither would give way to the other. Once the argument became heated, insults regarding family members were hurled, and the duel began.

Give Way

One noble must give way. Both should apologize.

The party could decide to help, or not. Either way someone is going to get hurt. If the party chooses to interfere, each noble must be convinced with two successes using one or more skills with a DC 15. Allow players to be creative, but don't allow repeat uses of a skill.

When one noble has been distracted by the party with two successes, the other noble stabs him. Not fatally, but enough to seriously injure them. (subdual). They will then thank the party for their assistance, and leave.

Treasure

Each man wears a golden signet ring worth 100 gp and bearing the crest of his minor noble house.

Further Adventure™

Should one of the men die, a wealthy parent could wage a private war against the party...

One of the men could offer a large sum of gold to have a PC fight in his stead...

The men are dueling over the hand of a sorceress that has charmed them both...

The Red Stranger

"You notice a man in red robes sitting on a log near your camp. You have no idea when he appeared or how long he has been sitting there, staring vacantly. He turns his head to look at you and you see that half of his head is missing, and in place of flesh and blood is a mass of ice and melting snow."

Creature(s)

The Red Stranger

Medium Humanoid (Illusion (looks human)), Chaotic Neutral

Armor Class: 12

Hit Points: 20 (currently 15) (4d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Elvish, Dwarvish, Draconic

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

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

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

2nd level (3 slots) ○○○ *misty step, suggestion*

3rd level (3 slots) ○○○ *counterspell, fireball, fly*

4th level (3 slots) ○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *cone of cold*

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

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The stranger is a simulacrum of a wizard named Hen. What happened to Hen, and how his simulacrum assistant came to be in the player's camp, is a mystery.

The sim is confused, and has no memory, but is not hostile.

Healing the Simulacrum If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

Treasure

The Red Stranger carries no equipment or treasure, though he does know several spells he can be persuaded to cast.

Further Adventure™

The Red Stranger remembers fragments of stories he heard his maker tell about a powerful artifact...

The simulacrum could be a copy of one of the player characters...

The Maker could return to collect his servant...



Pay the Toll or Feed the Troll

"You come to a stone bridge over a small clear stream. Driven into the grass nearby is a faded wooden sign that reads, 'pay the toll or feed the troll.' Chained to the sign is dented steel cup."

Creature(s)

Elder Mimic

Huge Monstrosity (shapechanger), Neutral

Armor Class: 15 (natural armor)

Hit Points: 172 (15d12+75)

Speed 15 ft.

Challenge 7 (2,900 XP)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages -

Shapechanger The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only) The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only) While the elder mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler The elder mimic has advantage on attack rolls against any creature grappled by it.

Actions

Multiattack The makes two attacks with its pseudopods, bite, or a combination of the two.

Pseudopod *Melee Weapon Attack* +9 to hit, reach 15 ft., (one creature) Hit: 13 (3d8 + 6) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite *Melee Weapon Attack* +9 to hit, reach 15 ft., (one creature) Hit: 13 (3d8 + 6) piercing damage plus 8 (2d8) acid damage.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	6 (-2)	13 (+1)	8 (-1)

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There is no troll, but the bridge itself is the actual threat. If the party places coins in the cup, the bridge remains a bridge. If the party tries to cross the bridge without paying, the elder mimic will attack the party.

Treasure

The cup chained to the sign contains 13 gp, a goblin's tooth, and a chicken bone.

Further Adventure™

The elder mimic's creator appears to collect the tolls...

The sign could also be a mimic (standard)...

If defeated, the road will be impassable until a new bridge can be created...

Little Bandits

"A choir of tiny voices calls out from the dense weeds along the road. A throng of filthy, smelly children, all under the age of twelve, swarm your party, grabbing and pawing at your possessions."

Creature(s)

Wild Child Bandit x 12

Small Humanoid (Human), Chaotic Neutral

Armor Class: 11

Hit Points: 4 (1d8)

Speed 25 ft.

Challenge 0 (10 XP)

Skills Stealth +3, Sleight of Hand +3

Senses passive Perception 10

Languages Common

Nimble The child can move through the space of any larger creature.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	8 (-1)	10 (+0)	10 (+0)

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Mastiff

Medium Beast, Unaligned

Armor Class: 12

Hit Points: 5 (1d8+1)

Speed 40 ft.

Challenge 1/8 (25 XP)

Skills Perception +3

Senses passive Perception 13

Languages -

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

Actions

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

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The children have no attacks, and focus their actions on grabbing valuables and running off into the high grass. However, if someone attacks one of the children, their dog, "Patches", will defend them.

Treasure

Nearby the children have a hoard of stolen goods: a set of copper cookware (5 gp), 12 gp, three bottles of wine (10 gp each), and a rare songbird in a wicker cage (35 gp).

Further Adventure™

The children turned to banditry after the adults in their village died of a strange plague that only affects adults...

The bandits were lured away from home by a powerful fey driven mad by the death of her own child...

The children were orphans whose orphanage was closed down after a change in the city's power structure...



The Grateful Dead

"You find the skeletal remains of a small humanoid in the tall grass beside the road."

The skeleton belongs to a halfling merchant named Tello Longnose. Tello was murdered weeks earlier by a wyvern that hunts this area.

Treasure

If the players bury the skeleton, a spectral rabbit appears from the brush, hops towards a dead tree nearby, and sits at the base of the tree until the players approach, at which time it disappears. The tree contains a leather traveler's pack that contains a shovel, a pick, 12 gp, and a locket holding a single curl of honey brown hair.

Further Adventure™

The wyvern returns when the party disturbs the hatchlings in her nest (the tree trunk) ...

The pack could contain a scroll tube with a map to a mine, dungeon, or deep cavern passage...

The party could find an oilskin bag nearby with an addressed package to a city that Tello was unable to deliver...

Optional Creature(s)

Wyvern

Large Dragon, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 110 (13d10+39)

Speed 20 ft., fly 80 ft.

Challenge 6 (2,300 XP)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Actions

Multiattack The wyvern makes two 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 creature) 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 one.

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

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Wyvern Hatchling x 2

Small Dragon, Unaligned

Armor Class: 11 (natural armor)

Hit Points: 36 (8d8)

Speed 10 ft, jump 30 ft.

Challenge 1 (200 XP)

Skills Perception +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 7 (2d4 + 2) piercing damage.

Claws *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 9 (2d6 + 2) slashing damage.

Stinger *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 7 (2d4 + 2) piercing damage. The target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	3 (-4)	10 (+0)	3 (-4)

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The Burning Cart

"Ahead you see a horse-drawn cart ablaze; a pair of draft horses have been burnt to cinder. In the middle of the pile are numerous broken bottles of wine and liquor. Encircling the conflagration are several charred skeletons cloaked in thick black smoke. A demanding voice bellows, 'Put down your arms, mortals, and bow down in subservience!'"

Creature(s)

Efreeti

Large Elemental, Lawful Evil

Armor Class: 17 (natural armor)

Hit Points: 200 (16d10+112)

Speed 40 ft., fly 60 ft.

Challenge 11 (7,200 XP)

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

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Elemental Demise If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting The efreeti's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will *detect magic*

3/day each: *enlarge/reduce, tongues*

1/day each: *conjure elemental (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire*

Actions

Multiattack The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar *Melee Weapon Attack* +10 to hit, reach 5 ft., (one creature) Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame *Ranged Weapon Attack* +7 to hit, range 120 ft., (one creature) Hit: 17 (5d6) fire damage.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

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The merchant was a trader in rare spirits and wine. Unbeknownst to him, a rare vintage bottle contained an imprisoned efreet. After watching this, whichever party member seems like the greatest ranged threat, the efreet separates him or her from the rest of the party with a wall of fire and in the next round attacks with his fiery scimitar. He is not suicidal and will flee the encounter if reduced to 50 or lower hit points.

Treasure

The cart has some high priced items which can be salvaged from the fire. A particular vintage of elven riesling is worth 100 gold to a collector. There is also 595 gold, 30 silver, 3 star quartz worth 50 gold each and a elaborate gnomish device that serves as an intricate corkscrew worth 100 gp.

Further Adventure™

One of the party members is dragged by the efreet into the plane of fire and will require rescue...

There could be more than one genie bottle...

If the efreet sees the party is formidable, he decides to strike a bargain with them, asking that they retaliate against his captor, a powerful spellcaster...



Lead a Seahorse to Water.

"You hear a splash and loud flapping sound. Slime glistens off the flesh of a legless beast with an elongated snout as it flops wildly on the ground. It rears its head back violently as it bucks and squirms."

Creature(s)

Giant Sea Horse

Large Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 16 (3d10)

Speed 0 ft., swim 40 ft.

Challenge 1/2 (100 XP)

Senses passive Perception 11

Languages -

Charge If the sea horse 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) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing The sea horse can breathe only underwater.

Actions

Ram *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 4 (1d6 + 1) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

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Players should be perplexed and unaware of what this creature is, especially out of context. The giant seahorse is incapable of moving but it will headbutt anyone who comes too close. Defeating this creature in combat should not really be a challenge and it would suffocate for lack of water in less than a minute. Allow players to make a DC 15 Nature check to identify the creature. An Insight check of 15 would also reveal to them that it is incapable of movement. A further DC 15 Insight would reveal that the creature is struggling for breath. A DC 10 Perception check also reveals that the creature is fitted with some sort of saddle. Allow the players to come up with creative ways to move the creature to a body of water, especially if they are of good alignment. A giant sea horse weighs over 600 pounds and would be difficult to carry.

Treasure

Within a saddle bag there are two elaborate pieces of coral worth 10 gold each, and some ornate sea shells.

Further Adventure™

The seahorse is the mount of an aquatic warrior who was cast away by teleportation...

The seahorse is a druid who was exploring the limits of his shapeshifting ability, when he became a seahorse he panicked and forgot how to change form...

The seahorse is the first in a series of aquatic creatures who the party encounters marooned on land. It seems evil sea creatures are torturing sea animals for sick pleasure...

The Trap is Set

"Two small draconic humanoid move into sight, chattering busily in Draconic, but when they see you they seem surprised and turn and flee."

Creature(s)

Kobold x 5

Small Humanoid (kobold), Lawful Evil

Armor Class: 12

Hit Points: 5 (2d6-2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

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

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

Actions

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

Sling *Ranged Weapon Attack* +4 to hit, range 30/120 ft., (one creature) Hit: 4 (1d4 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

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Trap - Kobold Net

The fleeing kobolds are a trap. The kobolds have been aware of the PCs for some time and hope to lure them into chasing the decoys straight into a net trap.

If the PCs chase the kobolds, there is a trip wire (DC 10) that will activate a net trap. (If spotted by all PCs, the trip wire can be disabled with a DC 15 Dex check with thieves' tools.) Have the players all roll their perception checks at once. If anyone fails, a net falls, covering a ten foot by ten foot area.

Treasure

Each kobold carries 1d12 cp, one kobold carries a silvered chicken bone worth 3 gp.

Further Adventure™

The kobolds are becoming bold since a dragonborn has taken control of their tribe...

A local noble, angered by poaching, is paying well for kobold ears, an act some say is barbaric...

A clan of dwarves reaches out to the players for help clearing a mine of the kobolds and Kirn...

Kirn, Red Dragonborn Warlord

Medium Humanoid (any race), Chaotic Evil

Armor Class: 17 (splint armor)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +6, Perception +2

Senses passive Perception 12

Languages any one language & Draconic

Breath Weapon (short rest) Each creature in a fifteen-foot cone must make a DC 12 Dexterity saving throw. A creature takes (7)2d6 fire damage on a failed save, and half as much damage on a successful one.

Actions

Multiattack Kirn makes two greataxe attacks.

Greataxe *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 10 (1d12 + 4) slashing damage.

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

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

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Ambush

"A pile of dead leaves on the side of the path explodes and a massive spider charges out of a shallow pit."

Creature(s)

Giant Spider

Large Beast, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 26 (4d10+4)

Speed 30 ft., climb 30 ft.

Challenge 1 (200 XP)

Skills Stealth +7

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

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 other 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 target 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 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6) 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; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

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

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Afford the spider a surprise round, which it will use to shoot its webbing at one PC, determined randomly. If outmatched, the spider flees up a tree. To increase the difficulty (and creepy factor) add baby spiders to the giant spider's back (see below).

Treasure

None.

Further Adventure™

The spiders are under the control of a drow druid forced to the surface by political rivals...

The PCs begin finding webs filled with bones of creatures, and then travelers...

The PCs find signs of a massive spider, a Survival check DC 15 reveals it is the size of a barn...

Swarm of Spiders

Medium Beast (Swarm), Unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (5d8)

Speed 20 ft., climb 20 ft.

Challenge 1/2 (100 XP)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite Melee Weapon Attack +3 to hit, reach 0 ft., (one creature in the swarm's square) Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer and the target must succeed on a DC 13 Constitution saving throw or become poisoned.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

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Fire in the Sky

"You watch, open-mouthed, as a fireball falls from the heavens north of you. It strikes the ground with enough force to shake the earth."

The fireball is a meteorite comprised of strange metal.

If the players approach the crater, everyone within thirty feet of the meteorite must make a DC 15 Constitution saving throw or take poison damage from noxious gases coming from the burning crater:

Party Level Damage

0 - 4	2d10
5 - 10	4d10
11- 16	10d10
17+	18d10

Treasure

The meteorite is a lump of ore, large enough to make one, one-handed, melee weapon. A weapon made from the meteorite will be indestructible (as described on page 143 of the DMG). The ore is difficult to work, and requires supernatural fire to smelt.

Further Adventure[™]

A tribe of orcs led by a shaman (see below), seeing the meteor as a sign from their god, wish to claim the relic...

The meteorite could be an egg of a strange creature from beyond normal space...

Sages pay handsomely for meteorites...

Optional Creatures

Orc Shaman

Medium Humanoid (orc), Chaotic Evil

Armor Class: 16 (ring armor)

Hit Points: 44 (5d8+15)

Speed 30 ft.

Challenge 2 (450 XP)

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Unholy inspiration (1/Long Rest) ○ The orc shaman can complete a ritual (2 rounds) that will grant a d6 inspiration die to their companions who can hear them. This die can be applied to attacks or saving throws and is gone once used.

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

Unholy Strike The orc deals an additional 4 (1d8) necrotic damage when it hits with a weapon attack (included in attacks)

Spellcasting The orc is a 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks) The orc has the following cleric spells prepared.

Cantrips *Guidance, Resistance, Sacred Flame*

1st Level ○○○○ *Bane, Inflict Wounds*

2nd Level ○○ *Enhance Ability, Spiritual Weapon*

Actions

Spear *Melee or Ranged Weapon Attack* +5 to hit, 5ft. (reach one target) or 20/60 (range one target) Hit: 11 (1d6+3 plus 1d8 necrotic) piercing damage, or 12 (2d8 +3) piercing damage if used with two hands to make a melee attack.

Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5ft. (reach one target) or 20/60 (range one target) Hit: 6 (1d4 + 1d8 necrotic) piercing damage.

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

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Ashes and Rage

"You come upon the smoldering ruins of a small farmhouse. Several bipedal hyenas can be seen moving about the farm, some looting, while others feast on the entrails of a human man."

Creature(s)

Gnoll x 5

Medium Humanoid (gnoll), Chaotic Evil

Armor Class: 15

Hit Points: 22 (5d8)

Speed 30 ft.

Challenge 1/2 (100 XP)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

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

Actions

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

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

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

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Three gnolls rush the party and attempt to flank, while two others hang back and provide cover with their longbows. If the archers are damaged, they'll need to make a DC 12 Wisdom save, or drop their bow and rush the PC who injured them.

Treasure

Each gnoll carries 1d12 sp. Also, in a half-burned barn, are tinker's tools (50 gp).

Further Adventure™

Hiding in a copse of trees nearby are the farmer's wife, Mel, and his infant son, Jon. Mel begs the PCs to escort her and her child to her sister's house, a day's travel to the east...

The gnolls are a scouting party of a larger gnoll army, led by a human wizard called Dusk.

The farm sat atop the entrance to a dungeon and was razed to gain entrance...

Dusk

Medium Humanoid (Human), Chaotic Evil

Armor Class: 12

Hit Points: 40 (9d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, & Orcish,

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

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

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

2nd level (3 slots) ○○○ *darkness, scorching ray*

3rd level (3 slots) ○○○ *counterspell, fireball, fly*

4th level (3 slots) ○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *cloudkill*

Actions

Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5 ft., (reach one target) or 20/60 ft., (range one target) Hit: 4 (1d4+2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	16 (+3)	13 (+1)	13 (+1)

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Giant Pumpkin Patch

"You see a filthy giant, dressed in shaggy furs, sitting among a patch of pumpkins as large as himself. His face is smeared with pumpkin guts; seeds, each the size of a shield, are littered everywhere."

Creature(s)

Hill Giant

Huge Giant, Chaotic Evil

Armor Class: 13 (natural armor)

Hit Points: 105 (10d12+40)

Speed 40 ft.

Challenge 5 (1,800 XP)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Actions

Multiattack The giant makes two greatclub attacks.

Greatclub *Melee Weapon Attack* +8 to hit, reach 10 ft., (one creature) Hit: 18 (3d8 + 5) bludgeoning damage.

Rock *Ranged Weapon Attack* +8 to hit, range 60/240 ft., (one creature) Hit: 21 (3d10 + 5) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

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The giant, tired of eating pumpkins, hopes to add some meat to his diet and attacks the party's mounts, pack animals, and hirelings. Unless the players get the drop on him, the giant will spend a round or two throwing rocks, allowing the PCs to come to him. If outmatched, the giant flees.

Treasure

The giant wears a massive leather bag that contains 45 gp, a pitchfork with dried food chunks between the tines, several left boots (no matched pairs) in different sizes, a copper bathtub that appears to have been used as a cooking pot, and a small, brown toad (still living).

Further Adventure[™]

The area could contain a rift to the Feywild, patrolled by sprites...

The giant could have once been a normal, albeit filthy, man transformed by the same magic affecting the pumpkins...

The PCs' mounts, animal companions, or gear could begin to slowly grow...

Sprite

Tiny Fey, Neutral Good

Armor Class: 15 (leather armor)

Hit Points: 2 (1d4)

Speed 10 ft., fly 40 ft.

Challenge 1/4 (50 XP)

Skills Perception +3, Stealth +8;

Senses passive Perception 13;

Languages Common, Elvish, Sylvan;

Actions

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

Shortbow *Ranged Weapon Attack* +6 to hit, range 40/160 ft. (one target) Hit: 1 piercing damage, and the target must succeed on a DC 10 Con save or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Chr save, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

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Barrow of the Forgotten Chieftain

"You find a stone door built into the side of a small hill. The runes around the doorway have been eroded and are no longer readable. The door stands open halfway, and boot prints leading inside can be seen in the soft earth."

Creature(s)

Ogre Zombie

Large Undead, Neutral Evil

Armor Class: 10

Hit Points: 85 (9d10+36)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Undead Fortitude If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

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This is the burial vault of an ogre chieftain who died years ago. The single room chamber is thirty feet on each side with a massive stone coffin in the center, its lid askew and its owner standing over the corpse of a halfling tomb raider.

Treasure

In the stone coffin is hidden a moonstone worth 25 gp, a *Potion of Healing*, and a sandstone statuette of a bull, worth 5 gp.

Further Adventure™

The thief was a halfling named Jasper Quickheels, a member of a caravan passing through the area...

The members of the zombie's tribe appear (see below), bearing an offering to place at the tomb... A secret door in the chamber reveals a much older, and vast burial crypt...

Ogre

Large Giant, Chaotic Evil

Armor Class: 11

Hit Points: 59 (7d10+21)

Speed 40 ft.

Challenge 2 (450 XP)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Actions

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

Javelin ○○○ *Ranged Weapon Attack* +6 to hit, range 30/120 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

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

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The Stubborn Chest

"A large chest, banded in steel, rests at the foot of a massive ash tree. It is burned, and deeply scarred by the bites of savage axes; but the old veteran remains sealed, its secrets safe, for the moment."

The chest is exactly what it appears to be: a sturdy, locked box. Iron-Banded Chest 18 AC, 25 HP, Lock DC 25*, Break DC 30*

*The chest is under an *Arcane Lock* which has raised the break and lock DCs by 10.

Treasure

While most of the Limitless Encounters are not scaled by party level, in this instance it seems appropriate to not unbalance a low level party with a powerful item, or disappoint a high level group with a low-powered item. DMs- Below is a list of suggested items, but feel free to substitute any item you deem appropriate.

Party Level

- 0 - 4** Choose one uncommon item: *Bag of Holding*, *Boots of Elvenkind*, *Gauntlets of Ogre Power*
- 5 - 10** Choose one rare item: *Gem of Seeing*, *Horn of Blasting*, *Potion of Gaseous Form*
- 11- 16** Choose one rare from above, and one uncommon item from above.
- 17+** Choose two rare items from above.

Further Adventure[™]

The chest's owner returns...

Goblins, who failed to open the chest, lay in wait to take the contents from the players...

The chest could contain a cursed item locked away to keep people safe...

Optional Creatures

Goblin

Small Humanoid (goblinoid), Neutral Evil

Armor Class: 15

Hit Points: 7 (2d6)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

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 creature) Hit: 5 (1d6 + 2) slashing damage.

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

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

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Arcane Lock

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (gold dust worth at least 25 gp, which the spell consumes)

Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes. While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

The Unending Hunger

"A pack of grey-skinned, hairless humanoids, moving like a pack of wild dogs, appears atop a small hillock to your left. They move quickly, with their heads close to the ground, their long tongues lulled out, drooling, and their clawed hands splayed."

Creature(s)

Ghoul x 4

Medium Undead, Chaotic Evil

Armor Class: 12

Hit Points: 22 (5d8)

Speed 30 ft.

Challenge 1 (200 XP)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned;

Senses darkvision 60 ft., passive Perception 10;

Languages Common

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 creature) 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.

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

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The ghouls swarm one opponent, focusing on unarmored foes. If they paralyze a PC, they move on to the character most susceptible to their claw attacks. Add zombies to increase the CR.

Treasure

One of the ghouls wears a gold ring in the shape of a quill (see below), a holdover from his days among the living.

New Magic Item

Loremaster's Band

Wonderous Item, Uncommon

This magical ring grants its wearer advantage when making Intelligence (History) checks.

Further Adventure™

The ghouls are just one hunting party of a much larger pack, led by a ghast...

Recently, grave robbers released the ghouls while plundering an ancient tomb...

The ghouls were awakened by a necromancer named Edgar the Vile...

Zombie

Medium Undead, Neutral Evil

Armor Class: 10

Hit Points: 22 (3d8+9)

Speed 20 ft.

Challenge 1/4 (50 XP)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Undead Fortitude If reduced to 0 hit points, the zombie must make a Constitution save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 4 (1d6 + 1) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

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Rum Soaked and Unruly

"A band of scruffy-looking men sit drinking on fallen logs. By the laughter and volume, it is clear the men are drunk. When they notice your group, they begin cat-calling and jeering."

Creature(s)

Bandit

Medium Humanoid (any race), Chaotic Evil

Armor Class: 12 (leather armor)

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses passive Perception 10

Languages any one language (usually Common)

Actions

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

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

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

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Mastiff x 2

Medium Beast, Unaligned

Armor Class: 12

Hit Points: 5 (1d8+1)

Speed 40 ft.

Challenge 1/8 (25 XP)

Skills Perception +3

Senses passive Perception 13

Languages -

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

Actions

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

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The bandits demand that that the PCs hand over their coin. If a fight breaks out, three of the bandits duck behind logs and empty ale casks for half cover (+2 AC and Dexterity saves) and provide cover fire, while the other two bandits and their dogs engage in melee.

Treasure

Each bandit carries 1d12 sp. The bandit leader carries a magical longsword named *Solidus*(see below).

Further Adventure™

One of the bandits is the runaway son of a local noble...

One of the casks contains a very disgruntled sprite trapped by the bandits...

The bandits are deserters of the local army and all have bounties to be brought in alive...

"Solidus"

Weapon (longsword), Uncommon

Solidus grants its wielder a +1 bonus to attack and damage. In addition, the sword grants its own a +2 bonus on Intimidation checks.

The Poorly-Played Dirge

"The sound of a lute playing in the distance catches your attention. The song is poorly played, out of tune, and nearly painful to your ears. You can't be certain, but it sounds like the lute is being played by an owlbear."

If the players follow the sound of the lute, they find the remains of a gnome bard named Gamble Sprystrings. His green and yellow motley is rent and bloodstained. He appears to have been attacked by a wild animal. A DC 15 Survival Check will reveal that the beast appeared to be a six-legged cat (The one we can't mention or we'll get sued).

Treasure

If restrung, the lute would be worth 100 gp to a bard. Additionally, if the players put the bard to rest, they will receive a 1d6 inspiration die that they may add to any d20 roll; the bonus die is usable only once, but has no duration. When the player chooses to use their bonus die, they hear the sound of an expertly-played lute in the distance. If the bard is not laid to rest, the lute continues to play off-key, despite any attempts to fix or restring it.

Further Adventure™

The lute could be an intelligent item...

The spirit of the bard follows the players, aiding them in small ways before departing the material plane...

The sound has drawn the attention of a copper dragon, who wants the peculiar lute for its hoard...

Optional Creature

Young Copper Dragon

Large Dragon, Chaotic Good

Armor Class: 17 (natural armor)

Hit Points: 119 (14d10+42)

Speed 40 ft., climb 40 ft., fly 80 ft.

Challenge 7 (2,900 XP)

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

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Actions

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

Bite *Melee Weapon Attack* +7 to hit, reach 10 ft., (one creature) Hit: 15 (2d10 + 4) piercing damage.

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

Breath Weapons (Recharge 5-6) The dragon uses one of the following breath weapons.

Acid Breath The dragon exhales acid in an 40-foot line, 5 feet wide. Each creature in that line must make a DC 14 Dex save, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Con save. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turn.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

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The Fight for the Mountain Pass

"The mountain pass narrows; in the middle of the road an orc lies face down with an arrow in his back."

Creature(s)

Orc x 6

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

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 creature) Hit: 9 (1d12 + 3) slashing damage.

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

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

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If the PCs investigate, the orcs spring their trap. The prone orc stands up, attacks, and is quickly joined by four other orcs hidden under tarps the color of the surrounding rock. These four melee fighters are supported by two orcs throwing javelins (six each), each on opposite sides of the pass, perched roughly twelve feet up on rocky outcroppings.

Treasure

19 gp in assorted coins, a brass torc worth 7 gp.

Further Adventure™

The orcs are in the employ of a red dragon that lairs on the mountain (see below)...

The PCs encounter a band of half-dragon orcs...

An ambassador from a dwarf clan, with a stronghold in the mountain, approaches the PCs to hire them to invade the orc warrens...

Young Red Dragon

Large Dragon, Chaotic Evil

Armor Class: 18 (natural armor)

Hit Points: 178 (17d10+85)

Speed 40 ft., climb 40 ft., fly 80 ft.

Challenge 10 (5,900 XP)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Actions

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

Bite *Melee Weapon Attack* +10 to hit, reach 10 ft., (one creature) Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw *Melee Weapon Attack* +10 to hit, reach 5 ft., (one creature) Hit: 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6) The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

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The Mountain's Face

"You find a face carved into the side of the mountain pass. The statue is twice as tall as a man and bears a resemblance to a stone giant wearing a crown of juniper. Below the face sit several small offerings of coins, gems, carved stones, and dried fruit."

Earth Elemental

Large Elemental, Neutral

Armor Class: 17 (natural armor)

Hit Points: 126 (12d10+60)

Speed 30 ft., burrow 30 ft.

Challenge 5 (1,800 XP)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Damage Vulnerabilities thunder

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Earth Glide The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster The elemental deals double damage to objects and structures.

Actions

Multiattack The elemental makes two slam attacks.

Slam *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 14 (2d8 + 5) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

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This holy site was created by stone giants to help those who walk in the dreamscape relate to those in the waking world.

If the PCs leave gifts and show respect at the shrine, the face will cast the *commune with nature* spell, targeting one player at random. That player then gains three useful facts about the mountain (up to three miles radius) which can be used to reveal details about their current quest.

Should the players disrespect the shrine or steal one of the trinkets (see below), an earth elemental appears and attacks until destroyed or the PCs are driven off.

Treasure

16 pp, an uncut ruby (250 gp), and a fist-sized chunk of mithril (50 gp)

Further Adventure[™]

Should the players steal from, or in any way dishonor the shrine, the stone giants will exact vengeance...

The PCs begin having dreams filled with portents and visions from the stone giant god, or a powerful elemental seeking their assistance...

The mouth of the face could open to reveal a tomb or dungeon...

An Unwanted Bath

"Two separate but simultaneous roars draw your attention to a small mountain spring, where a two-headed giant stands up to its shoulders in a ring of soap bubbles. Nearby, you hear retreating fey laughter like wind chimes."

Creature(s)

Ettin

Large Giant, Chaotic Evil

Armor Class: 12 (natural armor)

Hit Points: 85 (10d10+30)

Speed 40 ft.

Challenge 4 (1,100 XP)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

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 creature) Hit: 14 (2d8 + 5) slashing damage.

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

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

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Growl-Gnash, a particularly odious and odoriferous ettin, has just been tricked into taking the first bath of their life by playful fairies. Unfortunately for the PCs, the fey have disappeared and the ettin is looking to get even with someone.

Treasure

Growl-Gnash carries a large deerskin bag which contains 7 cp, 18 sp, 9 gp, a drinking horn made from an ox horn worth 10 gp to a collector, a set of goblin finger bones in a small leather pouch, and a dozen red berries.

Further Adventure™

The fey reward the PCs for defeating the Ettin, or they become the target of their next prank...

A one-handed goblin shaman begins following the party to get her finger bones back...

Growl-Gnash's animal companion, a particularly nasty Death Dog, begins stalking the party...

Death Dog

Medium Monstrosity, Neutral Evil

Armor Class: 12

Hit Points: 39 (6d8+12)

Speed 40 ft.

Challenge 1 (200 XP)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

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

Actions

Multiattack The dog makes two bite attacks.

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

If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

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The Hermit of the Sun-Touched Cave

"At the mouth of a small cave sits a man in robes nearly identical in color to the surrounding stone."

Creature(s)

Rowan the Hermit

Medium Humanoid (human), Lawful Neutral

Armor Class: 11

Hit Points: 52 (8d8+16)

Speed 30 ft.

Challenge 3 (700 XP)

Saving Throws Con +4, Wis +3

Senses passive Perception 11

Languages Common

Brave Rowan has advantage on saving throws against being frightened.

Reactions

Parry Rowan adds 2 to its AC against one melee attack that would hit him. To do so, the Rowan must see the attacker and be wielding his walking stick.

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

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The hermit, a human named Rowan, is lonely and tries to make the PCs comfortable in his cave, adding wood to the small fire and laying out a meager meal of smoked meat and dried mushrooms. Rowan is hungry for news of the outside world, having been living in hermitage for several years. If treated kindly, Rowan can be used to share information on the PCs current quest.

Rowan was either a knight himself or a squire to one (DM's choice), but has since taken up the life of hermit after a terrible accident for which Rowan feels responsible.

Treasure

While they eat, Rowan offers to clean and sharpen the PCs' weapons. Any player that allows Rowan to do so will receive a +1 bonus to attack and damage for 1d4 days as Rowan tightens straps, replaces damaged clasps, oils and sharpens everything with great skill and care.

Further Adventure™

The hermit could be a shape-shifted silver dragon...

The hermit admits that he used to be a paladin (or squire to one) but lost his way after losing a relic sacred to his temple when seduced by a succubus...

The hermit could trade the PCs a map to a treasure located nearby...

Recovering the relic

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Investigation, Religion,

Success: You succeed in locating the succubus who stole the Tome of Clarity

Failure(s):

1: Your next roll is made with disadvantage.

2: The succubus sends an assassin to stop the party from pursuing her.

3: You discover the location of the succubus, but she and her tiefling cult have prepared a trap.

Tome of Clarity

This nonmagical text contains the teaching of a sun deity and its followers. There are several secrets contained in the book, such as the true names of angels and demons (many of whom would kill to hide their true names). The tome is valued by sages, scholars, and priests, who would pay 5,000 gp for it.

Fire and Poison

"In the distance you spy a red dragon, roughly the size of a riding horse, speeding towards you. As it draws closer, you see that it appears mutated - it is missing its arms, and its tail bears a large stinger on the end. It shrieks and lets loose a gout of bright flames."

Creature(s)

Half-Red Dragon Wyvern

Large Dragon, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 113 (13d10+39)

Speed 20 ft., fly 80 ft.

Challenge 6 (2,300 XP)

Skills Perception +4

Damage Resistances fire

Senses blindsight 10ft., darkvision 60 ft., passive Perception 14

Languages Understands Draconic, but cannot speak

Actions

Fire Breath (Recharge 5-6) The wyvern exhales fire in a 15-foot cone. Each creature in that area must make DC 15 Dexterity saving throw, taking 24(7d6) fire damage on a failed save, or half as much on a successful one.

Multiattack The wyvern makes two 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 creature) 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 one.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	5 (-3)	13 (+1)	7 (-2)

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The creature is actually a wyvern-half red dragon.

Treasure

None.

Further Adventure™

The wyvern was sired by an adult red dragon named Agramorr...

Agramorr is breeding an army of half-dragon orcs (see below), wyverns and other monstrosities to seize control of the local settlement...

The PCs encounter a half-dragon that offers to lead them to an entrance to Agramorr's lair...

Half-Red Dragon Orc

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Damage Resistances fire

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

Languages Common, Draconic, Orc

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

Actions

Breath Weapon (short rest) Any creature in 15 ft. cone takes 2d6 damage on a failed Dexterity save (DC 11), and half as much damage on a successful one.

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

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

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The Red King of the Mountain

"A boulder, roughly the diameter of a wagon wheel, crashes to the ground ten feet from your party. A red dragon fifteen feet in length sneers at you from where it hovers over the mountain path."

Creature(s)

Adult Red Dragon

Huge Dragon, Chaotic Evil

Armor Class: 19 (natural armor)

Hit Points: 256 (19d12+133)

Speed 40 ft., climb 40 ft., fly 80 ft.

Challenge 17 (18,000 XP)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

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* +14 to hit, reach 10 ft., (one target) Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw *Melee Weapon Attack* +14 to hit, reach 5 ft., (one target) Hit: 15 (2d6 + 8) slashing damage.

Tail *Melee Weapon Attack* +14 to hit, reach 15 ft., (one target) Hit: 17 (2d8 + 8) 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 19 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.

Fire Breath (Recharge 5-6) The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire 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 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The dragon, a fierce red named Agramorr, continues to hurl rocks and use its breath weapon to weaken the party for several rounds before closing into melee combat.

Treasure

The dragon wears a platinum torc on his right upper arm worth 400 gp.

Further Adventure™

The fleeing dragon could lead the players back to its hoard, guarded by half-dragon ogres...

The dragon's mate or parent shows up...

The dragon feigns injury and flees, luring the PCs into a trap...

The Dreaming Painter

"As you come around a bend, you see a gray giant, as tall as a three-story inn, painting a beautiful mural of a deep violet sunset onto a smooth patch of mountain side."

Creature(s)

Stone Giant

Huge Giant, Neutral

Armor Class: 17 (natural armor)

Hit Points: 126 (11d12+55)

Speed 40 ft.

Challenge 7 (2,900 XP)

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

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

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

Actions

Multiattack The giant makes two greatclub attacks.

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

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

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

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The stone giant, Garune, is friendly and eager for news from "the waking world". Garune pays careful attention to the PCs' gear and inquires if any are artisans. While Garune is friendly, even helpful, he angers quickly if the players insult or try to trick him.

Treasure

Garune will trade raw gold ore for art supplies or artisan's tools of any type. He will pay double the item's market price.

Further Adventure™

Garune sends the PCs to gather rare pigments to make new colors...

Garune offers to teach one of the PCs to work stone...

Garune seeks help defeating a powerful creature, like a dragon or a roc, to raise his status among his clan...

Hunting for Rare Pigments

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Nature, Perception, Survival

Success: The party finds enough rare minerals and plants to satisfy Garune.

Failure(s):

1: Lost. The next check is made with disadvantage.

2: Land slide. Each character must make a DC 15 Dex save or take 1d6 bludgeoning damage per character level.

3: Guardians. The pigments are found, but they are dangerously close to a tribe of orcs.



Rock Slide

"You hear a crash above and look just in time to see a mass of rocks break free from the side of the mountain and race towards the pass."

Treat the rock slide as a dangerous trap.

The Dexterity save DC for the rock slide is 15, success means half damage.

Rock slide damage by level:

Party Level	Damage
1-4	2d10
5-10	4d10
11-16	10d10
17-20	18d10

Treasure

None.

Further Adventure™

The rock slide reveals a forgotten dungeon entrance locked with strange runes (see below)...

The rock slide was a trap set by kobolds (see below) living on the mountain...

The rock slide was an attempt by peaceful stone giants to scare the PCs off the mountain and keep them from drawing the attention of the mountain's more sinister inhabitants...

Optional Creatures

Kobold

Small Humanoid (kobold), Lawful Evil

Armor Class: 12

Hit Points: 5 (2d4)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

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

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

Actions

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

Sling *Ranged Weapon Attack* +4 to hit, range 30/120 ft., (one creature) Hit: 4 (1d4 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

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Unlocking the runes

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Arcane, Perception, Religion

Success: The dungeon entrance opens to reveal a dark tunnel.

Failure(s):

1: The next check is made with disadvantage.

2: A wave of necrotic energy strikes anyone within 15 ft. A DC 15 Dexterity is required to avoid 8d6 necrotic damage.

3: The door opens, but a pack of specters (or wraiths for higher level parties) spills out and attacks the party.

The Queen of the Mountain Skies

"A great bird, larger than a dragon, swoops down and blocks out the sun."

Creature(s)

Roc

Gargantuan Monstrosity, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 248 (16d20+80)

Speed 20 ft., fly 120 ft.

Challenge 11 (7,200 XP)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Keen Sight The roc has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack The roc makes two attacks: one with its beak and one with its talons.

Beak *Melee Weapon Attack* +13 to hit, reach 10 ft., (one creature) Hit: 27 (4d8 + 9) piercing damage.

Talons *Melee Weapon Attack* +13 to hit, reach 10 ft., (one creature) Hit: 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

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The roc is an apex predator and should pose a serious threat to most parties. The PCs may need to run, hide or find a way to appease the animal, as combat may be lethal.

Treasure

None.

Nest- 3d12 gp, a black pearl worth 500 gp, and an *Ioun Stone of Protection*.

Further Adventure™

The roc can grab a character, fly him or her back to its young, and deposit them in their nest...

The roc could grab a healer and bring him or her back to a nest full of diseased chicks...

A young silver dragon approaches the party in the guise of a maiden and hires them to relocate the roc's eggs without harming them...

Fledgling Roc

Large Beast, Unaligned

Armor Class: 13

Hit Points: 26 (4d10+4)

Speed 10 ft.

Challenge 1 (200 XP)

Skills Perception +2

Senses passive Perception 12

Actions

Multiattack The fledgling makes two attacks: one with its beak and one with its talons.

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

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

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The Fate of St. Martin

"Completely out of place on the side of a mountain, you see a small fishing boat, broken and scorched. Perched atop the burned vessel sits a winged, three-headed monster that roars a threefold challenge."

Creature(s)

Chimera

Large Monstrosity, Chaotic Evil

Armor Class: 14 (natural armor)

Hit Points: 114 (12d10+48)

Speed 30 ft., fly 60 ft.

Challenge 6 (2,300 XP)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Actions

Multiattack The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When available, it can use its breath in place of its bite or horns.

Bite *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

Horns *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 10 (1d12 + 4) bludgeoning damage.

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

Fire Breath (Recharge 5-6) The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

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

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The chimera sticks to the air while its fire breath recharges, and flees if outmatched.

Treasure

The ship, the St. Martin, has been cleaned out, but a DC 15 Perception check reveals a small cache that was overlooked: 3d12 gp, a moss agate (10 gp), and a *Wind Fan*.

Further Adventure™

Badly-burned zombies issue from the hold of the broken fishing ship...

The shipping company that owned the vessel hires the PCs to recover the navigational logs...

The ship's log states that the crew was bringing medical supplies to a village plagued by disease...

Immolated Sailors

Medium Undead, Neutral Evil

Armor Class: 10

Hit Points: 22 (3d8+9)

Speed 20 ft.

Challenge 1/4 (50 XP)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Aversion of Fire If the zombie takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Undead Fortitude If reduced to 0 hit points, the zombie must make a Constitution save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	15 (+2)	4 (-3)	7 (-2)	5 (-3)

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Fleeing Goblins

"Through the brush burst twenty goblins carrying everything they own on their backs. Their leader, astride a Worg, swears in goblin, 'Now this!? Will this day never end?! To me! Protect the little ones!'. Seven sturdy goblins step forward to protect the young and weak who attempt to flee across the path."

Creature(s)

Goblin x 8

Small Humanoid (goblinoid), Neutral Evil

Armor Class: 15

Hit Points: 7 (2d6)

Speed 30 ft.

Challenge 1/4 (50 XP)

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

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Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

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 creature) Hit: 5 (1d6 + 2) slashing damage.

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

Worg

Large Monstrosity, Neutral Evil

Armor Class: 13 (natural armor)

Hit Points: 26 (4d10+4)

Speed 50 ft.

Challenge 1/2 (100 XP)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

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Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

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

Actions

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Salt of Noxious Vapors

Potion, rare

A small vial contains a greenish-brown, wet, salty mixture. On exposure to air (being opened, or breaking) it creates a 15' noxious cloud centered around the vial that lasts for one minute.

The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a DC 13 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. Creatures with Keen Smell must make a DC 15 Constitution saving throw against poison or lose their keen sense of smell for 1d4 days.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

The goblins are fleeing the orc hordes. Their escape has been difficult, and they assume that the party is hostile. They will not fight to the death if they can help it, but the leader will do what he can to ensure their escape.

An Insight check, DC 12, will indicate that they would rather flee. An Insight check, DC 15, will indicate that they might be bargained with. A Persuasion check, DC 15, puts them at ease and willing to parlay, but leave them wary. If the party speaks Goblin, they gain Advantage on Insight or Persuasion rolls.

Treasure

The goblin chieftain has two *Salt of Noxious Vapors* potions in his possession, and will use one to help him escape. Each goblin combatant carries 5d6 cp, and 1d4 sp. If the party seeks to extort or negotiate payment from the whole group, they can expect around 136 cp, and 28 sp. Additionally, there are 1d8 small carved objects of art among the families that would fetch around 5 gp each.

Further Adventure™

The goblins are headed toward a human settlement, unless convinced to change their route...
 The goblins provide information that grants advantage on stealth rolls for the next encounter...
 A halfling druid travels with the goblins, aiding the clan while fleeing the Horde's devastation...



Advance Scouts

"A small brook breaks the uneven ground through the rocky terrain, mounded earth, and bushes. The lack of birdsong is a little disturbing."

Creature(s)

Orc x 3

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

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 creature) Hit: 9 (1d12 + 3) slashing damage.

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

Each Orc has two javelins.

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

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Three Orcs are hiding among the rocks; one is lying prone ahead of the party, the other two are off to either side. They each make separate Stealth checks against the player's passive Perception. The prone Orc will stand and attack the lead of the party aggressively from the front if he thinks he can surprise the party.

The others will attempt to pelt non-martial characters with their Javelins, then rush in on the next turn to flank and attack. If the Orcs can't bring down one character within a couple rounds of combat, they'll likely flee to fetch a larger war party.

For higher level parties add an additional 3 Orcs to maintain the difficulty of the attack; one more at the front, and two more on the sides. Roll the stealth checks as three group rolls.

Treasure

Besides their weapons and armor, the orcs carry a total of 12 gp.

Further Adventure™

The scouts have already reported the players' position, and reinforcements will arrive soon...

There is a cave entrance among the rocks, where a large bear lies sleeping...

These rocks are the ruins of an ancient outpost, the mounds the resting places of the undead protectors of this place, and night is falling...

Strike Team

"The village is in flames; many have fled. Four farmers are weakly attempting to defend themselves from the five large Orcs, who laugh at their efforts. One laughing Orc grasps the hair on the head of a kneeling farmer, battered and beaten, and holds his axe to the man's throat."

Creature(s)

Orc x 5

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

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 creature) Hit: 9 (1d12 + 3) slashing damage.

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

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

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Commoner

Medium Humanoid (any race), Any Alignment

Armor Class: 10

Hit Points: 4 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common

Actions

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

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The four farmers defend themselves with farming tools.

The commoners are overpowered, and begin combat with the orcs 45 feet from the party. Each has a 50% chance (50 or less on percentile) of disengaging and fleeing each round.

The orcs are taunting the humans, offering to let the wounded man go if they can best one of their warriors. This is a lie, as they are just cruelly playing with the commoners. Once they grow bored, they'll slaughter them.

In their banter, they discuss which one of the farmers would be the best to roast over the embers of the village huts.

Treasure

All together the orcs carry 13 gp, and 10 sp.

Combined, the commoners carry 10 cp.

Further Adventure™

The orcs are hunting for an escaped prisoner among the ruins, possibly a local lord...

The farmers tell of slavers among the orcs who've taken all the women and children...

The villagers are being rounded up for a massive sacrifice to summon a demon...



Orc Unit

"You can hear them approaching, the stomp of their feet on the packed earth of the road. Two Hobgoblin officers bark orders - and whip them on. "Move, maggots! We've got a schedule to keep!"

Creature(s)

Hobgoblin x 2

Medium Humanoid (goblinoid), Lawful Evil

Armor Class: 18

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/2 (100 XP)

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

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Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

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 creature) 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 (one creature) Hit: 5 (1d8 + 1) piercing damage.

Orc x 6

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

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

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Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

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 creature) Hit: 9 (1d12 + 3) slashing damage.

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

The hobgoblins will stay to the rear, allowing the orcs to use their Aggressive ability to rush toward the party. The hobgoblins will use their longbows and Martial advantage to inflict as much damage as possible to the party, focusing on spellcasters and healers first. Orcs will attempt to flank, even drawing attacks of opportunity to do so.

This war party has fought adventurers before. If a character is knocked unconscious, the orc fighting them will pick up their weapon or spell focus and throw it 15 feet behind them as their action.

The war party is very interested in capturing prisoners to sell as slaves, or use for ransom. If they are overpowering the party, individual Orcs will use their action to drag unconscious characters back toward the hobgoblins. On their next turn, they will use their action to tie them up before returning to the battle.

Treasure

The orcs carry a combined 40 cp, 60 sp, and 20 gp.

The hobgoblins carry 15 gp and 2 pp.

Further Adventure™

Another unit is cresting the hill...

One of the hobgoblins has written plans that expose a weakness in the local keep's defense...

A local noble has paid a bribe to the Horde to spare his castle, documented in the orders carried by the hobgoblins.

Supply Caravan

"Three supply carts, about 20 yards apart, are each driven by a pair of Orcs. Each is noisy and dusty. With some stealth and cunning, the party could cut a vital supply line."

Creature(s)

Orc x 6

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

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 creature) Hit: 9 (1d12 + 3) slashing damage.

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

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

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Skills: Stealth and Power

Place three carts at 20 yard intervals on a straight or winding road. Each cart has two orcs, one driving, one on lookout. Each pair of orcs is bored and unaware. The carts are noisy and grant advantage to Stealth to board from behind. With careful planning, the party can pick off each cart in the line. The carts are moving at half walking pace (15 ft.) each round.

If using a grid or map, the carts can be stationary, and can be considered to be moving at 15 ft. per turn on the bumpy road. Consider characters able to keep up with stealth checks - sneaking along the side of the road in the brush.

Once the party attacks a cart, and are unable to kill the driver and passenger in a single round, the next cart ahead may notice the noise of combat with a DC 12 Perception check. If they succeed, they will alert the cart in front (if any) and begin to double move. Orcs and party members must roll DC 14 Dexterity checks to double move the heavy carts. If not caught within 3 rounds of double moving, consider the orcs to have escaped.

Treasure

Each cart contains a month of rations, 1d20 finely-crafted swords, longbows, and daggers. 1d4 suits of chain, 1d4 suits of plate, and 1d6 shields. If the party searches for a specific common weapon or type of armor not listed, there is 1-in-10 chance (increase to 2-in-10 or 3-in-10 depending on the number of carts) that the item is in the trove.

The orcs each carry 5 sp, and 2 gp.

Further Adventure™

These supplies were obviously elvish in make, and should be brought to troops nearby... Cutting the supply line could grant "inspiration" in fighting any other Orc encounter the next day...

The food is all poisoned, the weapons damaged, but not obviously so. It was intended to be captured...



Hobgoblin's Tollway

"The road works its way through rockier terrain. Ahead of you is a simple roadblock, staffed by two hobgoblins. One of the hobgoblins raises his hands and signals you to approach. In common, he yells "1 Gold Piece each to pass the Hordes' gate."

Creature(s)

Hobgoblin x 5

Medium Humanoid (goblinoid), Lawful Evil

Armor Class: 18

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/2 (100 XP)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

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 creature) 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 creature) Hit: 5 (1d8+1) piercing damage.

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

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To either side of the road about 30 feet behind the party, either in rocks or the brush, hide three more Hobgoblins waiting in ambush. They are hidden very well, behind full cover, and await a signal from the two guards to begin pelting the party with arrows.

Any yelling on the part of the guards will alert the ambush team.

The hobgoblins have taken measures to hide their tracks in the area, but a DC 17 Survival roll would indicate that there might be more around.

Treasure

Each hobgoblin carries 2 gp and 5 sp in pay.

In the ambush camp nearby is a sack with 10 gp if the party thinks to look for it.

Further Adventure™

The tollway was merely a ruse to slow the party down; a larger force approaches from behind...

Among the loot is an important letter for a nearby lord, asking for reinforcements in the war...

A captured slave, chained to a post, tends the hobgoblin camp nearby...



Bugbears

"The dying embers provide little warmth while you're on watch. The party rests, while you keep a watchful eye. However, something seems amiss."

Creature(s)

Bugbear x 3

Medium Humanoid (goblinoid), Chaotic Evil

Armor Class: 16

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

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 creature) Hit: 11 (2d8 + 2) piercing damage.

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

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

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Rude Awakening

One PC should be awake while the others rest, and will have to muster the others as the bugbears attempt to attack the party. They will come from all sides. The player will hear the bugbears moving in the woods as follows:

Passive Perception DC 12 - The PC knows roughly where one bugbear is. (closest to them)

Wisdom DC 14 - If the player can quietly wake members of the party with a Stealth roll, they won't be surprised.

Perception DC 14 - The player believes there are only two bugbears in total.

Perception DC 16 - The player knows they are surrounded.

Only make the Perception and Wisdom rolls once. Each round the PC takes quietly waking the others the bugbears might attack. Roll a d6, on a 5 or 6, they attack. If the PC loudly rouses the party, the bugbears immediately attack, granting them their Surprise Attack additional damage. Any party member roused quietly is not surprised.

The bugbears will try to maneuver themselves to get a surprise attack on sleeping members of the party, attempting Stealth (+6) to move toward the camp. The other two will wait for the closest one to attack the party first, causing a diversion for them to come in from the sides.

Treasure

One of the bugbears wears a necklace as a bracelet. It is in the shape of a beautiful dryad transforming into a tree and is worth 50 gp.

Further Adventure™

The bugbears obviously haven't eaten in days, the local authorities might reward the party for this news...

The bugbears' hands are manacled, obviously sent from a nearby force to deal with the party...

One of the bugbears carries a knight's embellished, possibly magical, sword tucked into his belt, but whose?...



Too many mouths to feed

"They trudge along the road: nearly a hundred men, women, and children. Downtrodden, they have only the clothes on their back and a few sparse tools. Some smile and their eyes brighten as the party approaches, "Will you help us? Please, we're hungry." Another man turns to the crowd, before the party has a chance to speak, "They'll help us! They'll take us to safety!"

Gameplay

Roll initiative. Each "Round" is a day. Commoners are broken into three groups which go last, but in the following order: Leadership, Hungry, Dying. Lastly, after the commoners, is "Complications" which happen at the end of each day. On round 1, there are 0 Leaders, 100 Hungry, and 0 Dying. The party's job is to meet the immediate needs, while helping the commoners learn to survive and lead themselves.

Leaders are safe and will not go Hungry or die, they are feeding themselves and a few others. Leaders may feed 1d4 other commoners with a Survival roll as below.

Hungry must be fed every day, or become Dying the next day.

Dying are at risk of dying. Each round 1d10 dying commoners will die. A Dying commoner may be fed, and will upgrade to Hungry.

Once all surviving are fed, and the leadership feeds is able to feed everyone, then the goal is met - and they survive without the party.

Skills Goal: Give a man a fish...

The party may use skills, rations, and magic to keep the commoners alive in the short term. Suggested Spells: *Goodberry* (feeds 10), *Create Food and Water* (feeds 15).

While players might easily use spell slots to feed the commoners on day one, the commoners have to be capable of sustaining themselves. Additionally, note the complications each day, which might involve fighting monsters - reducing the spellcaster's capabilities. The party may decide it's worth the risk to get through the challenge.

Survival:

DC 12 - feed 1d6 commoners DC 14 - feed 1d10 commoners DC 16 - feed 1d12 commoners DC 18 - feed 1d20 commoners

Treasure

The commoners cobble together about 30 cp and 5 sp to repay the party. If more than fifty commoners survive, 1d6 commoners offer to work for the party as hirelings. If more than ninety survive, one young commoner wishes to be the party's squire - serving the party fanatically, willing to die for them.

Further Adventure™

Over the hill comes a troop of hobgoblins with whips to take them as slaves...

The commoners follow the party, their saviors, even into their next encounter...

The dying are diseased, and contagious...

Roleplay Goal: Teach a man to fish...

The commoners must be inspired to fend for themselves. Excluding complications, the commoners are able to learn basic survival (at -1) if taught, but need someone with the relevant skill, along with encouragement to do so. These are a defeated people who have given up on life.

Inspiring: Magic, skills, creativity, and roleplay are needed here to convert the Hungry into leaders in their group.

Each success (DC 12) will convince 1d4 commoners to become leaders, but disallow use of the same skill in a round by other players, and disallow a player to use the same skill twice in a row across rounds. If a player surprises you with a creative skill, roleplay, or spell use, award a higher die roll (1d6 or 1d8) to convert Hungry commoners to leaders.

Complications

At the end of each round/day, roll for complications. These may help or hinder the party's mission. If the challenge has gone on too long, exclude combat.

d20

Complication

1-2 1d4 commoners become **Leaders**.

3-4 1d6 **Dying** commoners improve to **Hungry**.

5 1 **Hungry** commoner is inspired to be a **Leader**.

6-14 No complications.

15 1d4 **Leaders** give up and become **Hungry**.

16 1d4 **Hungry** commoners are now **Dying**.

17-18 1d4 Orcs attack the group. Separate initiative order, commoners are too weak to attack.

19-20 1d4 Hobgoblins attack the group. Separate initiative order, commoners are too weak to attack.

The Sacrifice

"In a copse of trees, near a pond, a young boy screams and pulls on the rope tied to his leg. The huge Orc Shaman ignores him, and continues with his ritual: drawing his large knife. Three orcs nearby hold their weapons in the air, seeking blessing from the gods of blood and darkness. One more orc stands guard."

Creature(s)

Orc x 4

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

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

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Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

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 creature) Hit: 9 (1d12 + 3) slashing damage.

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

The ritual will complete at the end of round 2, granting the orcs a d6 inspiration die. If the orc is able to kill the boy after the end of round 2, the die will increase to a d8 if not already spent.

The guard orc is wary, and will actively make Perception checks against party movement.

The worshipping orcs use passive perception vs. the players' stealth the first round, and are effectively surprised. The Shaman will ignore the party, as he is completing his ritual, while the others attack.

Treasure

The Shaman has a bag of holding containing 15 gp, a number of spell components, three human skulls, and a small delicately carved silver box worth 20 gp containing a shimmering powder. The powder is a *dust of disappearance*.

The orcs each carry 20 cp and 6 sp.

Further Adventure™

The boy village willingly pays the orcs tribute and slaves to leave them alone..

The boy can lead the party to where his master, a knight, lies wounded...

The unholy inspiration might apply negatively to the characters until their next encounter, applied by the DM at an inopportune moment...

Orc Shaman

Medium Humanoid (orc), Chaotic Evil

Armor Class: 16 (ring armor)

Hit Points: 44 (5d8+15)

Speed 30 ft.

Challenge 2 (450 XP)

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

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Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Unholy inspiration (1/Long Rest) ○ The orc shaman can complete a ritual (2 rounds) that will grant a d6 inspiration die to their companions who can hear them. This die can be applied to attacks or saving throws and is gone once used.

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

Unholy Strike The orc deals an additional 4 (1d8) necrotic damage when it hits with a weapon attack (included in attacks)

Spellcasting The orc is a 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks) The orc has the following cleric spells prepared.

Cantrips *Guidance, Resistance, Sacred Flame*

1st Level ○○○○ *Bane, Inflict Wounds*

2nd Level ○○ *Enhance Ability, Spiritual Weapon*

Actions

Spear *Melee or Ranged Weapon Attack* +5 to hit, 5 ft. (reach one target) or 20/60 ft., (range one target) Hit: 11 (1d6+3 plus 1d8 necrotic) piercing damage, or 12 (2d8 +3) piercing damage if used with two hands to make a melee attack.

Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5 ft. (reach one target) or 20/60 ft., (range one target) Hit: 6 (1d4 + 1d8 necrotic) piercing damage.



The Slaver's Entertainment

"His laugh is audible long before the party comes across them. A large man holding a glaive haggles the price of three human slaves with five rather frustrated goblins. Their attempts at raising the price for the haggard group, primping them, showing off their better features, are providing him with a great measure of entertainment."

Creature(s)

Goblin x 5

Small Humanoid (goblinoid), Neutral Evil

Armor Class: 15

Hit Points: 7 (2d6)

Speed 30 ft.

Challenge 1/4 (50 XP)

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

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Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

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 creature) Hit: 5 (1d6 + 2) slashing damage.

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

The oni will notice the party right away, unless they are using Stealth vs. his Perception roll. He will point them out to the goblins, who will rush to attack. The oni will stay in his human form during the first round, chatting with the slaves - asking them about their background and history.

If the party approaches him, he will turn *invisible* and position himself to get the most damage from a *cone of cold*, or *charm person*. He will fight one or two rounds, but will flee if he drops below half hit points.

Treasure

The leader of the goblins carries 25 gp in a pouch. Each goblin has 10 cp and 4 sp.

The oni carries a pouch containing 65 sp and 55 gp. The oni has a *potion of fire breath*, a *potion of supreme healing*, and a *potion of resistance*.

Further Adventure™

The oni/slaver, if he escapes, might follow the party and attack during their next encounter... Perhaps the oni turned invisible and then took the place of one of the slaves during the battle... There might be a large host of goblins just over the hill waiting for a signal to attack...

Oni

Large Giant, Lawful Evil

Armor Class: 16

Hit Points: 110 (13d10+39)

Speed 30 ft., fly 30 ft.

Challenge 7 (2,900 XP)

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

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

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

Languages Common, Giant

Senses darkvision 60 ft., passive Perception 14

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 creature) Hit: 8 (1d8 + 4) slashing damage.

Glaive *Melee Weapon Attack* +7 to hit, reach 10 ft., (one creature) 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.

Vortex

"A violent wind storm seems to move and roil as if alive."

Creature(s)

Air Elemental x 2

Large Elemental, Neutral

Armor Class: 15

Hit Points: 90 (12d10+24)

Speed 0 ft., fly 90 ft. (hover)

Challenge 5 (1,800 XP)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Air Form The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack The elemental makes two slam attacks.

Slam *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6) Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. \ \ If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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The storm is actually two air elementals that have combined into a violent cyclone that threatens to destroy everything in its path.

Treasure

The elementals carry no treasure.

Further Adventure[™]

Random lightning strikes make the area around the vortex too dangerous to travel...

Mephits begin to escape the vortex and cause mischief...

The vortex could herald the arrival of a powerful primordial, nature god, or calamity...

Lightning Strikes

The lightning has a Dexterity save dc as follows:

Setback 11

Danger 15

Deadly 20

Next, apply damage as follows:

PC Level	Setback	Danger	Deadly
1 - 4	1d10	2d10	4d10
5 - 10	2d10	4d10	10d10
11 - 16	4d10	10d10	18d10
17 - 20	10d10	18d10	24d10



Press Gang

"A harsh voice echoes in your head, ordering you stop where you are and to drop your weapons. A band of hunched and bearded humanoids with cruel-looking glaives approach you."

Creature(s)

Bearded Devil x 4

Medium Fiend (devil), Lawful Evil

Armor Class: 13 (natural armor)

Hit Points: 52 (8d8+16)

Speed 30 ft.

Challenge 3 (700 XP)

Saving Throws Str +5, Con +4, Wis +2

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Devil's Sight Magical darkness doesn't impede the devil's darkvision.

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

Steadfast The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack The devil makes two attacks: one with its beard and one with its glaive.

Beard *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive *Melee Weapon Attack* +5 to hit, reach 10 ft., (one creature) Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

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These devils can be found on any non-good aligned plane. The Devils are seeking to press the party into serving as foot soldiers in their eternal struggle against the demon hordes. The devils make use of their 10 ft. reach and flank whenever possible.

Treasure

The devils carry a total of 666 sp, each bearing the likeness of Asmodeus.

Further Adventure™

The devil leads the party to a portal to the Nine Hells...

If the players have the upper hand, the devils could offer to hire the party to fight an engagement against a demonic force...

If the devils are defeated or driven off, the party finds a dwarven prisoner, a berserker named Rye Grog...

Faustian Court

"The courtroom is filled with devils, tieflings, cultists, and towering over a lectern stands a horrific devil. He waves for the party to rise. 'Champions of the defense, please rise.'"

Creature(s)

Pit Fiend

Large Fiend (devil), Lawful Evil

Armor Class: 19 (natural armor)

Hit Points: 300 (24d10+168)

Speed 30 ft., fly 60 ft.

Challenge 20 (25,000 XP)

Saving Throws Dex +8, Con +13, Wis +10

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Fear Aura Any hostile creature that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom save, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. A successful save means the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

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

Magic Weapons The pit fiend's weapon attacks are magical.

Innate Spellcasting The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

At will *detect magic, fireball*

3/day each *hold monster, wall of fire*

Actions

Multiattack The pit fiend makes four attacks: one each with its bite, its claw, its mace, and its tail.

Bite Melee Weapon Attack +14 to hit, reach 5 ft., (one creature) Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw Melee Weapon Attack +14 to hit, reach 5 ft., (one creature) Hit: 17 (2d8 + 8) slashing damage.

Mace Melee Weapon Attack +14 to hit, reach 10 ft., (one creature) Hit: 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail Melee Weapon Attack +14 to hit, reach 10 ft., (one creature) Hit: 24 (3d10 + 8) bludgeoning damage.

Roleplay Challenge - Unwitting Advocates

The party is brought before an infernal court to act as legal counsel for one of the party or a known NPC. If the contract was with a player, then they have forgotten everything about it - and may even have doubts that the trial is real. Feel free to substitute your own loopholes. The challenge listed below is for an NPC, and should be kept confidential unless the party can reveal the details. The contract was made between the NPC and the Pit Fiend, to attain the richest farmland in the area, become a wildly successful farmer, and become wealthier than a lord. In exchange he offered his soul (and life), collectible in 20 years. The NPC became so wealthy, he hired a poor man to run the farm, began a lucrative career as a merchant, eventually amassing the funds to commission a wish to find loopholes to keep his profits and his soul. Any documents can be "summoned" for the court.



Defending the Accused - 3 successes before 2 failures

Feel free to allow the players the opportunity to try all kinds of skills. Perhaps the farmer has a document in their pocket that could be stolen, or they may try to intimidate the pit fiend. Persuasion, alternate deals, trial by combat, just about anything is open. Don't tell the players they have failed a roll, just read the results. DC starts at 14, and rises 2 points for each success or failure. Assume failures are statements discovered by the prosecution. Disallow repeated uses of any skill or technique.

Round	DC	Clues Gleaned
1st Success	14	The contract states that "The hand that tills the earth pays the cost." (implying the tenant farmer owes his soul)
1st Failure	14	The NPC agrees that his signature is the one on the contract
2nd Success	16	The merchant is currently broke after spending his funds on the wish, no longer richer than any of the lords in the area.
2nd Failure	16	The merchant owns more property than several local minor nobles.
3rd Success	18	The merchant hasn't touched, or even seen his land in 5 years - merely charging the tenant farmer rent.
3rd Failure	18	The merchant's name is on the deed to the land.
4th Success	20	The merchant was drunk at the time, and the document states that every party was fulfilling the legal requirements for contract in the county they reside. The county of the farmland requires contracts be made sober.
4th Failure	20	Similar to the success above, EXCEPT - at the time he resided in a neighbouring county with no such rule.

In the event of a tie, the fiend will offer trial by combat against the defenders (who may decline if they so choose) If the party fails, they are thanked for their time, and the defendant is immediately attacked. The party may choose to fight, or be sent back to where they summoned from. Fighting is potentially lethal for many levels of parties.

Treasure

None, though if they are willing to sign a contract...

Further Adventure™

The judge offers to defer his judgment for one year if they accept a quest from him...

The party could notice a cloaked figure in the gallery affecting the trial with magic...

A glabrezu approaches the party in disguise and offers evidence that will win the case...

Cloaked Figure

Medium Humanoid (Human), Neutral Evil

Armor Class: 12

Hit Points: 40 (9d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Infernal

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

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

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

2nd level (3 slots) ○○○○ *misty step, suggestion*

3rd level (3 slots) ○○○○ *counterspell, fireball, fly*

4th level (3 slots) ○○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *cone of cold*

Actions

Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5 ft., (reach one target) or 20/60 ft., (range one target) Hit: 4 (1d4+2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	16 (+3)	13 (+1)	10 (+0)

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The Writhing Pit

"Hidden behind a pile of boulders, you find a deep pit filled with what appear to be gnome-sized maggots. As you watch the disgusting scene, transfixed, several of the fleshy worms burst open to reveal small, waxy creatures with dead eyes."

Creature(s)

Lemure x 12

Medium Fiend (devil), Lawful Evil

Armor Class: 10

Hit Points: 13 (3d8)

Speed 15 ft.

Challenge 0 (10 XP)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Devil's Sight Magical darkness doesn't impede the lemure's darkvision.

Hellish Rejuvenation A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a *bles* spell cast on that creature or its remains are sprinkled with holy water.

Actions

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

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

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The devils in the pit swarm out of the pool mindlessly, attacking the party. To increase the difficulty, you could make the stream of lemures endless, adding another two to six lemures each round after several rounds of initial combat. You could also have a small tremor shake the ground and widen the pit, forcing the players to fall in and be surrounded.

Treasure

Near the pit is small citrine worth 12 gp.

Further Adventure™

A body or magical item is spotted deep inside the pit, covered by writhing bodies...

A rare lemure, whose intellect and personality weren't stripped away, entreats the party for help...

The "farmers" return for a batch of new recruits...

Lost (Unique Lemure)

Medium Fiend (devil), Lawful Evil

Armor Class: 10

Hit Points: 13 (3d8)

Speed 15 ft.

Challenge 0 (10 XP)

Saving Throws Wis +3

Skills Deception +2, Perception +3

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common, Infernal

Devil's Sight Magical darkness doesn't impede the lemure's darkvision.

Hellish Rejuvenation A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a *bles* spell cast on that creature or its remains are sprinkled with holy water.

Actions

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	12 (+1)	13 (+1)	11 (+0)

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An Astral Pirate's Life for Me

"An unnatural roar pulls your attention to the sky where a wooden skiff plummets toward your party. At the last second the craft draws upward and lands softly nearby. Three oddly-dressed pirates hop from the vessel and approach you."

Creature(s)

Astral Pirate x 3

Medium Humanoid (any race), Any Alignment

Armor Class: 15

Hit Points: 69 (11d8+22)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Actions

Multiattack The astral pirate makes three melee attacks: two with its scimitar and one with its dagger. Or the astral pirate makes two ranged attacks with its daggers.

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

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

Reactions

Parry The astral pirate adds 2 to its AC against one melee attack that would hit it. To do so, the astral pirate must see the attacker and be wielding a melee weapon.

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

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This encounter can be placed on any plane (including the Prime Material). The pirates are having difficulty with their airship, which normally only functions on the Astral Plane, but the crew slipped through a color pool. This brought them to the players' current location. If the encounter takes place on the Astral, Shadow, Ethereal, or Limbo plane, then the pirates are having trouble with their propulsion system, which requires 4 DC 20 Arcana checks before three failures to fix. If the encounter takes place on a Material Plane, the players will have to find a means of returning the pirates to the outer planes. Additionally, the pirates could be set to plunder the party if they look like an easy target. Feel free to increase the number of pirates as needed to create a sufficient challenge.

Treasure

The pirates carry 78 gp in coins from a dozen worlds, a charm made of the mummified toe of a solar worth 25 gp to a collector, and a bottle of rum with an alien label (10 gp).

Further Adventure™

A **mage** responsible for piloting the ship could be unconscious or dead...

The pirates could offer to take the party to a distant locale for a price (see below)...

The pirates could trade with the party to acquire a magical item to power their magical furnace...

Planar Travel Fees

Inner Planes - 500gp

Upper Planes - 750gp

Lower Planes - 1000gp

Exceptions

Abyss - 1250gp

Elemental Plane of Fire - 600gp

Nine Hells - 1250gp

Trapped Under Ice

"The icy cavern has a translucent floor, under which you can see the blue faces of several tortured souls straining to draw breath. You hear a voice whisper, 'Care to join them?' as from behind an icy stalagmite an insect-like creature with a whitish blue carapace steps forward."

Creature(s)

Ice Devil

Large Fiend (devil), Lawful Evil

Armor Class: 18 (natural armor)

Hit Points: 180 (19d10+76)

Speed 40 ft.

Challenge 14 (11,500 XP)

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

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

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Devil's Sight Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite *Melee Weapon Attack* +10 to hit, reach 5 ft., (one creature) Hit: 12 (2d6+5) piercing damage & 10 (3d6) cold

Claws *Melee Weapon Attack* +10 to hit, reach 5 ft., (one creature) Hit: 10 (2d4+5) slashing damage & 10 (3d6) cold

Tail *Melee Weapon Attack* +10 to hit, reach 10 ft., (one creature) Hit: 12 (2d6+5) bludgeoning damage & 10 (3d6) cold

Wall of Ice (Recharge 6) The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one.

Anyone beside the ice devil that tries to move more than half speed must make a DC 15 Dexterity save or fall prone. If anyone falls through a hole in the ice, the ice devil uses his ice wall to trap them below.

Treasure

Frozen into the walls are a dozen white crystal gemstones (50 gp each), and constantly cold to the touch.

Further Adventure[™]

The soul of a needed NPC might be trapped under the ice ...

From the ice, another vile creature bursts forth...

A needed magic item is at the bottom of the frigid pond...

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

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Far From Home

"You find a large sigil drawn in blood on the rocky ground. In the center of the symbol is a human male who has been bound and gagged. The man's eyes are filled with terror and he struggles against his bonds."

Creature(s)

Sunik Del

Medium Humanoid (Human), Chaotic Neutral

Armor Class: 12

Hit Points: 44 (10d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Abyssal, Infernal, Common, Draconic

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

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

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

2nd level (3 slots) ○○○ *misty step, suggestion*

3rd level (3 slots) ○○○ *counterspell, fireball, fly*

4th level (3 slots) ○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *wall of force*

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	16 (+3)	12 (+1)	13 (+1)

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The man is a mage named Sunik. Sunik was trapped on this plane when he and his master were captured by an unidentified monster and his servants. The younger wizard was being prepared for sacrifice when the party found him.

Treasure

If the party helps Sunik find his lost group, the wizard will reward the players with a *potion of diminution* (see below).

Further Adventure™

Sunik is mad and his party is long dead, perhaps at his hand...

Sunik begs the party to help him rescue his master...

Sunik is a shapeshifter or an agent of an enemy faction...

Potion of diminution

Potion, rare

When you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Finding Master Kannac

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Perception, Survival, Stealth

Success: You manage to find Master Kannac alive.

Failure(s):

1: Your next check is made with disadvantage.

2: An imp offers to tell you Kannac's location for 100 gp x average party level.

3: You find Master Kannac, but he has been captured by devils or demons.

Oneiromancy

"Your dreams are plagued horrific by images and haunting sounds."

Creature(s)

Night Hag

Medium Fiend, Neutral Evil

Armor Class: 17 (natural armor)

Hit Points: 112 (15d8+45)

Speed 30 ft.

Challenge 5 (1,800 XP)

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

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16;

Languages Abyssal, Common, Infernal, Primordial;

Innate Spellcasting The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 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* +7 to hit, reach 5 ft., (one creature) 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.

The party has drawn the ire of a night hag. She avoids detection by following the party on the Ethereal Plane and attacking at night with her Nightmare Haunting ability. If the party has never encountered a night hag, the DM could allow a DC 20 Arcana check to learn the cause of the nightmares.

Treasure

None, though the nightmare could reveal plot points or campaign secrets.

Further Adventure™

The hag could be sent by an enemy of the party to ensure they can't heal or regain spells...

The players could be required to seek out a wise sage, sphinx, or dragon before it's too late...

The party could unknowingly have looted the hag's eye, a powerful gem sacred to the night hag...



Lost Lambs

"You see a large group of humanoids in tattered robes. Many of the figures clutch scimitars, but look starved and weak."

Creature(s)

Cultist x 9

Medium Humanoid (any race), Unaligned

Armor Class: 12 (leather armor)

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

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

Actions

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

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

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The group was a cult to an extra-planar power (choose a devil, demon or god fitting your campaign). The group was lured away from the Material Plane only to be preyed upon by fiends. The paradise they were promised turned out to be a life of slavery, violence, and hunger. The group's leader, a cult fanatic called Roan (see below), led an escape, during which many of the cultists died. The group has forsaken their evil master and seeks a way back to the Material Plane. The group is cautious, but not openly hostile unless attacked.

Treasure

The cultists have no treasure, though they possess a great deal of information about the plane on which they currently reside, and their former master.

Further Adventure™

The master comes to collect the lost sheep...

The cultists could be faking their plight to trap the party...

The cultists could begin to worship a spellcaster member of the party...

Cult Fanatic

Medium Humanoid (any race), Unaligned

Armor Class: 13 (leather armor)

Hit Points: 33 (6d8+6)

Speed 30 ft.

Challenge 2 (450 XP)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

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

Spellcasting The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

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

1st level (4 slots) ○○○○ *command, inflict wounds, shield of faith*

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

Actions

Multiattack The fanatic makes two melee attacks.

Dagger *Melee or Ranged Weapon Attack* +4 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) *Hit:* 4 (1d4 + 2) piercing damage.

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

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Tattered Righteousness

"Chained to a rune-covered boulder is a once beautiful humanoid with tattered wings. The area around the angel is unnaturally cold and devoid of magic."

Creature(s)

Deva

Medium Celestial, Lawful Good

Armor Class: 17 (natural armor)

Hit Points: 136 (16d8+64)

Speed 30 ft., fly 90 ft.

Challenge 10 (5,900 XP)

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Angelic Weapons The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included)

Innate Spellcasting The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components:

At will *detect evil and good*

1/day each *commune*, *raise dead*

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

Actions

Multiattack The deva makes two melee attacks.

Mace *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day) ○○○ The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice). In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

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The angel was on a mission when he was captured by infernal forces and chained to a rock. The runes on the stone create an antimagic field ten feet in diameter.

Treasure

The deva vows to return should one of the party fall in battle and use *raise dead* spell to bring them back.

Further Adventure[™]

The deva could be a shapechanged fiend trapped by an enemy...

The could been driven mad by eons in bondage and become a vengeful power or deity...

The deva could enlist the party's help in completing its original mission...



A Lunatic Adrift

"You see a lone figure, starved and bedraggled, afloat on a makeshift raft. From the bones visible through his sun-burnt skin, you think this castaway is less than a day from death."

Creature(s)

Werewolf

Medium Humanoid (human), Unaligned

Armor Class: 11

Hit Points: 58 (9d8+18)

Speed 30 ft. (40 ft. in wolf form)

Challenge 3 (700 XP)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

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Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Shapechanger The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only)

The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only) *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

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

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

Unbeknownst to the players, the castaway, Kelvin, is a werewolf. When the crew of his ship realized his secret, they put him on a raft and set him adrift.

Treasure

Tucked inside his rags is a piece of jade in the shape of a crescent moon (25 gp).

Further Adventure™

Other members of the crew begin to change...

Sailors begin hearing growls and scratching noises coming from the lower hold at night...

A pirate vessel approaches demanding its "dog" be returned (see below)...

Pirate

Medium Humanoid (any race), Any Alignment

Armor Class: 13

Hit Points: 19 (3d8+6)

Speed 30 ft.

Challenge 1/4 (50 XP)

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

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Skills Intimidation +2, Acrobatics +5

Senses passive Perception 10

Languages any one language (usually Common)

Sea Legs The sailor has advantage to Dexterity checks made while on a ship at sea.

Actions

Cutlass *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 6 (1d6 + 3) slashing damage.

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

The Crew of the *Undying*

"You spend a windless day trapped in a thick fog. When a small breeze begins to ruffle the mainsail, you think there may be hope to escape the doldrums, but that hope is short lived. The fog parts to reveal the prow of a great translucent ship crewed by dead sailors. Before a warning can be sounded, the dead pirate crew begins to shriek, flood over the rails of the ghost ship, and storm the deck of your vessel."

Creature(s)

Ghost

Medium Undead, Any Alignment

Armor Class: 11

Hit Points: 45 (10d8)

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

Challenge 4 (1,100 XP)

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 11;

Languages any languages it knew in life;

Ethereal Sight The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement The ghost 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

Withering Touch *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 17 (4d6 + 3) necrotic damage.

Etherealness The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6) One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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Skeleton x 4

Medium Undead, Lawful Evil

Armor Class: 13

Hit Points: 13 (2d8+4)

Speed 30 ft.

Challenge 1/4 (50 XP)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life, but can't speak

Actions

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

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

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The ship is filled with skeletal sailors, led by a ghostly captain. The skeletons spread through all parts of the ship, battling the crew, while the captain and his four skeleton guards engage the party. To increase the difficulty, skeletal guardians can be used in place of skeletons (see below).

Treasure

If defeated, the ghost captain leaves behind *Blackwater* (see below).

Blackwater

Weapon (cutlass), Uncommon

Blackwater is a magical +1 cutlass (use short sword stats, but deals slashing damage as opposed to piercing) that gives the bearer proficiency (or doubles the bonus for those already proficient) in Athletics rolls made to swim (and only to swim). The blade also grants advantage on any Intimidation rolls made against sea creatures or seafarers.

Further Adventure™

Other ghosts could come aboard and possess the crew secretly...

The skeletons could steer the ship into a storm, rocks, or other danger...

The ghost ship's crew could steal an item the players need for their quest and flee back to their ghost ship, creating a nautical chase scene...

Skeletal Guardian

Medium Undead, Unaligned

Armor Class: 13

Hit Points: 39 (6d8+12)

Speed 30 ft.

Challenge 1 (200 XP)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Turn Resistance The Skeletal Guardian has advantage on saving throws against effects that turn undead.

Actions

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

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

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

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Mutinuous Dogs

"As the ship's crew begins their daily tasks, six sailors approach with grim looks on their faces."

Creature(s)

Bandit x 6

Medium Humanoid (any race), Chaotic Evil

Armor Class: 12 (leather armor)

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses passive Perception 10

Languages any one language (usually Common)

Actions

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

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

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

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Once half the mutineers are killed or disabled, the rest will surrender. You can increase the tension by adding sharks to the waters around the ship, and have the mutineers attempt to push the character into the water. Should the players try to resolve the encounter without violence, use the skill challenge below.

Skill Challenge Title

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Insight, Intimidation, Persuasion,

Success: The party is able to cajole the mutineers back to work without bloodshed.

Failure(s):

1: Slip of the tongue. The next check is made with disadvantage.

2: Rough crowd. The DC for the next check increases to 20.

3: The mutineers appear to be cowed and return to work, but come for the party during the night and attempt to kill them.

Treasure

Each mutineer carries 1d12 sp.

Further Adventure™

One mutineer claims that a kraken had been telling him to rebel at night in his dreams...

The mutineers offer to reveal the location of an abandoned ship...

One of the mutineers escapes and joins a pirate crew...

Reef Shark

Medium Beast, Unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (4d8+4)

Speed 0 ft., swim 40 ft.

Challenge 1/2 (100 XP)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

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

Water Breathing The shark can breathe only underwater.

Actions

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

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Merfolk Toll

"While experiencing a calm day at sea, your vessel is approached by a party of merfolk bearing a banner of peace. The merfolk explain that your ship is traveling through their sovereign nation, poaching their game and dumping waste in their lands. The merfolk politely but firmly state that a sea toll of one silver coin per person, and a copper coin per animal on board, will be exacted on every ship traveling through their sea."

Creature(s)

Merfolk x 5

Medium Humanoid (merfolk), Neutral

Armor Class: 11

Hit Points: 11 (2d8+2)

Speed 10 ft., swim 40 ft.

Challenge 1/8 (25 XP)

Skills Perception +2

Senses passive Perception 12

Languages Aquan, Common

Amphibious The merfolk can breathe air and water.

Actions

Spear *Melee or Ranged Weapon Attack* +2 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

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

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If the crew refuses to pay the toll, the merfolk leave peaceably. If the merfolk are attacked, they retreat without attacking back. In either scenario, for the rest of the voyage any fishing attempts result in lost nets or lines. Additionally, the rest of the voyage is plagued with foul weather and rough seas.

Treasure

None.

Further Adventure™

The merfolk request the aid of the PCs with an enormous shark that has been plaguing them...

Sahaugin raiders attack, hoping to make it look as though the crew killed the merfolk...

In return for aid against the sahaugin threat, the merfolk will take the PCs to a lost shipwreck which is home to a number of giant octopi...

Giant Octopus

Large Beast, Unaligned

Armor Class: 11

Hit Points: 52 (8d10+8)

Speed 10 ft., swim 60 ft.

Challenge 1 (200 XP)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages -

Hold Breath While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing The octopus can breathe only underwater.

Actions

Tentacles *Melee Weapon Attack* +5 to hit, reach 15 ft. (one target) Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest) A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

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The Fear Beneath the Surface

"You feel the ship rock violently to the starboard side with a deafening crash. Thinking that you struck a rock, you look over the side of the ship to see a massive shark, thirty feet in length, savaging a sailor that fell over the side in the impact."

Creature(s)

Giant Shark

Huge Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 126 (11d12+55)

Speed 0 ft., swim 50 ft.

Challenge 5 (1,800 XP)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages -

Blood Frenzy The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing The shark can breathe only underwater.

Actions

Bite *Melee Weapon Attack* +9 to hit, reach 5 ft., (one creature) Hit: 22 (3d10 + 6) piercing damage.

A giant shark is 30 feet long and normally found in deep oceans. Utterly fearless, it preys on anything that crosses its path, including whales and ships.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

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The shark continues to ram the ship and feast upon sailors who fall overboard. Each round, on the shark's turn; have everyone standing on exposed decks of the ship make a DC 15 acrobatics roll to remain standing. Those who fail are knocked prone and slide ten feet in the direction opposite the shark. Once the shark has suffered 75 damage, it sinks back into the sea and retreats.

Treasure

None.

Further Adventure™

Merrow worship the shark, and seek vengeance against the blasphemers...

Later, the crew finds wreckage of a ship, apparently destroyed by the shark...

Mutilated merfolk corpses begin to appear around the ship each morning...

Merrow

Large Monstrosity, Chaotic Evil

Armor Class: 13 (natural armor)

Hit Points: 45 (6d10+12)

Speed 10 ft., swim 40 ft.

Challenge 2 (450 XP)

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Aquan

Amphibious The merrow can breathe air and water.

Actions

Multiattack The merrow makes two attacks: one with its bite and one with its claws or harpoon.

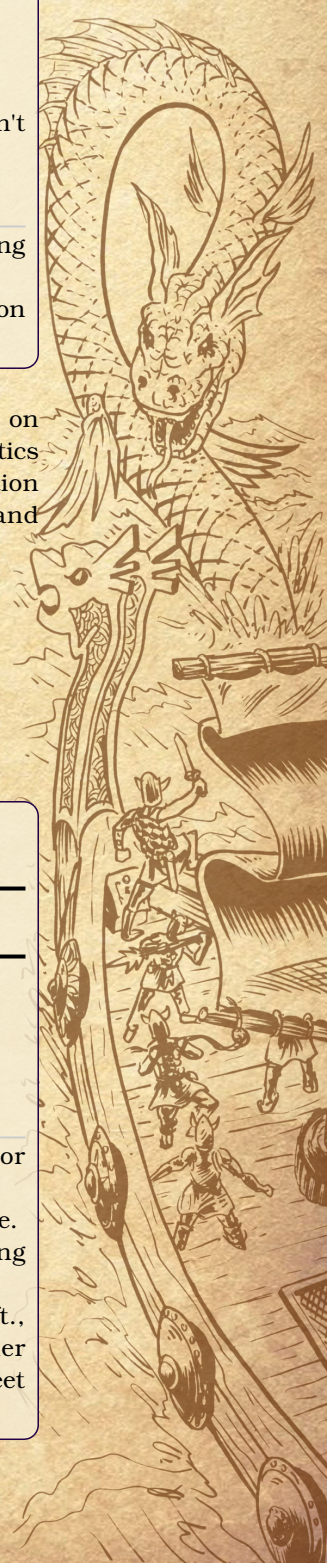
Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 8 (1d8 + 4) piercing damage.

Claws *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 9 (2d4 + 4) slashing damage.

Harpoon *Melee or Ranged Weapon Attack* +6 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

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A Chat with Crixus

"You spot a winged form moving high above the ship. As it plummets down toward the deck, you realize that it is a dragon with bright metallic scales and sea-blue patches on its face, chest and tail."

Creature(s)

Young Bronze Dragon

Large Dragon, Lawful Good

Armor Class: 18 (natural armor)

Hit Points: 142 (15d10+60)

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

Challenge 8 (3,900 XP)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Amphibious The dragon can breathe air and water.

Actions

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

Bite *Melee Weapon Attack* +8 to hit, reach 10 ft., (one creature) Hit: 16 (2d10 + 5) piercing damage.

Claw *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5-6) The dragon uses one of the following breath weapons.

Lightning Breath The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

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The bronze dragon, Crixus, is curious about the party, and a bit starved for conversation. He is looking to trade riddles and information. He complains that everyone has heard his riddles before and needs help creating some new ones.

Treasure

Crixus rewards anyone who helps him write riddles with a treasure map that he took from a pirate ship. The map leads to a level-appropriate item that would prove useful to the party.

Further Adventure™

The dragon asks the PCs for aid dealing with a band of pirates camped on an island not far from here...

The dragon could be a chromatic dragon in magical disguise that hopes to trick the PCs...

The dragon could know of a treasure in an area too small for him to venture and wants the PCs' help in recovering it, and is willing to share...

Following the Map

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Nature, Perception, Survival

Success: The party discovers a treasure trove buried by pirates. Roll an appropriate treasure and add 20 to the result.

Failure(s):

1: The next check is made with disadvantage.

2: The party is set up by a swarm of stirges.

3: The party finds the treasure, but it is currently being dug up by the pirates.

To Wake the Sea King

"A massive turtle, the size of a small island, floats off the starboard side of the ship. The great beast appears to be asleep and its head is barely visible inside its shell. Three hideous women stand on the great beast's back, their arms held high above their heads as they chant in a forgotten language."

Creature(s)

Sea Hags x 3 (CR 2)

Medium Fey, Chaotic Evil

Armor Class: 14 (natural armor)

Hit Points: 52 (7d8+21)

Speed 30 ft., swim 40 ft.

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, 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. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

Claws *Melee Weapon Attack* +5 to hit, reach +5 (one creature) 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 this 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 an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

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

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The sea hags are trying to awaken the dragon turtle from a deep sleep. If they succeed, the dragon turtle will attack everything in sight (including the hags).

Treasure

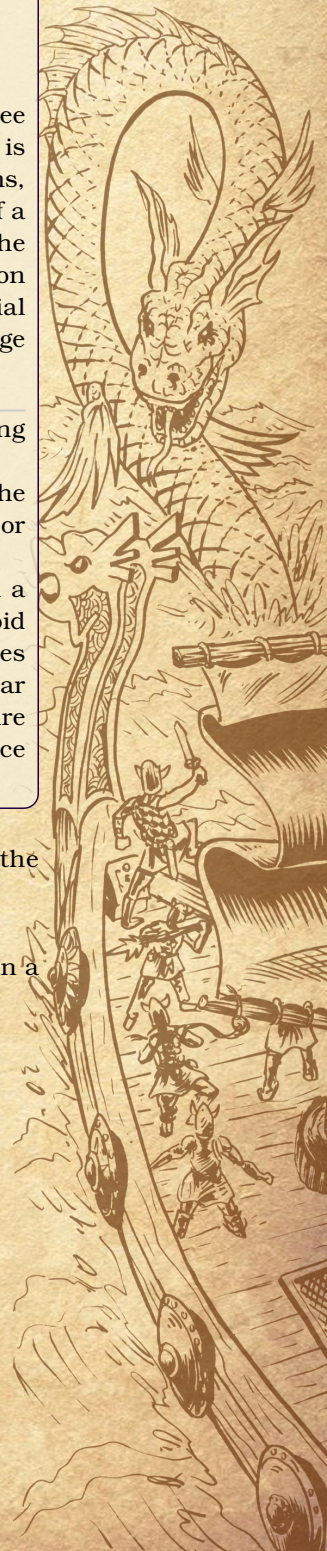
A black pearl (50 gp), a driftwood staff carved to resemble a kraken, A scroll of *detect magic* in a watertight scroll tube, and 15 tarnished gp.

Further Adventure™

The hags are agents of a kraken bent on causing chaos...

The hags could wake the turtle with their dying action...

The turtle could submerge with the PCs on its back, or shipwreck their vessel...



The Maelstrom

"The skies darken as storm clouds begin to amass. Massive waves pummel the deck and scatter sailors as the sails flap violently. Your heart sinks as you realize the ship is sailing into a vicious storm."

Skills Challenge

4 Successes before 3 failures

Present the storm to your players and allow them to suggest ways to save the ship; reward creativity.

Possible Skills:

Athletics (working the rigging and the sails) DC 20

Perception (to spot problems before they happen) DC 20 This skill does not allow for successes, but a successful roll will grant one player advantage on their next roll.

Survival (spotting dangers to the ship and giving the helmsman direction) DC 20 This skill does not allow for successes, but a successful roll will grant one player advantage on their next roll.

Intimidation (growling at frightened deckhands to stand to their duties) DC 20 This tactic should result in a failure regardless of roll, as it stresses the crew even further in a time of crisis.

Performance (Sit down bard, no one can hear you over the squall) DC 20 This skill does not allow for successes, but a successful roll will grant one player advantage on their next roll.

Persuasion (Rally the sailors) DC 20 This skill does not allow for successes, but a successful roll will grant one player advantage on their next roll.

Possible Tools:

Navigator's Tools (chart a course out of the storm, wisdom check) DC 20

Water Vehicle (To take the wheel and pilot the ship from danger, allow the PC to add proficiency to any ship related rolls) DC 20

Degrees of Success:

0 Failures The PCs aid the ship's crew in escaping the storm without setback or casualty

1 Failure The ship survives the storm, but a crewman has been knocked overboard (perhaps to shark infested water)

2 Failures The ship is blown far off course and into dangerous lands. Supplies are low.

3 Failures The ship is damaged and beginning to sink. Some of the crew have drowned and the survivors have an hour to repair the ship before having to abandon ship.

Treasure

None.

Further Adventure™

The ship is blown far off course...

The ship is badly damaged and beginning to sink...

Something slipped onboard during the storm and can be heard scratching and clawing below deck...

Hunter Shark

Large Beast, Unaligned

Armor Class: 12 (natural armor)

Hit Points: 45 (6d10+12)

Speed 0 ft., swim 40 ft.

Challenge 2 (450 XP)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Blood Frenzy The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

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Scaly Raiders

"Several small, scaled creatures climb over the gunwale and onto the deck. One of the fish creatures draws a large conch shell and blows a long, deep note, driving the others into a frenzy."

Creature(s)

Sahuagin x 5

Medium Humanoid (sahuagin), Lawful Evil

Armor Class: 12 (natural armor)

Hit Points: 22 (4d8+4)

Speed 30 ft., swim 40 ft.

Challenge 1/2 (100 XP)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Blood Frenzy The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

Spear *Melee or Ranged Weapon Attack* +3 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

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The sahuagin focus their attacks on one opponent to make use of their frenzy ability. If badly outmatched, they flee into the sea. To increase the difficulty, the sahuagin ride on killer whales (see below) which attack any character knocked into the water.

Treasure

Each sahuagin carries 1d12 sp, the coins are old, worn from years at the bottom of the sea.

Further Adventure™

Sharks begin to circle the ship...

A merfolk diplomat approaches the party and asks for their help against the sahuagin...

The coins from the sahuagin came from a ship lost at sea years earlier, a ship believed to have been carrying a powerful artifact.

Killer Whale

Huge Beast, Unaligned

Armor Class: 12 (natural armor)

Hit Points: 90 (12d12+12)

Speed 0 ft., swim 60 ft.

Challenge 3 (700 XP)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Echolocation The whale can't use its blindsight while deafened.

Hold Breath The whale can hold its breath for 30 minutes.

Keen Hearing The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., (one target) Hit: 21 (5d6 + 4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

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The Living Storm

"A roiling sphere of storm clouds and lightning, roughly twenty feet in diameter, is flying towards your vessel at high speed. You can hear the crackle of lightning and the boom of thunder as the storm draws near."

Creature(s)

Storm Elemental

Huge Elemental, Neutral

Armor Class: 15

Hit Points: 122 (15d12+24)

Speed 0 ft., fly 90 ft. (hover)

Challenge 6 (2,300 XP)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Air Form The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack The elemental makes two slam attacks.

Slam *Melee Weapon Attack* +8 to hit, reach 10 ft., (one creature) Hit: 21 (2d8 + 5) bludgeoning damage + 2d6 lightning damage.

Maelstrom (Recharge 4-6) Each creature in the storm elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 23 (3d8 + 3) bludgeoning damage + (2d6 lightning damage) and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Treasure

None.

Further Adventure™

The sailors take the elemental as an omen and refuse to sail further, but instead turn for shore...

The elemental was summoned by a merrow druid...

The elemental damages the ship badly enough to force the crew to drop anchor at a strange, uninhabited island for repairs (see below)...

Repairing the Ship

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Nature, Survival

Success: The ship is mended enough to make it to a safe port.

Failure(s):

1: Lost in the jungle. The next check is made with disadvantage.

2: The party tires in the heat and humidity. All further checks are DC 20.

3: The wood and pitch acquired will get the ship home, but it will begin to leak in harbor and cannot be salvaged.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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The Missing Knight

"You find a body floating face down in the murky water. What you assume to be a human man, by his height and build, is being ravaged by three gaunt, grey-skinned humanoids standing waist deep in the filthy water."

Creature(s)

Ghast x 3

Medium Undead, Chaotic Evil

Armor Class: 13

Hit Points: 36 (8d8)

Speed 30 ft.

Challenge 2 (450 XP)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned;

Senses darkvision 60 ft., passive Perception 10;

Languages Common

Stench Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Con save or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance The ghast & ghouls within 30' have advantage on saving throws against effects that turn undead.

Actions

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 12 (2d8 + 3) piercing damage.

Claws *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an 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.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

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The body in the water belongs to a young knight named Gadrick, who was in the sewers to investigate claims of a wererat warren. Gadrick's squire, William, fled at the sight of the ghasts and left his master to die alone. It is possible to avoid the ghasts as they are currently engrossed in their meal. A successful DC 10 Stealth check (the passive Perception of the ghasts) is required to sneak past the undead.

Treasure

The young knight's sword has sunk to the bottom of the muck, but a DC 15 Perception or Investigation check reveals a glint of polished metal, as if the sword wants to be found.

"Gleam"

Weapon (longsword), Uncommon

This shining steel +1 longsword is impervious to stains and rust (including supernatural rust, as from a rust monster).

Further Adventure™

A drow necromancer named Garabar is raising an army of ghasts and ghouls to raid the surface... The party could find clues that William is still alive somewhere in the sewers...

A powerful undead calling himself the King of the Dead is bullying all the sewer dwellers under one banner...



Night Caps and Deep Crabs

"A massive crab lumbers out of the muck, a colony of bright red mushrooms growing from its shell."

Creatures

If the party is higher than third level, you may want to give the crab a surprise round. For a more difficult encounter include baby deep crabs (use giant crab stats), or even a mated pair of adults. Be sure to make use of the crab grapple ability and wait to use the sleep ability to affect the most players. Deep crabs have been known to charge into a group of prey and deploy their spore before retreating back. The crab tends to leave sleeping victims alone, as not to wake them, and then grapples remaining opponents.

Treasure

The deep crab carries no treasure, but a DC 15 Dexterity check can harvest 1d4 night cap mushrooms without disturbing the spores. Each mushroom can be thrown up to 20 feet, but otherwise follows the rules of the *sleep* spell. Once picked, the night caps lose their effect after one week.

Further Adventure™

Alchemists pay good money (5d6 gp) for samples of the rare night cap mushroom...

The crab's nest, if located, could contain treasure and clues on the rotting corpses dragged there...

The crab could be the pet of a troglodyte druid that lairs in the sewer...

Deep Crab

Large Beast, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 52 (7d10+14)

Speed 30 ft., swim 30 ft.

Challenge 3 (700 XP)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	2 (-4)	9 (-1)	3 (-4)

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Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Spore Immunity Due to the symbiotic mycelium of the nightcaps, the deep crab is immune to sleep or charm effects.

Amphibious The crab can breathe air and water.

Actions

Slumber Spores (Recharges after a short rest)

The deep crab shakes its shell and releases a cloud of spores. All creatures in a 20-foot radius centered on the crab are affected as the *sleep* spell cast using a third level slot (so, 9d8 hit points).

Claw Melee Weapon Attack +6 to hit, reach 5 ft., (one creature) Hit: 12 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The crab has two claws, each of which can grapple only one target.

The deep crab is the size of a tinker's wagon, and the deep crab's shell is covered in a field of blood red mushrooms, called night caps. Night cap mushrooms are extremely rare and have only ever been found on the shell of deep crabs. The spores of the night cap cause living creatures to fall into a deep slumber.

Giant Crab

Medium Beast, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 13 (3d8)

Speed 30 ft., swim 30 ft.

Challenge 1/8 (25 XP)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Amphibious The crab can breathe air and water.

Actions

Claw Melee Weapon Attack +3 to hit, reach 5 ft. (one target) Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

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The First Rule of Fight Club...

"The sounds of fighting and the roar of a crowd lead you to a ring of filthy, foul-smelling men. Inside the ring, a large human and an enormous orc pummel each other with fists wrapped in dirty rope."

Creature(s)

Krog

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

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

Actions

Unarmed Strike *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 4 (1 + 3) bludgeoning damage.

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

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Brash

Medium Humanoid (human), Chaotic Neutral

Armor Class: 13

Hit Points: 67 (9d8+27)

Speed 30 ft.

Challenge 2 (450 XP)

Senses passive Perception 10

Languages Common (broken)

Actions

Multiattack Brash can make three unarmed attacks.

Unarmed Strike 4 (1+3) bludgeoning damage

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	9 (-1)	9 (-1)	8 (-1)

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The players approach just as a skinny, malnourished human is knocked unconscious. The crowd, disappointed with the quick bout, goads the players, promising them 10 gp to fight against the champ (Krog or Brash whichever is more fitting to the players level). The players can then bet on their party member.

Treasure

If one of the players fights unarmed, they are rewarded with a purse of 10 gp, plus any winnings they make from betting.

Further Adventure™

The players are approached to take a dive in the next fight...

Krog and/or Brash come looking for revenge against the PC who defeats and shames them...

Krog or Brash could become followers of a high level character who impresses them with their prowess...

Betting on the Fight

The NPC fighter is favored to win with a favor of -200. So a 20 gp bet would win 10 gp, and a 30 gp return.

The PC fighter is the underdog with +200 odds. So a 10 gp bet would win 20 gp, and a 30 gp return should the PC win.



Pack Tactics

"A trio of rat men scurry from the shadows, their brown coats absorbing the light cast by your torches."

Creature(s)

Wererat x 3

Medium Humanoid (human), Unaligned

Armor Class: 12

Hit Points: 33 (6d8+6)

Speed 30 ft.

Challenge 2 (450 XP)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

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Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Shapechanger The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only)

The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only) *Melee Weapon*

Attack +4 to hit, reach 5 ft., (one creature) **Hit:** 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only) *Melee Weapon*

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

Hand Crossbow (Humanoid or Hybrid Form Only) *Ranged Weapon*

Attack +4 to hit, range 30/120 (one creature) **Hit:** 5 (1d6 + 2) piercing damage.

Add rats to raise the DC and confuse the PCs. The players will need an Insight roll contested by the lycan's Deception roll to determine whether the rat is mundane or a shapeshifter.

Treasure

The wererats carry a *potion of healing*, 17 gp, an ivory comb worth 15 gp, and a figurine shaped like a rat with a driftwood crown.

Further Adventure™

The wererats are scouts for the King Below, a strange figure said to rule the sewers...

The children of important political figures are being held by the wererats as insurance...

Wererat raids will continue until the alpha wererat is found...

Diseased Giant Rats

Small Beast, Unaligned

Armor Class: 12

Hit Points: 7 (2d6)

Speed 30 ft.

Challenge 1/8 (25 XP)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

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Senses darkvision 60 ft., passive Perception 10

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

Pack Tactics The rat has advantage on an attack roll against a creature if at least one of the rat'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 creature) **Hit:** 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

The Murky Pool

"The thick greenish scum-covered water begins to bubble and coalesce, giving off a foul odor that makes you sick to your stomach and burns your eyes."

Creature(s)

Polluted Water Elemental

Large Elemental, Neutral Evil

Armor Class: 14 (natural armor)

Hit Points: 114 (12d10+48)

Speed 30 ft., swim 90 ft.

Challenge 5 (1,800 XP)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Water Form The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Noxious Steam If the elemental takes fire damage, it gives off a noxious steam; all creatures within 10 feet must succeed on a DC 15 Constitution save or become poisoned.

Actions

Multiattack The elemental makes two slam attacks.

Slam *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) bludgeoning damage and 3 (1d6) poison damage.

Toxic Embrace (Recharge 4-6) Each creature in the elemental's space must make a DC 15 Str. save. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage and 3 (1d6) poison damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. On a success, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage and 3 (1d6) poison damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Str. check.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	4 (-3)	10 (+0)	8 (-1)

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The elemental uses its toxic embrace and then fights the others as they attempt to save their comrade.

Treasure

If bottled, the water in the pool has a random effect:

d6	Effect
1	acid
2	alcohol (foul tasting)
3	harmless water that turns the skin blue for a week
4	basic poison
5	polluted water that forces any that drink it to retch for an hour
6	healing potion (common 2d4+2)

Further Adventure™

A wizard's lab on the surface has dripped alchemical sludge that is creating the polluted elementals...

The elemental guards a portal to the elemental plane of water...

The pollution threatens to destroy a wetland nearby, drawing the ire of a tribe of black dragonborn...



Grimlock Poachers

"A series of shrieks fill the tunnel as you see a group of filthy grey-skinned humanoids trying to net a massive bat that thrashes on the ground."

Creature(s)

Giant Bat

Large Beast, Unaligned

Armor Class: 13

Hit Points: 22 (4d10)

Speed 10 ft., fly 60 ft.

Challenge 1/4 (50 XP)

Senses blindsight 60 ft., passive Perception 11

Echolocation The bat can't use its blindsight while deafened.

Keen Hearing The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

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Grimlock

Medium Humanoid (grimlock), Neutral Evil

Armor Class: 11

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities blinded

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

Languages Undercommon

Blind Senses The grimlock can't use its blindsight while deafened and unable to smell.

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

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

Actions

Spiked Bone Club *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

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The grimlocks attack the party thinking they mean to take their bats, and the bats attack everyone.

Treasure

A DC 15 Investigation or Perception check reveals 13 gp, an irregular pearl (5 gp), and a small statuette of a squid made from green stone worth 5 gp to a collector.

Further Adventure™

Amid the guano is a moldering leather bag containing an illegible letter and a map to a tomb located in the sewer ...

A hungry gelatinous cube oozes out of a side tunnel to feed on the waste in the tunnel...

The cavern continues to click and buzz with the sounds of echolocation, even after the bats are dead or gone...

Babbling in the Darkness

"An amorphous blob of mouths and eyes feasts upon the drooling corpse of a grimlock, who seems to be partially submerged in the melted floor."

Creature(s)

Gibbering Moulder

Medium Abberation, Neutral

Armor Class: 10

Hit Points: 67 (9d8+27)

Speed 10 ft., swim 10 ft.

Challenge 2 (450 XP)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages -

Aberrant Ground The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Multiattack The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

Bites *Melee Weapon Attack* +2 to hit, reach 5 ft., (one creature) Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6) The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

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The moulder has no real tactics, but flees if outmatched.

Treasure

None. But the caverns and tunnels where the moulder prowled are covered with gibberish scrawls that could contain valuable information or clues. Allow any PC who attempts to decode the madness an Intelligence check DC 20. A success yields a useful clue, failure could result in a level of exhaustion (mental fatigue), or an effect similar to a confusion spell if the check is failed by 10 or more. At the end of each of its turns, a target can make a DC 15 Wisdom save. If it succeeds, this effect ends for that target.

Further Adventure™

A portal to another realm has been opened in the sewers, allowing aberrations to pass into the city...

A cult to the Far Realm has taken root in the city and members are transforming into slimes and oozes...

Driven mad by the faint whispers of gibberish floating up from a grate, a woman on the surface killed her sister...



Black Market

"In a side tunnel lit with flickering torches, you find a small bazaar. The booths and stands look cobbled together from discarded or stolen lumber, and the clientele and vendors alike watch you nervously."

Creature(s)

Black Market Patron

Medium Humanoid (any race), Any Alignment

Armor Class: 12

Hit Points: 27 (6d8)

Speed 30 ft.

Challenge 1 (200 XP)

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

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

Sneak Attack (1/Turn) The patron 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 patron that isn't incapacitated.

Actions

Multiattack The patron makes two melee attacks.

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

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

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

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This market can be added to any city large enough to have a sewer. This is where people come to buy the items and services forbidden or shunned on the streets. Feel free to make this market area gritty as fits your campaign, but there should be an element of danger here so the party isn't too comfortable staying for very long.

Treasure

Items for sale include, but are not limited to:

Item	Price	Weight	Item	Price	Weight
Acid (vial)	25 gp	1 lb.	Alchemist's fire (flask)	50 gp	1 lb.
Antitoxin (vial)	50 gp	--	Caltrops (bag of 20)	1 gp	2 lb.
Component pouch	25 gp	2 lb.	Crowbar	2 gp	5 lb.
Grappling hook	2 gp	4 lb.	Manacles	2 gp	6 lb.
Poison, basic (vial)	100 gp	--	Potion of healing	50 gp	1/2 lb.
Disguise kit	25 gp	3 lb.	Forgery kit	15 gp	5 lb.
Poisoner's kit	50 gp	2 lb.	Thieves' tools	25 gp	1 lb.

Further Adventure™

The market is raided and the party is arrested, along with the thieves...

A duel breaks out as one man is accused of stealing from a booth...

An undercover guard (see below) asks the party to help him spot a doppelganger hidden in the market...

The Forgotten People

"A group of pitiable humanoids huddle together, shivering and doubled over with cramps. They moan in hunger and pain."

Creature(s)

Sewerfolk

Medium Humanoid (any race), Any Alignment

Armor Class: 10

Hit Points: 2 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills +1 Stealth,

Senses passive Perception 10

Languages any one language (usually Common)

Plague Ridden The sewerfolk are infected with sewer plague and have 1d3 levels of exhaustion when encountered.

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

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The sewerfolk are essentially noncombatants. They will flee from anyone that draws a weapon or threatens them with violence. They can be cured through a *lesser restoration* spell, but their symptoms will return as long as they live in the sewers.

Sewer Plague

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs. When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Treasure

The sewerfolk have no money, and any possessions were stolen long ago in violent exchanges with stronger denizens of the sewer. However, the sewerfolk are rich in information, and know the lands beneath the surface better than most. Use the sewerfolk to advance plot lines and sow seeds for future adventures, have them share rumors overheard on foraging runs or the location of an unexplored dungeon or ruin accessible through a submerged tunnel.

Further Adventure™

The sewerfolk talk of a warren of wererats feeding on their people...

A sewerfolk woman named Mel says her husband was taken by a purple creature with tentacles...

A boy named Wil leads the PCs to a trapped and locked door set into an ancient part of the sewers...



Trapped in the Cistern

"A girl in her late teens stands in water up to her chest in a cistern off to the left of the main tunnel. She holds a small wood and iron chest above her head as water rises quickly and threatens to drown her."

There are two ways stop the flow of water: a series of valves that must be turned correctly, or a locked steel door on the western wall of the cistern.

Locked Door The door requires a DC 20 Dexterity check and thieves' tools. Allow one check per round. Once opened, the door drains into the adjoining chamber.

Valves The water is coming from a pipe near the floor, but three iron wheel valves are visible just below the waterline on the north wall of the room. The valves, painted red, yellow, and green, must be turned in a certain way to stop the flow of water. The red valve must be turned to the left, and the remaining valves turned to the right. The order in which the valves are turned do not matter.

The girl will be submerged in four rounds. If the chest is submerged, its paper contents are ruined. You may increase the difficulty by introducing a swarm of quippers on round two.

Optional Creature(s)

Swarm of Quippers

Medium Aberration, Unaligned

Armor Class: 13

Hit Points: 28 (8d8-8)

Speed 0 ft., swim 40 ft.

Challenge 1 (200 XP)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Blood Frenzy The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing The swarm can breathe only underwater.

Actions

Bites *Melee Weapon Attack* +5 to hit, reach 0 ft., (one creature in the swarm's space) Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

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Treasure

The chest, stashed by thieves attempting to outrun the city watch and found by Deana (Use sewerfolk stats on pg. 9), contains 43 gp, a vial of antitoxin, and a bill of sale for thirteen casks of wine from a foreign merchant.

Further Adventure™

The bill of sale could reveal fraud or a motive for a murder...

The thieves come looking for their chest once they shake the guards...

The bill of sale could be a coded message (see below)...

Manticore Cypher

The message uses a simple substitution cipher.

ABCDEFGHIJKLMNOPQRSTUVWXYZ is replaced with:

MANTICOREBDFGHJKLPQSUVWXYZ

Allow the party a hint if needed, something cryptic like, "the manticore leads other the 15."

The Compelling Pool

"Six dwarves sway drunkenly around a small pool of black water; their eyes are glossy and unfocused. The entranced group all mutter an unintelligible name in unison."

Creature(s)

Aboleth

Large Abberation, Lawful Evil

Armor Class: 17 (natural armor)

Hit Points: 135 (18d10+36)

Speed 10 ft., swim 40 ft.

Challenge 10 (5,900 XP)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Amphibious The aboleth can breathe air and water.

Mucous Cloud While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack The aboleth makes three tentacle attacks.

Tentacle Melee Weapon Attack +9 to hit, reach 10 ft., (one creature) Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail Melee Weapon Attack +9 to hit, reach 10 ft., (one creature) Hit: 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day) ○○○ The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

The aboleth 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 aboleth regains spent legendary actions at the start of its turn.

Detect The aboleth makes a Wisdom (Perception) check.

Tail Swipe The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions) One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

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Lost Dwarven Miners

Medium Humanoid (dwarf), Lawful Good

Armor Class: 10

Hit Points: 5 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common, Dwavish

Actions

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

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

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If the PCs investigate, the god of the pool will attempt to enslave the player with the lowest wisdom score. The dwarf slaves do not enter the fray (the aboleth knows damage grants them a new save); however, if the fight is going badly, the aboleth will use its legendary actions to psychically drain its slave.

If a dwarf is damaged, it should be granted a wisdom save (assume a +1 modifier).

Treasure

Wrapped in an oil cloth in a pack near the pool is a +2 *shield*, bearing the crest of a fallen dwarven clan.

Further Adventure™

The pool is an opening to a vast underground sea filled with life and threats...

Should the aboleth escape, it will bide its time and create a new group of slaves and then take revenge...

The aboleth has charmed a purple worm (see below) and is using it to create earthquakes on the surface...

Purple Worm

Gargantuan Monstrosity, Unaligned

Armor Class: 18 (natural armor)

Hit Points: 247 (15d20+90)

Speed 50 ft., burrow 30 ft.

Challenge 15 (13,000 XP)

Saving Throws Con +11, Wis +4

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages -

Tunneler The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack The worm makes two attacks: one with its bite and one with its stinger.

Bite *Melee Weapon Attack* +9 to hit, reach 10 ft., (one creature) Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger *Melee Weapon Attack* +9 to hit, reach 10 ft., (one creature) Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

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Scouts From the Dark Depths

"A volley of small crossbow bolts sails over your head, launched by a small party of four Drow scouts crouching behind large boulders."

Creature(s)

Elf, Drow x 4

Medium Humanoid (elf), Neutral Evil

Armor Class: 15

Hit Points: 13 (3d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

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 creature) Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow *Ranged Weapon Attack* +4 to hit, range 30/120 ft., (one creature) 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.

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

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The Drow take cover behind boulders and stalagmites and focus on casters with their poisoned bolts. If the Drow are overwhelmed, they use their darkness ability and flee. To add difficulty to the encounter, the drow could be mounted on giant lizards.

Treasure

Each scout wears a silver bracelet bearing the mark of his house (7 gp).

Further Adventure™

The scouts could be evidence of an impending Drow invasion...

One of the scouts carries a list with the PCs' names written on it...

One of the scouts carries a fake set of invasion plans that will lure the PCs into a trap...

Giant Lizard

Large Beast, Unaligned

Armor Class: 12 (natural armor)

Hit Points: 19 (3d10+3)

Speed 30 ft., climb 30 ft.

Challenge 1/4 (50 XP)

Senses darkvision 30 ft., passive Perception 10

Actions

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

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The Slavers and the Dark Maiden

"You see a band of three gray-skinned dwarves placing manacles onto a young drow female in purple robes. The dark elf has a swath of fabric tied around her mouth and looks at you pleadingly with bright lavender eyes."

Creature(s)

Duergar x 3

Medium Humanoid (dwarf), Lawful Evil

Armor Class: 16

Hit Points: 26 (4d8+8)

Speed 25 ft.

Challenge 1 (200 XP)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Duergar Resilience The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

Actions

Enlarge (Recharges after a Short or Long Rest) ○ For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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

Invisibility (Recharges after a Short or Long Rest) ○ The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

The Duergar struggle with a Drow priestess named Zenia (Priestess, MM 348). The Duergar make full use of their enlarge and invisibility powers. The dark dwarves flank whenever possible and flee if outmatched. They will fight hard for their prize but aren't willing to die for it.

Treasure

Each Duergar carries 1d12 gold coins, and if the PCs rescue her, Zenia rewards the party with two *Potions of Healing*.

Further Adventure™

The Drow, a priestess named Zenia, claims to worship Xerraph, an angel of light that has been converting the subterranean races...

Zenia hires the PCs to escort her to the surface...

The Drow matriarch of Zenia's house hires more Duergar to capture her...

Xerraph

Once a powerful solar, Xerraph's god was destroyed in a battle forgotten by mortal sages. As the god died, much of its divine energy was absorbed by Xerraph as he desperately tried to heal his master.

Xerraph's domain is light, and his symbol is a sunrise within a cavern.

Trapped

"You discover a massive pile of guano. Though the overpowering stench stings your eyes, you spot six coins in the pile. As you decide if it's worth it to sift the filth, you hear a feminine voice call out to your mind, "please help me! I'm trapped in this mire. Please, I don't have much time left."

Creature(s)

Otyugh

Large Abberation, Neutral

Armor Class: 14 (natural armor)

Hit Points: 114 (12d10+48)

Speed 30ft.

Challenge 5 (1,800 XP)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

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 creature) 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 creature) 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 grapple 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.

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

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If a PC comes within ten feet of the guano pile, the otyugh strikes. If the PCs delay, the voice begins to get more panicked.

Treasure

6 pp, each stamped with a spider.

Further Adventure™

A DC 15 Nature check reveals that the gall badder of an otyugh is valued highly by alchemists...

The players find a newly-minted coin for a dwarven stronghold thought abandoned...

The giant bats return from their hunt...

Giant Bat

Large Beast, Unaligned

Armor Class: 13

Hit Points: 22 (4d10)

Speed 10 ft., fly 60 ft.

Challenge 1/4 (50 XP)

Senses blindsight 60 ft., passive Perception 11

Echolocation The bat can't use its blindsight while deafened.

Keen Hearing The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

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The Cackling Madman

"The passage dead ends in a tangle of thick spider webs. An insane cackle shatters the silence as you look up to see an abomination - half drow, half spider - hanging from the ceiling fifteen feet overhead."

Creature(s)

Drider

Large Monstrosity, Chaotic Evil

Armor Class: 19 (natural armor)

Hit Points: 123 (13d10+52)

Speed 30 ft., climb 30 ft.

Challenge 6 (2,300 XP)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

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 innate spellcasting ability is Wisdom (spell save DC 13). The drider 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 attack.

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 creature) Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow *Ranged Weapon Attack* +6 to hit, range 150/600 ft., (one creature) Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

The drider is quite mad but lucid enough to attempt to flee if outmatched. It uses its spider climb ability to stick to the ceiling and avoid melee attacks.

Treasure

The drider has a silver holy symbol in the shape of a spider (20 gp), seven *+1 arrows*, and 3 mundane arrows laced with Drow poison.

Further Adventure™

A swarm of tiny, poisonous spiders bursts from the drider's dead body to engulf the PCs...

Half-dead drow scouts are found wrapped in the drider's webs...

The drider utters a death curse as it dies (as *Bestow Curse*)...

Optional Mechanic

Death Curse

You can allow particularly evil intelligent creatures the ability to bestow a death curse upon the PC that slays them. The ability allows the creature to *Bestow Curse* (as the spell) without the ability to cast spells and without any components. Choose the form of the curse that would most impede your player.

The Crumbling Tunnel

"The floor of the chamber begins to give way beneath your feet. You have only a split second to react."

Skills Challenge

Dexterity save

The nature of this encounter assumes that the party fails to spot the fine cracks in the floor. To determine the effect of the pit, first determine if this trap is meant to be a mild setback, a serious danger, or a potential deathtrap.

The pit trap has a Dexterity save dc as follows:

Setback 11

Danger 15

Deadly 20

Next, apply damage as follows:

PC Level	Setback	Danger	Deadly
1 - 4	1d10	2d10	4d10
5 - 10	2d10	4d10	10d10
11 - 16	4d10	10d10	18d10
17 - 20	10d10	18d10	24d10

Treasure

A DC 15 Perception check reveals a small golden ring with a garnet stone worth 25gp, engraved with the initials: GH.

Further Adventure™

GH could be Gendus Hammerfast, a missing dwarf adventurer...

The pit could be naturally occurring, but it could also be set by kobold minions (see below)...

The collapsed floor reveals a forgotten chamber or cave...

Optional Creatures

Kobold

Small Humanoid (kobold), Lawful Evil

Armor Class: 12

Hit Points: 5 (2d6-2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

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

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

Actions

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

Sling *Ranged Weapon Attack* +4 to hit, range 30/120 ft., (one creature) Hit: 4 (1d4 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

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Savage and Alien

"You see a pair of strange worms, tentacles surrounding their razor-sharp beaks, tearing at the dead body of a Drow Elf. They turn towards you, tentacles twitching, and shriek a challenge."

Creature(s)

Grick x 2

Medium Monstrosity, Neutral

Armor Class: 14 (natural armor)

Hit Points: 27 (6d8)

Speed 30 ft., climb 30 ft.

Challenge 2 (450 XP)

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

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Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

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

Actions

Multiattack The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 9 (2d6 + 2) slashing damage.

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

The gricks fight to the death.

Treasure

The Drow carried a *Wand of Web*.

Further Adventure™

The Drow carried a coded message...

More Drow come looking for their lost messenger (see below)...

The PCs are stopped by a dwarven patrol and asked if they've seen any Drow spies...

Veteran (Drow variant)

Medium Humanoid (Drow), Chaotic Evil

Armor Class: 17 (breast plate)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

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

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Skills Athletics +3, Perception +2

Senses Darkvision 60', passive Perception 12

Languages Undercommon, elvish

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

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

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

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

Hand Crossbow *Ranged Weapon Attack* +5 to hit, range 30/120 (one creature) Hit: 6 (1d6+3) 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.

The Subterranean Gourmand

"As you make your way through the dark, you see a massive stalagmite smiling at you."

Creature(s)

Grish the Roper Gourmand

Large Monstrosity, Neutral Evil

Armor Class: 20 (natural armor)

Hit Points: 93 (11d10+33)

Speed 10 ft., climb 10 ft.

Challenge 5 (1,800 XP)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages Common, Undercommon

False Appearance While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

Actions

Multiattack The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 22 (4d8 + 4) piercing damage.

Tendril *Melee Weapon Attack* +7 to hit, reach 50 ft., (one creature) Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel The roper pulls each creature grappled by it up to 25 feet straight toward it.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	12 (+1)	16 (+3)	10 (+0)

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The roper's name is Grish and he is not hostile, though he will defend himself if attacked. Grish is unique among roper for its higher-than-average intelligence and ability to speak. Grish is willing to trade information for food. Grish has acquired a taste for surface food.

Treasure

Grish has 23 pp hidden within tentacle reach.

Further Adventure™

Grish offers to pay the PCs 1 pp each if they will pick some shrieker mushrooms; he doesn't mention that the mushroom patch is guarded by a giant spider...

While the PCs talk with the roper, it is targeted by Drow scouts for its loose lips...

Grish claims to have some especially valuable information if the PCs bring him a clutch of ettercap eggs from a nest in a nearby tunnel...

Skill Challenge Title

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Stealth, Survival

Success: You recover enough eggs to satisfy Grish.

Failure(s):

1: Your next check must be made with disadvantage.

2: You trip into a shallow pit and suffer 2d6 damage.

3: You manage to collect enough eggs, but anger 2d4 ettercaps in the process.

The Dark Chasm

"Your passage is blocked by a deep chasm that you estimate to be about 80 feet across. A ledge, just a few inches wide, is visible along the western wall of the crevasse."

Skills Challenge

Skill Challenge Title

Complexity: 3 successes before 2 failures

Difficulty: DC 15

Suggested Skills: Acrobatics, Athletics, Perception

Success: You make it safely across the chasm.

Failure(s):

1: Your next check is made with disadvantage.

2: You fall and suffer 6d6 damage.

Treasure

Should the players descend into the chasm, they will find a ledge on the far side, 45 feet down, that holds the skeletal remains of a drow. The skeleton is clutching a gold circlet set with a moss agate (50 gp).

Optional: The spirit of the drow could attack the party (see below).

Further Adventure™

The chasm appears to have been caused by a purple worm...

The players could find the remains of a drow scout with an iron key on the other side...

Earthquakes rock the underworld and threaten to destroy subterranean cities, as a war on the Elemental Plane of Earth spills through a stable portal...

Optional Creature

Specter

Medium Undead, Chaotic Evil

Armor Class: 12

Hit Points: 22 (5d8)

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

Challenge 1 (200 XP)

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 all languages it knew in life but can't speak

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 Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Con save or its hp max 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 hp max to 0.

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

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The Inky Pool

"An inky black pool blocks your path; luckily it is only ten feet in diameter..."

Creature(s)

Black Pudding

Large Ooze, Unaligned

Armor Class: 10

Hit Points: 85 (10d10+30)

Speed 20 ft., climb 20 ft.

Challenge 4 (1,100 XP)

Damage Immunities acid, cold, lightning, slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Amorphous The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Pseudopod Melee Weapon Attack +5 to hit, reach 5 ft., (one creature) Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Once a PC comes within 5 feet, the pudding will attempt to strike with its pseudopod.

Treasure

None. Any treasure left here by victims of the pudding has been dissolved.

Further Adventure™

The pudding was covering a trap door, leading into an undiscovered cavern or dungeon...

Pudding remains are valued by alchemists seeking to create a Universal Solvent (see below)...

Marks and burns made on metal armor during the battle seem to resemble an unknown language...

Universal Solvent

Wondrous item, legendary

This tube holds milky liquid with a strong alcohol smell. You can use an action to pour the contents of the tube onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including sovereign glue.

Wight Wedding

"Completely out of place in the swamp, you hear a haunting dirge played on pipes. The song is as dismal and wretched as the murky surroundings. Stepping out from the mists stands a man with dry, dead flesh. He is dressed in fine, albeit muddy, clothing. In his right hand, he holds three thin chains, all of them leading back to metal collars around the necks of three zombies. The zombies, all young women at the time of their undeath, are dressed in tattered wedding gowns. The grim groom grins, and runs towards you."

Creatures

Wight

Medium Undead, Neutral Evil

Armor Class: 14

Hit Points: 45 (6d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Languages the languages it knew in life

Senses darkvision 60 ft., passive Perception 13

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

Actions

Multiattack The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

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

The wight sends his brides ahead of him to engage the party while he fires his bow from a safe distance for two rounds, before moving in to use its Life Drain ability on casters.

Treasure

Each bride wears a gold wedding ring with fel runes engraved upon it (15 gp).

Further Adventure™

The brides are sisters, all of whom were set to marry on the same day...

The PCs stumble upon a burned temple, filled with zombie guests...

Three zombie grooms are found hanging from nooses...

Up to Your Necks

"You realize, with some dismay, that your boots are sinking into the mire of the swamp."

Skills Challenge

Quicksand!

The party has wandered into a large 10 feet by 10 feet field of quicksand.

Effects: The party immediately sinks 1d4+1 feet and becomes restrained. Each player sinks an additional 1d4 feet on each of its turns. Once a character is completely submerged, he or she begins to suffocate. To escape, the player must use an action to make a strength check, the DC of which is 10 plus the number of feet submerged. A character on firm ground can pull someone out of the quicksand by using an action and succeeding on a DC 5 plus the number of feet submerged.

Suffocation A creature can hold its breath for one minute per point of constitution modifier, and one round per point of constitution modifier before dropping to 0 hit points and dying. (See PHB 183 for full details)

To increase the difficulty of the encounter, add a young dragon dragon who attacks while the party is trapped.

Treasure

None.

Further Adventure™

On the edge of the quicksand grows a rare mushroom that is known for its curative properties... While feeling below the sand, the PCs find the skeleton of a tiefling, perhaps it animates... Someone, or something, has cleared the plants and trees around the pit to make it more difficult to escape...

Optional Creature

Young Black Dragon

Large Dragon, Chaotic Evil

Armor Class: 18 (natural armor)

Hit Points: 127 (15d10+45)

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

Challenge 7 (2,900 XP)

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

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Amphibious The dragon can breathe air and water.

Actions

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

Bite *Melee Weapon Attack* +7 to hit, reach 10 ft., (one target) Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

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

Acid Breath (Recharge 5-6) The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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A Trick of the Light

"Three bright glowing spheres of fey light appear in the air, about fifty feet away. The lights bob in the air near a battered chest; in an excited, childlike voice, one of the lights squeaks, 'treasure!'"

Creature(s)

Will-o'-Wisp x 3

Tiny Undead, Chaotic Evil

Armor Class: 19

Hit Points: 22 (9d4)

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

Challenge 2 (450 XP)

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

Damage Immunities lightning, poison

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

Senses darkvision 120 ft., passive Perception 12;

Languages the languages it knew in life;

Consume Life As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral The will-o'-wisp can't wear or carry anything.

Incorporeal Movement The will-o'-wisp 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.

Variable Illumination The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock Melee Weapon Attack +4 to hit, reach 5 ft. (one creature) Hit: 9 (2d8) lightning damage.

Invisibility The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

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The will o' wisps attempt to trick the characters into thinking they are friendly fairies in an attempt to lure them near the chest, in front of which is a covered pit trap.

Treasure

A leather bag contains 13 gp, antitoxin, a healer's kit, a *Potion of Healing*, and an herbalism kit.

Further Adventure™

The trolls who dug the pit come calling...

The body of a nobleman is found, along with the body of his hunting dogs; he wears a wolf ring...

The bottom of the pit teems with giant rats feasting on the corpses...

Giant Rat

Small Beast, Unaligned

Armor Class: 12

Hit Points: 7 (2d6)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses darkvision 60 ft., passive Perception 10

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

Pack Tactics The rat has advantage on an attack roll against a creature if at least one of the rat'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 creature) Hit: 4 (1d4 + 2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

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Troubles with Teleportation

"A tiny winged creature, vaguely anthropomorphic, but with huge eyes and even larger ears, steps out into the path twenty feet ahead of your party. In a small, bashful voice it says, 'please help me'."

Creature(s)

Homunculus

Tiny Construct, Neutral

Armor Class: 13 (natural armor)

Hit Points: 5 (2d4)

Speed 20 ft., fly 40 ft.

Challenge 0 (10 XP)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Telepathic Bond While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Bite Melee Weapon Attack +4 to hit, reach 5 ft., (one creature) Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

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The creature, a homunculus, tries to lead the party to an ancient pine tree, where eighty feet off the ground sits its master: a sorcerer named Kilgus Hane. Kilgus was experimenting with teleportation magic and ended up stuck in a tree with no way down.

Treasure

If rescued from the tree, Kilgus awards the party with a *Restorative Ointment* with 5 doses remaining. He could join the party for a short time to repay his debt, craft an item for them, or aid them in researching a new spell.

Further Adventure™

Kilgus could share a map to a dungeon he's found on his travels, but doesn't have time to investigate...

The sorcerer could teach the players a new spell or feat...

Kilgus offers to teleport the party (up to eight PCs), and a mishap drops them into a crocodile-filled pond...

Crocodile

Large Beast, Unaligned

Armor Class: 12 (natural armor)

Hit Points: 19 (3d10+3)

Speed 20 ft., swim 30 ft.

Challenge 1/2 (100 XP)

Skills Stealth +2

Senses passive Perception 10

Hold Breath The crocodile can hold its breath for 15 minutes.

Actions

Bite Melee Weapon Attack +4 to hit, reach 5 ft., (one target) Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

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The Messenger's Fate

"You see what appears to be a man's legs sticking out from under a large, overgrown bush. The man is kicking his legs violently and making a terrible gurgling sound. It takes you a moment to realize that the bush appears to be eating the man."

Creature(s)

Shambling Mound

Large Plant, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 136 (16d10+48)

Speed 20 ft., swim 20 ft.

Challenge 5 (1,800 XP)

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 -

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 creature) 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.

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

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The mound attempts to engulf a PC and then squeeze him or her to death while moving off.

Treasure

The messenger's bag contains 1d12 gp, several letters to a nearby settlement, and a *Philter of Love* addressed to someone named Lenore the Red.

Further Adventure™

The messenger's bag contains a vital coded message...

The messenger rises as a zombie with a strange green tint to its skin...

The shambling mound begins to reassemble...

Finding Lenore

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Investigation, Survival

Success: You find Lenore and give her the potion.

Failure(s):

1: Lost in the woods. Your next check is made with disadvantage.

2: You find a person who claims to know Lenore, and will lead you to her for 50 gp. The person is a liar and runs off with the party's money.

3: You manage to find Lenore, who drinks the potion immediately and falls in love with a member of the party.

The Serpent in the Boughs

"Your path travels under a stand of mangrove trees, festooned with thick green vines."

Creature(s)

Giant Constrictor Snake

Huge Beast, Unaligned

Armor Class: 12

Hit Points: 60 (8d12+8)

Speed 30 ft., swim 30 ft.

Challenge 2 (450 XP)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages -

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 10 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

Constrict *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

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The vines are, in fact, a giant constrictor snake that strikes when a PC comes within ten feet. The marshy ground serves as difficult terrain (Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain).

Treasure

None.

Further Adventure™

The livers of such snakes are prized by lizardfolk shamans in the area...

The bones of a Halfling are found near the roots of a nearby tree...

If the PCs kill the constrictor, dozens of snakes of all sizes begin to follow the party...

Lizardfolk Shaman

Medium Humanoid (lizardfolk), Neutral

Armor Class: 13 (natural armor)

Hit Points: 27 (5d8+5)

Speed 30 ft., swim 30 ft.

Challenge 2 (450 XP)

Skills Medicine +4, Nature +3, Perception +3, Stealth +4, Survival +5 Perception +4

Senses passive Perception 14

Languages Draconic

Hold Breath The lizardfolk can hold its breath for 15 minutes.

Spellcasting The shaman 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

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

Quarterstaff *Melee Weapon Attack* +2 to hit, reach 5 ft., (one creature) Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	9 (-1)	15 (+2)	9 (-1)

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The Hungry Swarm

"The buzz of horrid wings draws your attention to a swarm of mutated creatures. The creatures appear to be a hybrid of a mosquito and a bat."

Creature(s)

Stirge x 5

Tiny Beast, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 2 (1d4)

Speed 10 ft., fly 40 ft.

Challenge 1/8 (25 XP)

Senses darkvision 60 ft., passive Perception 9

Languages -

Actions

Blood Drain *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

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Stirges have little in the way of tactics, they simply swarm the closest foe and seek to slake their unending thirst.

Treasure

None.

Further Adventure™

The PCs find a deep gnome (see below) on the brink of death, covered in stirge bites...

The PCs find a rune that appears to be attracting the stirges to the area...

The players recall hearing of a wizard looking for live stirges to bond with as a familiar...

Gnome, Deep (Svirfneblin)

Small Humanoid (gnome), Neutral Good

Armor Class: 15

Hit Points: 16 (3d6+6)

Speed 20 ft.

Challenge 1/2 (100 XP)

Skills Investigation +3, Perception +2, Stealth +4;

Senses darkvision 120 ft., passive Perception 12;

Languages Gnomish, Terran, Undercommon;

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

Gnome Cunning The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

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

At will *nondetection* (self only)

1/day each: 1/day each: *blindness/deafness*, *blur*, *disguise self*

Actions

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

Poisoned Dart. *Melee Weapon Attack* +4 to hit, reach 30/120 ft., (one target) Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned 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.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

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The Careless Hunter's Trap

"You feel a click under your boot and hear the whine of rusted jaws; a moment later, you feel intense pain on your ankle."

Hunting Trap A creature that steps on the plate must succeed on a DC 14 Dexterity saving throw or take 1d6 piercing damage and stop moving. The trap is attached to a tree with three feet of chain. A creature can use its action to make a DC 14 Strength check to free itself or another creature within its reach. Each failed check deals 2 piercing damage to the trapped creature.

(This trap has been slightly altered from the one presented in the PHB to account for its especially rusty and cruel design.)

Optional: After the trap has been triggered, but before it is resolved, an angry bear attacks.

Optional Creature

Brown Bear

Large Beast, Unaligned

Armor Class: 11 (natural armor)

Hit Points: 34 (4d10+12)

Speed 40 ft., climb 30 ft.

Challenge 1 (200 XP)

Skills Perception +3

Senses passive Perception 13

Languages -

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

Actions

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

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

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

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Treasure

None.

Further Adventure™

The players find more traps, set by a hunter who has since fallen prey to gnolls...

The fey in the area have captured the careless hunter and intend to deal with him harshly...

The trap causes a disease that threatens to take the player's leg...

Hunter

Medium Humanoid (Human), Neutral Evil

Armor Class: 11

Hit Points: 5 (1d8+1)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Nature +2, Survival +3

Senses passive Perception 10

Languages Common

Actions

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

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

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The God of the Fen

"The fen explodes as a crocodile the size of an adult dragon bursts forth and attempts to seize a member of your party."

Creature(s)

Giant Crocodile

Huge Beast, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 85 (9d12+27)

Speed 30 ft., swim 50 ft.

Challenge 5 (1,800 XP)

Skills Stealth +5

Senses passive Perception 10

Hold Breath The crocodile can hold its breath for 30 minutes.

Actions

Multiattack The crocodile makes two attacks: one with its bite and one with its tail.

Bite *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16).

Tail *Melee Weapon Attack* +8 to hit, reach 10 ft. (one creature) Hit: 14 (2d8 + 5) bludgeoning damage, and must succeed on a DC 16 Str saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

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Allow the crocodile a surprise round. Once reduced to half HP, the croc will attempt to flee into the water.

Treasure

None

Further Adventure™

Once destroyed, the crocodile could revert into a druid and the battle start anew...

The players could seek out the beast's lair and find several skeletonized victims and some treasures they once wore, guarded by a mate...

The party finds a black dragon egg inside the croc; it is unharmed but hatches at an inopportune time...

Black Dragon Wyrmling

Medium Dragon, Chaotic Evil

Armor Class: 17 (natural armor)

Hit Points: 33 (6d8+6)

Speed 30 ft., fly 60 ft., swim 30 ft.

Challenge 7 (2,900 XP)

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

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Amphibious The dragon can breathe air and water.

Actions

Multiattack The dragon 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: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

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

Acid Breath (Recharge 5-6) The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

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Sacrificial Offering

"As you tramp through the swamp, you hear inhuman screaming coming from the north. As you draw closer, you see a young lizardman tied to a wooden post with leather thongs. Thirty feet away, a massive, multi-headed hydra moves towards the offering."

Creature(s)

Hydra

Huge Monstrosity, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 172 (15d12+75)

Speed 30 ft., swim 30 ft.

Challenge 8 (3,900 XP)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages -

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 gets 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 creature) Hit: 10 (1d10 + 5) piercing damage.

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

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If the players interfere, the hydra will focus on his easy meal first, and then turn his attention to the PCs.

Treasure

At the base of the post are six chunks of silver ore (25 gp each).

Further Adventure™

The lizardfolk tribe that worships the hydra seeks to make one of the player characters the next sacrifice ...

Several Eyebright flowers, a rare and expensive plant needed to cure Sight Rot, grow around the sacrificial post...

Hydra blood can be used to create an Elixir of the Hydra...

New Magic Item

Elixir of the Hydra

Potion, rare

After using an action to drink this potion, a character begins to feel a heightened sense of awareness, similar to having multiple heads. The character has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Additionally, the character has two additional reactions, each turn usable only for attacks of opportunity. The effects last for one hour.



Watcher in the Well

"As you meander the streets, your quiet reverie is shattered by a woman screaming. You look toward the noise to see a young woman, her dark hair held back by a white handkerchief, drawing water from a stone well. The source of her terror, a monstrous creature made purely from brackish water, is climbing from the well's opening onto the street."

Creatures

Water Elemental

Large Elemental, Neutral

Armor Class: 14 (natural armor)

Hit Points: 114 (12d10+48)

Speed 30 ft., swim 90 ft.

Challenge 5 (1,800 XP)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Water Form The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack The elemental makes two slam attacks.

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

Whelm (Recharge 4-6) Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Enraged The elemental fights until destroyed or until ten rounds have passed, after which he retreats back down the well.

Left unchecked, the elemental will begin to rampage the area for ten rounds before climbing back into the well. Too terrified to move out of the way, Sofia the washerwoman will be the monster's first victim. Sophia has the stunned condition, and is knocked prone by the elemental.

Treasure

If defeated, the elemental leaves behind a small lapis lazuli statute of Dagon (50 gp).

Further Adventure tm

The water from the well is unfit to drink; people are beginning to get sick...

A rumor reaches the PCs of a similar attack, when two mephits crawled out of a well on the other side of town...

A cleric appears in town, selling jars of clean water for an exorbitant price...

Starved Dragon

"As you pass a darkened alley, you hear sounds of struggle: guttural growls and high-pitched yelps. A closer look reveals two rats the size of an average dog tearing at a tiny purple-colored dragon the size of a house cat. The little dragon seems to be on the losing side of the battle, with one rat gripping his left wing in its jaws and preventing it from flying away."

Skills Challenge

Befriend the Dragon

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Arcana, Animal Handling, Nature,

Success: The dragon follows the dragon for a week allowing for the possibility of gaining it as a companion.

Failure(s):

- 1: Startled dragon. Your next check is made with disadvantage.
- 2: More giant rats appear and try to finish off the wounded dragon.
- 3: The dragon grows bored and flies away.

Creatures

Pseudodragon

Tiny Dragon, Neutral Good

Armor Class: 13 (natural armor)

Hit Points: 7 (2d4+2)

Speed 15 ft., fly 60 ft.

Challenge 1/4 (50 XP)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

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

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

Limited Telepathy The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

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

Sting *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Con. save or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

The Pseudodragon begins the encounter with **4 hit points**.

Treasure

Success means that the dragon will accompany the party for a short time, perhaps a few days or on their next adventure, before growing bored and flying off. Partial success could mean that the dragon's curiosity has been piqued and it will stay near the party for a short time and afford them a second chance to befriend it.

Further Adventure[™]

The dragon leads the PCs to the body of a dead adventurer, whose purse contains 112 gp in foreign coins...

The archmage owner of the dragon comes looking for it-is he a powerful foe or a kindly benefactor...

The dragon keeps leading the PCs to the sewer where his mate is trapped...



The Shakedown

"You find yourselves surrounded by four menacing-looking individuals, intent on lightening you of your burdensome purse. Not skillful enough to lift your coins, these brutes simply demand all of your money or else."

Creatures

Thug x 4

Medium Humanoid (any race), Unaligned

Armor Class: 11 (leather armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

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

Actions

Multiattack The thug makes two melee attacks.

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

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

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

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The thugs - Chance, Brek, Stone, and Brom - cannot be reasoned with, and bribes only drive them to greater greed. A DC 20 Intimidation check could scare the brutes away (roll for each), but combat is most likely the outcome. The thugs fight until they are brought to a quarter of their maximum hit points before fleeing. To increase the CR of the encounter, use replace the thugs with brutes (see below).

Treasure

Each thug carries 1d12 gp worth of assorted coinage.

Further Adventure™

The thugs are trying to extort enough money to cure their friend, Kendall, of Mummy Rot...

The thugs are being extorted by a new and violent thieves' guild...

One of the thugs appears to be an NPC that died some time ago...

Brute

Medium Humanoid (any race), Any Alignment

Armor Class: 13 (studded leather armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Athletics +5, Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Actions

Multiattack The brute makes two melee attacks.

Greatclub *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 7 (1d8+3) bludgeoning damage.

Heavy Crossbow *Ranged Weapon Attack* +2 to hit, range 100/400 ft., (one creature) Hit: 6 (1d10+1) piercing damage.

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

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The Kindness of Strangers

"You smell the strange beggar before you ever see him; filthy, reeking, and covered with sores, he asks if you can spare a few coppers for a warm meal. His clothes are torn and ill-fitting and lice can be seen moving in his hair."

Creatures

Jorn the Beggar

Medium Humanoid (Human), Chaotic Good

Armor Class: 10

Hit Points: 3 (1d4)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common

STR	DEX	CON	INT	WIS	CHA
9 (-1)	7 (-2)	8 (-1)	10 (+0)	10 (+0)	8 (-1)

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[filthy, sickly, pathetic]

Jorn the beggar will not fight back if provoked and flees if possible, though a lame leg slows him down. If cornered, Jorn grovels and begs for mercy.

Treasure

Jorn has no possessions, but players who show him kindness should be granted a point of inspiration (even if they already have one, bending the rule to reward their kindness). Any players who are unkind to Jorn receive a point of hindrance.

Optional Mechanic

Hindrance

Hindrance works much like an inspiration point, only in reverse. The DM holds onto the player's hindrance point and when it would be the most inconvenient, she asks the player to roll with disadvantage.

Further Adventure[™]

Rumors circulate that Jorn was once a capable adventurer who lost his mind after entering the Fane of Madness...

Jorn is possessed by a ghost or a demon...

Jorn is a god or powerful angel masquerading as a beggar...

Finding the Fane of Madness

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Investigation, Perception

Success: The party learns the location of the Fane of Madness.

Failure(s):

1: Turned about. The next check is made with disadvantage.

2: False leads. The PCs waste a day following up on a false lead.

3: A rat-faced street thief offers to lead the party to the entrance of the fane for 300gp.

Child in the Webs

"You find yourself in a part of the city where you have never been before. As you try to gain your bearings, you hear the scream of a small child coming from a nearby alleyway. Closer investigation reveals a cramped lane clogged with thick spiderwebs. A small boy of about six years struggles to free himself from the webbing as three ettercaps race towards their next meal."

Creatures

Ettercap

Medium Monstrosity, Neutral Evil

Armor Class: 13 (natural armor)

Hit Points: 44 (8d8+8)

Speed 30 ft., climb 30 ft.

Challenge 2 (450 XP)

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

Languages -

Senses darkvision 60 ft., passive Perception 13

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 creature) 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 also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

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

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The ettercaps fight to the death to defend their prize. Adjust number of ettercaps so that there is one for each player. Ettercaps try to use their Web ability in the opening rounds, and then focus their attacks on the characters who made their saving throw. The difficulty can be increased by having the boy be poisoned at the start of combat and struggling to breathe.

Treasure

A gold bracelet of a snake eating its own tail (25 gp), and a *Potion of Clairvoyance*.

Further Adventure™

The ettercaps are the beginnings a Drow invasion...

Among the webs, the players find a signet ring for a missing noble...

While searching for treasure, a passage into the sewers is revealed...

Potion of Clairvoyance

Potion, rare

When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Mistaken Identity

"A red-haired woman in a black cloak approaches you quickly; without stopping, she places a leather pouch in your hand. She looks you in the eyes and says, 'The Roc is in the roost.' She then pulls her cloak about her and is quickly lost among the crowd."

Creatures

Spy

Medium Humanoid (any race), Any Alignment

Armor Class: 12

Hit Points: 27 (6d8)

Speed 30 ft.

Challenge 1 (200 XP)

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

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 creature) Hit: 5 (1d6 + 2) piercing damage.

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

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

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Through magic, skill, or DM intervention, the red-haired woman vanishes. Allow some rolls and reward clever ideas with more clues, but in the end, the woman eludes pursuit to ensure that the encounter remains mysterious. If needed, bandits (see below) could emerge from an alley to cover the redheaded woman's escape.

Treasure

The pouch contains 100 gp from a foreign land, and a heavy brass key.

Further Adventure[™]

The key's true owner comes to collect it...

A plot unfolds to assassinate a foreign leader whose bedchamber is locked with a brass door, the PCs could be implicated...

The red-haired woman is a copper dragon playing a joke on the PCs...

Bandit

Medium Humanoid (any race), Chaotic Evil

Armor Class: 12 (leather armor)

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses passive Perception 10

Languages any one language (usually Common)

Actions

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

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

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

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Fire!

"Black smoke billows from a nearby warehouse. A man in scorched clothing stumbles from an open doorway and, between fits of coughing, tells you that his brother Davin is still inside."

Creatures

Jarrick Lorn (Human, Commoner, LG) [coughing, soot-stained]
 Davin Lorn (Human, Commoner, LG) [short, missing his eyebrows]

Skills Challenge

Fire Brigade

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Perception, Survival

Success: The brothers are rescued.

Failure(s):

- 1: Lost in the smoke. The next check is made with disadvantage.
- 2: Smoke. The PCs need to make a DC 11 Constitution save or gain the poisoned condition.
- 3: Davin succumbs to the smoke and dies, and the PCs suffer 1d10 fire damage.

Swarm of Rats

Medium Beast, Unaligned

Armor Class: 10

Hit Points: 24 (7d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages -

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

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites *Melee Weapon Attack* +2 to hit, reach 0 ft., (one target in the swarm's own space) Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

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Treasure

If Davin is rescued, Jarrick, a wealthy merchant, pays the PCs 25 gp in thanks. The PCs may also call upon the brothers once each and request a moderate favor.

Further Adventure™

The fire was not an accident and the arsonist wants revenge against the PCs...

Once the rubble of the wooden structure is cleared away, an entrance to an unknown dungeon is found...

Davin comes to the PCs later and confides his fears that Jarrick tried to kill him to claim his half of their business...

Ale and Adventure

"An aged dwarf, whose scarred face and proud posture suggest he was once a great warrior in his youth, approaches you. He explains that he is in possession of a treasure map that he won in a game of dice, but has no intention of pursuing himself due to his advanced age. He declines any offers to buy the map, waving a hand laden with heavy gold rings, to show he has no need for coin. He agrees to give you the map if one of you bests him in a drinking challenge."

Creatures

Drenner Proudforge

Medium Humanoid (Dwarf), Lawful Good

Armor Class: 17 (splint armor)

Hit Points: 58 (9d8+18)

Speed 30ft.

Challenge 3 (700 XP)

Saving Throws Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, Dwarvish

Traits Drenner has a long white beard, and heavy facial scarring. One scar has left a line on his left cheek hairless.

Actions

Multiattack Drenner makes two warhammer attacks. If he has a shortsword drawn, he can also make a shortsword attack.

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

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

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

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

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Skills Challenge

Drinking Game!

Complexity: Special

Difficulty: DC 12, but increases by 1 each save.

Suggested Skills: None. Constitution saving throws

Success: See below.

Failure(s): First person to fail three Constitution saves falls off of their stool, too drunk to continue.

Treasure

True to his word, should the PCs best him in the drinking challenge, he gives them a map that leads them to a treasure commensurate with their level (or slightly higher).

Further Adventure™

Once deep in his cups, Drenner tells the PCs he will accompany them on their quest and help them claim the treasure...

If the PCs lose the challenge, Drenner could send them on a quest to recover a relic of his god held in a Drow fane, for which he will reward them with the map...

Drenner could be a doppelganger who needs the PCs to acquire the treasure so he can steal it for himself...



Shifter in the Crowd

"As you make your way through the crowded streets, a thin man with stringy black hair bumps into you. He mutters an apology and hurries off. Instinctively, you reach for your coin purse and find it missing."

Creatures

Doppelganger

Medium Monstrosity (shapechanger), Neutral

Armor Class: 14

Hit Points: 52 (8d8+16)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Shapechanger The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack The doppelganger makes two melee attacks.

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

Read Thoughts The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

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

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The pickpocket is, in fact, a doppelganger. The players must follow the thief into a crowded marketplace and succeed on Perception checks against his Deception skill (+6 with advantage on each roll). If the PCs fail three rolls before four successes, the doppelganger is lost in the crowd. If the PCs manage to roll four successes, the thief drops his belt pouch and attempts to flee.

Treasure

The thief's belt pouch contains the stolen item, plus 26 gp.

Further Adventure™

If the doppelganger escapes, a local noble hires the PCs to recover a valuable item (see below)...

A thieves' guild approaches the PCs to run off the doppelganger...

The doppelganger is an agent of a black dragon, obsessed with unique coins...

Tracking Down the Doppelganger

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Investigation, Perception

Success: The doppelganger's lair is discovered.

Failure(s):

- 1: Dead end. Your next check is made with disadvantage.
- 2: Too many questions. A gang of thugs confronts the party.
- 3: You find the doppelganger, but it is aware of your investigation and has laid a trap.

Drunken Knights

"You are stopped by the commanding voice of a well-armed and armored knight. By his plate mail and his imposing greatsword, you can tell the man is a seasoned veteran and capable of wielding his sword with deadly efficiency. By the fact that the knight is slurring his words and swaying slightly, you can also tell that he is quite drunk."

Creatures

Sir Griffon Hardcourt

Medium Humanoid (Human), Neutral

Armor Class: 18 (plate armor)

Hit Points: 52 (8d8+16)

Speed 30ft.

Challenge 3 (700 XP)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Brave Griffon has advantage on saving throws against being frightened.

Actions

Multiattack Griffon makes two melee attacks.

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

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

Leadership (Recharges after a Short or Long Rest) For 1 minute, Griffon can utter a special command or warning whenever a nonhostile creature that he 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 Sir Hardcourt. A creature can benefit from only one Leadership die at a time. This effect ends if Griffon is incapacitated.

Reactions

Parry Griffon adds 2 to its AC against one melee attack that would hit it. To do so, Griffon must see the attacker and be wielding a melee weapon.

Traits Sir Hardcourt is very tall, and his salt and pepper hair is cropped very short.

Drunk Sir Hardcourt has disadvantage on ability checks due to too much drink.

The knight has assumed some slight on behalf of a party member and seeks to defend his honor by dueling the accused character in single combat. If a player agrees to duel Sir Griffon, he fights until he is brought to half hit points and then he yields, or until he brings the PC to 10 hp, at which point he mocks the PC and stumbles off. If more than one PC attacks, he retreats screaming insults.

Treasure

None, any coin Sir Griffon possessed has been spent on drink. He does, however, possess expensive armor and weapons. Sir Hardcourt would need to be unconscious to have his armor stolen, and the party would need several minutes of privacy. Allow the local guards or one of Hardcourt's squires a Perception check to find the party stripping the knight bare.

Further Adventure™

The next day, a very hungover Sir Griffon hires the party to track down the bandits who attacked him the night before...

Sir Griffon is found dead and several eyewitnesses reported seeing him fighting with the PCs the night before. The PC is now the chief suspect in a murder investigation of a noble...

Sir Griffon pawned or gambled away his signet ring and pays the players to find it...



Rogue Street Sweeper

"You see a small, wiry man waving a torch at a strange, vaguely cube-shaped slime twice as tall as himself. The wiry man sees you and yells frantically for help."

Creature(s)

Gelatinous Cube

Large Ooze, Unaligned

Armor Class: 10

Hit Points: 84 (8d10+40)

Speed 15 ft.

Challenge 2 (450 XP)

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Ooze Cube The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the save. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube, requiring a successful DC 12 Str check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures at a time.

Transparent Even when the cube is in plain sight, it takes a successful DC 15 Perception check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 10 (3d6) acid damage.

Engulf The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dex save. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Str check.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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A sewer worker named Jek quickly explains that the creature is not to be killed as it is too valuable and difficult to replace. The creature, a gelatinous cube, must be forced back into the sewer through a hole in the street thirty feet away.

Treasure

If forced back into the sewers, the cube leaves behind a small banded agate bracelet (10 gp).

Further Adventure™

Something big is prowling the sewers and scaring the inhabitants to the surface...

Evidence reveals that someone is luring the cubes to the surface...

The cubes beneath the city are multiplying rapidly, an ooze cult is suspected...

Finding the Cult

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Insight, Intimidation, Investigation, Perception

Success: You discover the temple of an ooze demon lord (yup, that one)

Failure(s):

1: False start. Your next check is made with disadvantage.

2: Wrong place, wrong time. A group of thugs attack the party.

3: You stumble upon the cult, but get ambushed.

The Tattooed Man

"In an alley you find the body of a flayed man. Large patches of tattooed skin, ink still evident, have been removed from the man."

Creature(s)

The Tanner

Medium Humanoid (Human), Neutral Evil

Armor Class: 14 (mage armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Int +3, Wis +3

Skills Arcana +3, History +3

Senses passive Perception 11

Languages Common, Abyssal, Infernal

Invocations The Tanner is a 5th level spellcaster, his spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Tanner has the following invocations he can use at will: *Armor of Shadow (mage armor)*, *Mire of the Mind (slow)*, *Misty Vision (silent image)*

Spellcasting The Tanner is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Tanner has the following warlock spells prepared:

Cantrips (at will) +5 to hit, *eldritch blast*, *minor illusion*, *prestidigitation*

3rd level (2 slots) ○ ○ +5 to hit, *counterspell*, *dispel magic*, *fear*, *fireball*, *remove curse*, *vampiric touch*

Actions

Dagger Melee or Ranged Weapon Attack +4 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d4 piercing damage)

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

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Finding the murderer

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Arcana, Investigation, Medicine

Success:

- 1: The body belongs to a young wizard named Roland Dunn.
- 2: Roland tattooed his spells on his body after losing his spellbook twice.
- 3: The only wounds are six small burns.
- 4: The wounds were caused by a force spell, like magic missile.
- 5: The wounds were caused by an eldritch blast.
- 6: Roland was seen arguing with a man in a stained leather tanner's apron

Failure(s):

- 1: Red herring. Your next check is made with disadvantage.
- 2: You lose a day tracking down false leads.
- 3: You stumble upon the Tanner's identity, but he is laying in wait.

Treasure

The Tanner carries a spellbook made from the flesh of Roland Dunn, 15 gp, and a velvet bag with three locks of humanoid hair, clearly from three different people, each tied with a black ribbon.

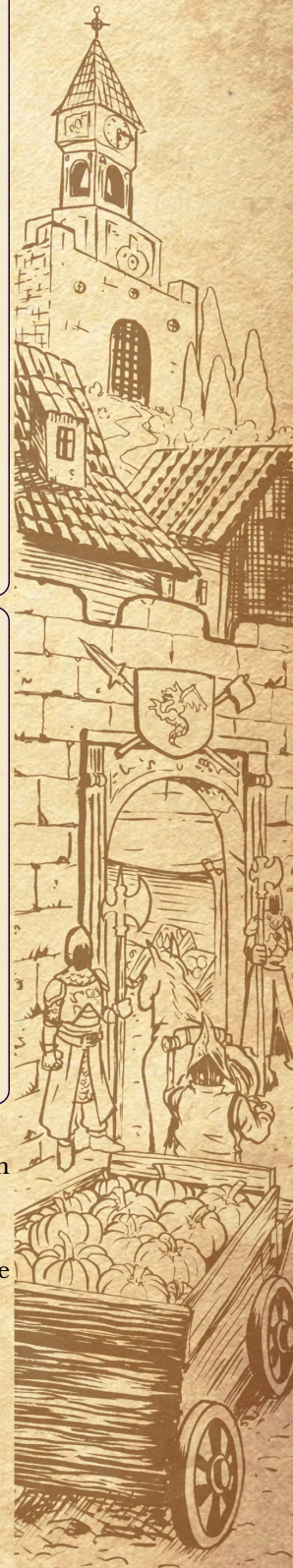
Adjusting the Encounter

If this encounter is too gruesome for your party, make it a simple murder investigation, remove the details about Roland's tattoos, and change the treasure to be a normal spellbook.

Further Adventure[™]

Roland, recently raised from the dead, seeks the party to find the person who hired the Tanner ... Someone begins to create copycat crimes of the Tanner's work...

A cult has begun stealing spellbooks and scrolls for their lich master...



The Pack Leader's Fury

"A ragged pack of dogs steps out from an alley, growling and showing yellow teeth."

Creature(s)

Mastiff x 5

Medium Beast, Unaligned

Armor Class: 12

Hit Points: 5 (1d8+1)

Speed 40 ft.

Challenge 1/8 (25 XP)

Skills Perception +3

Senses passive Perception 13

Languages -

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

Actions

Bite Melee Weapon Attack +3 to hit, reach 5 ft., (one creature) Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

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Feral Pack Leader

Medium Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 11 (2d8+2)

Speed 40 ft.

Challenge 1/4 (50 XP)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

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

Actions

Bite Melee Weapon Attack +4 to hit, reach 5 ft., (one creature) 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.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

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The pack surrounds its prey and instinctively flanks its victims. Animal Handling checks are possible, but made with disadvantage against a DC of 20 due to hunger and mistreatment.

Treasure

The pack leader wears a worn leather collar set with 3 malachite chips (5 gp each).

Further Adventure™

An urban druid known as the Huntsman is known to change shape and run with the pack...

The pack leader's collar bears the name of a local ranger hero...

The dogs could be carrying a disease...

Diseased dog variant

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 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Succubus Streetwalker

"A gorgeous woman with dark hair and darker eyes smiles shyly at you, and then motions for you to follow her somewhere private."

Creature(s)

Succubus/Incubus

Medium Fiend (shapechanger), Neutral Evil

Armor Class: 15 (natural armor)

Hit Points: 66 (12d8+12)

Speed 30 ft., fly 60 ft.

Challenge 4 (1,100 XP)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15;

Languages Abyssal, Common, Infernal, telepathy 60 ft.;

Telepathic Bond The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Claw (Fiend Form Only) +5 to hit, Hit: 6 (1d6 + 3) slashing damage.

Charm One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss The fiend kisses a creature charmed or willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

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This particular lady of the night is actually a succubus (or incubus as needed to fit your party). The succubus tries to lure a party member into an alley to feed upon their life energies privately. If faced with overwhelming odds, the succubus travels to the Ethereal Plane to escape. The fiend will not fight to death and flees after taking 30 points of damage.

Treasure

The succubus has a silver hair comb (25 gp), a pouch of fine, otherworldly tobacco (5 gp), and a love letter from crazed admirer named Reth.

Further Adventure™

The succubus, if she survived, reappears and asks the party to protect her from a demon...

Reth, a clearly charmed adventurer, appears and seeks vengeance for his true love...

The party begins to hear rumors of young men going missing throughout the city...



The Lord's Hawks

"Startled shrieks draw your attention to a merchant and his wife running at full speed as a pair of red-tailed hawks peck and claw relentlessly at them. A woman dressed in the livery of a minor noble house runs after the pair, a bulky leather gauntlet swallowing one hand. The falconer makes eye contact with you as she passes and begs you to help."

Creature(s)

Blood Hawk

Small Beast, Unaligned

Armor Class: 12

Hit Points: 7 (2d6)

Speed 10 ft., fly 60 ft.

Challenge 1/8 (25 XP)

Skills Perception +4

Senses passive Perception 14

Keen Sight The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

Actions

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

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Jana the Falconer

Medium Humanoid (Human), Lawful Good

Armor Class: 11

Hit Points: 5 (1d8+1)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Nature +3, Animal Handling +4

Senses passive Perception 12

Languages Common

[tall, red curls, confident]

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

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The falconer, a young woman named Jana, explains that the hawks belong to a local lord and cannot be harmed in any way. Jana was on her way to the wilds to hunt when the birds escaped. In fact, the hawks are on the lord's crest and he prizes them above all else. Allow the players to create solutions and reward creativity. Should something happen to the falcons, they will gain a powerful enemy from a spiteful local lord.

Treasure

The lord's falconer will reward the party with 15 gp if they help her retrieve the hawks safely. The falconer can also prove a useful contact, as she has information on many members of the lord's court. Jana can provide helpful information and quest hooks to the party and even arrange a meeting with her liege lord.

Further Adventure™

Someone was using magic to frighten the birds and ruin the falconer's reputation...

The hawks could fly into a ruin or a dark forest...

The merchants, rich and powerful, could require a special skills challenge or quest to appease...

Oswald the Arcane's Bazaar

"A man in bright robes sits on a green blanket covered with intriguing items that seem to glitter and glow with arcane power. A small sign reads, Oswald's Bazaar of Magical Treasures."

Creature(s)

Oswald the Arcane

Medium Humanoid (Human), Chaotic Neutral

Armor Class: 12

Hit Points: 40 (9d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Deception +4

Senses passive Perception 11

Languages Draconic, Common, Elven, Terran

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

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

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

2nd level (3 slots) ○○○ *misty step, suggestion*

3rd level (3 slots) ○○○ *counterspell, lightningbolt, fly*

4th level (3 slots) ○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *cone of cold*

Actions

Dagger Melee or Ranged Weapon Attack +5 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d4 + piercing damage).

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

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Oswald the Arcane is a hustler; all his items are fakes. Should any player question Oswald, he makes his Deception checks with advantage, as technically the items he is selling are magical. If hassled or if he makes a sale, Oswald packs up and leaves (discreetly if possible), using a teleportation circle spell to return to his home city. Oswald uses *invisibility* and *misty step* as needed to aid his escape, and only uses violence as a last resort.

Treasure

Oswald has the following items available for sale:

Item	Price	Description
"Spellbook of Magus, Mont Bisworthy"	150 gp	The "Spells" are <i>illusory script</i> .
"Arcus" silver longsword	250 gp	A normal longsword with <i>arcanist's magic aura</i>
"Healing potions" x3	35 gp	Colored water with <i>arcanist's magic aura</i>
"Potion of Titan Strength"	150 gp	Herbal tea with <i>arcanist's magic aura</i>

Oswald's spell book

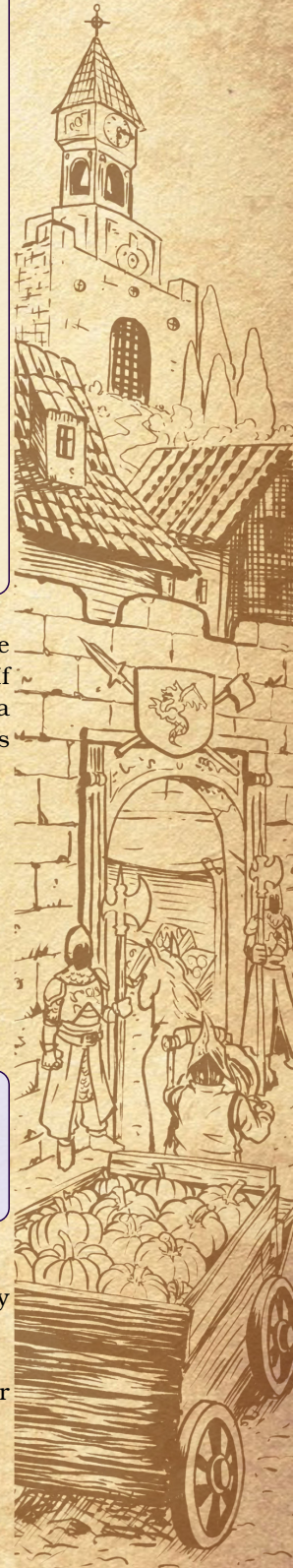
Oswald carries a spell book that contains all the spells listed above, plus floating disk, jump, arcane lock, blur, sending, stone shape, geas. The book also contains detailed notes on how to create fake magical items and false auras.

Further Adventure™

A fake potion of Oswald's causes the death of a young adventurer, and his father hires the party to arrest the wizard...

At the next town they visit, the party catches Oswald selling fakes again...

A wizard claiming to be the real Oswald the Arcane hires the party to catch the doppelganger wizard ruining his reputation...



The Filthy Throng

"A throng of filthy, giggling children dart out from an alley and swarm around your legs, pulling and tugging at your pouches."

Creature(s)

Pickpocket Street Child

Small Humanoid (Human), Chaotic Neutral

Armor Class: 11

Hit Points: 4 (1d8)

Speed 25 ft.

Challenge 0 (10 XP)

Skills Stealth +3, Sleight of Hand +3

Senses passive Perception 10

Languages Common

Noncombatant Children know better than to fight adults, they flee from a fight, or if unable to escape, they will cower.

Nimble The street child can move through the space of any creature that is larger than itself.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	8 (-1)	10 (+0)	10 (+0)

License:

The urchins will not fight, they grab what they can and run away, using the dash action and their small size to their full advantage. Should one of the pickpockets be captured, they are left behind.

Treasure

Any one street child carries their day's ill gotten gains, usually 3d6 cp. The day's take is evenly distributed among the children to prevent any one child from losing all the profits to a town guardsman. At the end of the day, the coins are handed over to a half-orc tough named Grokk Bonebreaker.

Further Adventure™

Grokk and his gang try to rob the party...

Grokk seeks the party's aid in finding some of his street children who were taken in a drow raid...

Lilly, a tailor, wants the PCs to find her twins, who ran away and joined Grokk's gang...

Grokk

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 17

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +2, Animal Handling +2

Senses passive Perception 12

Languages Orcish, Common

Actions

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

Multiattack Grokk makes two greataxe attacks.

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

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

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The Indigo Distraction

"A large crowd surrounds a tall, slender musician in blue motley and a strange white mask. The man strums expertly on a fine lute made of spruce, bewitching all those within earshot."

Creature(s)

Indigo

Medium Humanoid (Elf), Chaotic Good

Armor Class: 10

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 0 (10 XP)

Saving Throws Cha +4

Skills +6 Performance, Persuasion +4, Perception +3

Senses passive Perception 13, darkvision 60 ft.,

Languages Common, Elvish

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

Prestidigitation Indigo can cast *prestidigitation* at will

Skilled Performer Indigo doubles his proficiency modifier when making Performance checks. [blue motley, white mask, elegant]

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

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The large crowd opens up a wealth of opportunity for your party; possibilities include, but are not limited to:

Pickpockets can use the distraction to gain advantage on Sleight of Hand checks.

Musicians can join Indigo if successful on a DC 10 Intelligence check to recognize the song being played.

Zealots can attempt to spread the word of their god.

The suspicious could scan the crowd with an Insight check to find shady characters.

Rumors and clues could be gleaned with an Investigation check.

Treasure

Indigo carries his lute (50 gp), and 6d8 gp. If the party aids his performance, he shares 3d4 gp. He also wears a magic mask, that he will not part with under any circumstance.

Ivory Mask of Elon

Wondrous item, uncommon (requires attunement)

This simple ivory mask grants the wearer advantage on Perform checks, but has a minor curse that makes the attuned anxious and uncomfortable when not wearing it. Only seven of these masks have ever been reported.

Further Adventure™

Indigo could be a shapeshifter...

The party could observe a thieves' guild at work in the crowd...

Indigo hires the party to acquire strings from a city in the Outer Planes...

Skill Challenge Title

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Insight, Perception,

Success: You discover a three-thief team using the distractions to pick pockets.

Failure(s):

1: Misdirection. You next check is made with disadvantage.

2: Victim. You lose 3d6 gp in coin or gear.

3: Guilty by association. The guards mistake the party for the thieves and attempt to arrest them.



Bumbling Thugs

"A commotion down a darkened alley draws your attention. Three large men bicker with hushed voices."

Creature(s)

Thug x 3

Medium Humanoid (any race), Unaligned

Armor Class: 11 (leather armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

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

Actions

Multiattack The thug makes two melee attacks.

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

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

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

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"Brunt" - one-eye, "Loaf" - enormous, "Dirk" - rail-thin

The thugs, members of a local thieves' guild, are trying to break into a gem cutter's shop. The owner, a gnome tinkerer, has installed sophisticated traps, in which one of the burglars is currently caught. Loaf, a dim-witted brute, has his arm caught in a steel portcullis that fell into place when he tried to open the shop window. To unlatch the mechanism holding the portcullis in place requires a DC 15 Investigation check to understand the trap's inner workings, then a DC 15 Dexterity check with thieves' tools to disable the trap. Forcing the portcullis through brute strength is more difficult, as Loaf, who is unable to aid in the check, is in the way. The Strength check DC to force the portcullis is 20, and is made with disadvantage due to the awkward angle needed. To increase the drama, you can add town guards 2d4 rounds into the encounter.

Treasure

Should the party aid the would-be thieves, they are given 50 gp and gain a contact to the city's underworld. Should the party decide to turn the thugs over to the town guards, the guards reward them with 25 gp.

Further Adventure™

The thugs return as friends or foes at either a needed time or a very inconvenient time, depending on which path the players chose...

The town guards ask the players to infiltrate the gang and learn the identity of their leaders...

The thugs approach the party later to enlist their help on a large score...

Infiltrating the Guild

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Insight, Investigation, Perception

Success: You work your way into the guild and learn the identity of the guildmaster.

Failure(s):

1: False lead. The next check is made with disadvantage.

2: Wrong turn. You waste a day chasing false leads.

3: You manage to find the guild, but they are not fooled by your attempt at infiltration.

Gone Berserk

"The shrill call of a town guard whistle pulls your attention to a gate where a young, fresh-faced adventurer stands over the bloody body of a guard. The boy, no more than sixteen, grips a wicked, gore-stained greataxe, a wild look on his face."

Creature(s)

Wil Thatcher

Medium Humanoid (Human), Neutral Good

Armor Class: 13 (studded leather armor)

Hit Points: 37 (5d8+15)

Speed 30 ft.

Challenge 1 (200 XP)

Saving Throws Str +3, Con +4

Skills Perception +2, Athletics +3

Senses passive Perception 12

Languages Common

Actions

Berserker Axe *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 8 (1d12 + 2) slashing damage

Wil must attack the nearest person within 60 feet each round.

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

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Guard

Medium Humanoid (any race), Any Alignment

Armor Class: 16

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Actions

Spear *Melee or Ranged Weapon Attack* +3 to hit, 5 ft., (reach one creature) or 20/60 (range one creature) Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

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

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The boy, a young adventurer named Wil Thatcher, has just returned from his first quest, wherein he discovered a cursed ax. If the party chooses to aid the guards, one of them says, "I just tried to peace bind his ax, and young Wil went crazy and killed my partner!"

Treasure

Wil possesses a *Berserker Axe*, 4 gp, and a battered map to a dungeon a dozen miles away.

Further Adventure™

Wil's party did not return and he is silent (assuming he survived). The party is asked to investigate the dungeon depicted on Wil's map...

The axe could be intelligent, calling out to a party member...

The axe's former owner, an orc chief, rises from the dead to reclaim his prize...



Index

A

Aboleth 147
 Acknowledgements 2
 Adult Red Dragon 100
 Air Elemental 115
 Arctic 5
 Astral Pirate 120
 Awakened Tree 60

B

Bandit 93, 129, 173
 Basilisk 26
 Bearded Devil 116
 Berserker 5, 10
 Black Dragon Wyrmling 166
 Black Knight 77
 Black Market Patron 144
 Black Pudding 157
 Blood Hawk 182
 Blue Dragonborn Guard 15
 Blue Dragon Wyrmling 74
 Boar 46
 Brash 139
 Brown Bear 5, 41, 165
 Brute 170
 Bugbear 111
 Bulette 53

C

Camel 21
 Cecile the Minstrel 50
 Centaur 45
 Chimera 104
 Cloaked Figure 118
 Clockwork Copper Dragon Wyrmling 32
 Cockatrice 56
 Commoner 74, 107
 Corrupted Druid 46
 Creature(s)
 - Aboleth 147
 - Adult Red Dragon 100
 - Air Elemental 115
 - Astral Pirate 120
 - Awakened Tree 60
 - Bandit 93, 129, 173
 - Basilisk 26
 - Bearded Devil 116
 - Berserker 5, 10
 - Black Dragon Wyrmling 166
 - Black Knight 77
 - Black Market Patron 144
 - Black Pudding 157
 - Blood Hawk 182
 - Blue Dragonborn Guard 15

- Blue Dragon Wyrmling 74
 - Boar 46
 - Brash 139
 - Brown Bear 5, 41, 165
 - Brute 170
 - Bugbear 111
 - Bulette 53
 - Camel 21
 - Cecile the Minstrel 50
 - Centaur 45
 - Chimera 104
 - Cloaked Figure 118
 - Clockwork Copper Dragon Wyrmling 32
 - Cockatrice 56
 - Commoner 74, 107
 - Corrupted Druid 46
 - Crocodile 161
 - Crossroads Fiend 76
 - Cult Fanatic 9, 124
 - Cultist 9, 124
 - Darkmantle 27
 - Dark Priest 59
 - Death Dog 17, 97
 - Deep Crab 138
 - Deva 125
 - Dire Wolf 35
 - Diseased Giant Rats 140
 - Djinni 24
 - Doppelganger 176
 - Dragon Hunters 20
 - Drenner Proudforge 175
 - Drider 152
 - Druid 55
 - Dryad 38
 - Duende 40
 - Duergar 28, 150
 - Dusk 88
 - Dust Mephit 33
 - Earth Elemental 96
 - Efreeti 83
 - Elder Mimic 80
 - Elf, Drow 149
 - Ettercap 44, 172
 - Ettin 97
 - Feral Pack Leader 180
 - Ferthwick 68
 - Fledgling Roc 103
 - Frost Giant 6, 14
 - Gelatinous Cube 178
 - Ghost 137
 - Ghost 61, 127
 - Ghoul 18, 92
 - Giant Bat 142, 151
 - Giant Constrictor Snake 163
 - Giant Crab 138

- Giant Crocodile 166
- Giant Lizard 149
- Giant Octopus 130
- Giant Rat 160
- Giant Scorpion 15
- Giant Sea Horse 84
- Giant Shark 131
- Giant Spider 69, 86
- Giant Vulture 14
- Giant Wasp 47
- Giant Weasel 55
- Gibbering Mouther 143
- Glabrezu 39
- Gnoll 45, 51, 88
- Gnome, Deep (Svirfneblin) 164
- Goat Kid 29
- Goblin 91, 105, 114
- Gorgon 29
- Gray Ooze 31
- Grick 154
- Grimlock 142
- Grish the Roper Gourmand 155
- Grokk 184
- Guard 187
- Halfling 53
- Half-Red Dragon Orc 99
- Half-Red Dragon Wyvern 99
- Hell Hound 58
- Hill Giant 89
- Hobgoblin 49, 108, 110
- Homunculus 161
- Hrothgar Frostbeard 7
- Hugo the Tinker 56
- Hunter 165
- Hunter Shark 134
- Hydra 167
- Ice Devil 121
- Immolated Sailors 104
- Imp 62
- Indigo 185
- Iron Golem 30
- Jackal 21
- Jana the Falconer 182
- Jellric the Soul Thief 69
- Jorn the Beggar 171
- Juju Zombie 57
- Kelvin the Nimble 34
- Killer Whale 135
- Kirn, Red Dragonborn Warlord 85
- Kobold 26, 73, 85, 102, 153
- Kobold Mutant 27
- Kobold Sorcerer 73
- Krog 139
- Lamia 19
- Lemure 119
- Lich 67
- Lizardfolk Shaman 163
- Lost Dwarven Miners 147
- Lost (Unique Lemure) 119
- Manticore 51
- Mastiff 81, 93, 180
- Merfolk 130
- Merrow 131
- Mimic 25
- Minotaur 34
- Minotaur Skeleton 64, 71
- Mummy 16
- Mysterious Woman 20
- Night Hag 123
- Nixie 75
- Noble 78
- Ochre Jelly 31
- Ogre 43, 50, 90
- Ogre Zombie 59, 90
- Oni 114
- Orc 95, 113
- Orc Shaman 87, 113
- Oswald the Arcane 183
- Otyugh 151
- Owlbear 43
- Phase Spider 52
- Pickpocket Street Child 184
- Pirate 126
- Pit Fiend 117
- Polar Bear 8
- Polluted Water Elemental 141
- Pseudodragon 169
- Purple Worm 148
- Reef Shark 129
- Remorhaz 8, 13
- Roc 17, 103
- Rowan the Hermit 98
- Sahuagin 135
- Sea Hags 133
- Sewerfolk 145
- Shadow 60
- Shambling Mound 162
- Sir Griffon Hardcourt 177
- Skeletal Crew 12
- Skeletal Guardian 128
- Skeleton 18, 64, 71, 127
- Slaves 19
- Specter 22, 63, 156
- Sprite 89
- Spy 173
- Stirge 164
- Stone Giant 101
- Storm Elemental 136
- Succubus/Incubus 181
- Sunik Del 122
- Swarm of Insects 22
- Swarm of Quippers 146
- Swarm of Rats 174
- Swarm of Spiders 69, 86
- The Red Stranger 79
- The Tanner 179

- Thug 50, 170, 186
- Tion the Satyr 36
- Tribal Warrior 12
- Underhedge (Badger) 36
- Vampire Spawn 54
- Veteran (Drow variant) 70, 154
- Violet Fungus 28
- Vrock 65
- Water Elemental 48, 168
- Wererat 140
- Werewolf 126
- Wight 158
- Wild Child Bandit 81
- Will-o'-Wisp 42, 160
- Wil Thatcher 187
- Winter Wolf 6
- Worg 105
- Wraith 66, 72
- Wyvern 82
- Wyvern Hatchling 82
- Young Black Dragon 159
- Young Blue Dragon Skeleton 23
- Young Bronze Dragon 132
- Young Copper Dragon 94
- Young Red Dragon 95
- Zombie 57, 92
- Crocodile 161
- Crossroads Fiend 76
- Cult Fanatic 9, 124
- Cultist 9, 124

D

- Darkmantle 27
- Dark Priest 59
- Death Dog 17, 97
- Deep Crab 138
- Desert 15
- Deva 125
- Dire Wolf 35
- Diseased Giant Rats 140
- Djinni 24
- Doppelganger 176
- Dragon Hunters 20
- Drenner Proudforge 175
- Drider 152
- Druid 55
- Dryad 38
- Duende 40
- Duergar 28, 150
- Dungeon 25
- Dusk 88
- Dust Mephit 33

E

- Earth Elemental 96
- Efreeti 83
- Elder Mimic 80
- Elf, Drow 149

- Ettercap 44, 172
- Ettin 97

F

- Feral Pack Leader 180
- Ferthwick 68
- Fledgling Roc 103
- Forest 35
- Frost Giant 6, 14

G

- Gelatinous Cube 178
- Ghast 137
- Ghost 61, 127
- Ghoul 18, 92
- Giant Bat 142, 151
- Giant Constrictor Snake 163
- Giant Crab 138
- Giant Crocodile 166
- Giant Lizard 149
- Giant Octopus 130
- Giant Rat 160
- Giant Scorpion 15
- Giant Sea Horse 84
- Giant Shark 131
- Giant Spider 69, 86
- Giant Vulture 14
- Giant Wasp 47
- Giant Weasel 55
- Gibbering Mouter 143
- Glabrezu 39
- Gnoll 45, 51, 88
- Gnome, Deep (Svirfneblin) 164
- Goat Kid 29
- Goblin 91, 105, 114
- Gorgon 29
- Grasslands 47
- Gray Ooze 31
- Grick 154
- Grimlock 142
- Grish the Roper Gourmand 155
- Grokk 184
- Guard 187

H

- Halfling 53
- Half-Red Dragon Orc 99
- Half-Red Dragon Wyvern 99
- Haunted Locales 57
- Hell Hound 58
- Heroic Battles 69
- Highway 75
- Hill 85
- Hill Giant 89
- Hobgoblin 49, 108, 110
- Homunculus 161
- Hrothgar Frostbeard 7
- Hugo the Tinker 56

Hunter 165
Hunter Shark 134
Hydra 167

I

Ice Devil 121
Immolated Sailors 104
Imp 62
Indigo 185
Iron Golem 30

J

Jackal 21
Jana the Falconer 182
Jellric the Soul Thief 69
Jorn the Beggar 171
Juju Zombie 57

K

Kelvin the Nimble 34
Killer Whale 135
Kirn, Red Dragonborn Warlord 85
Kobold 26, 73, 85, 102, 153
Kobold Mutant 27
Kobold Sorcerer 73
Krog 139

L

Lamia 19
Lemure 119
Lich 67
Lizardfolk Shaman 163
Lost Dwarven Miners 147
Lost (Unique Lemure) 119

M

Manticore 51
Mastiff 81, 93, 180
Merfolk 130
Morrow 131
Mimic 25
Minotaur 34
Minotaur Skeleton 64, 71
Module(s)
- Arctic 5
- Desert 15
- Dungeon 25
- Forest 35
- Grasslands 47
- Haunted Locales 57
- Heroic Battles 69
- Highway 75
- Hill 85
- Mountain 95
- Orc Hordes 105
- Planar Encounters 115
- Sea 126

- Sewers 137
- Subterranean 147
- Swamp 158
- Urban 168
- Urban 2 178
Mountain 95
Mummy 16
Mysterious Woman 20

N

Night Hag 123
Nixie 75
Noble 78

O

Ochre Jelly 31
Ogre 43, 50, 90
Ogre Zombie 59, 90
Oni 114
Orc 95, 113
Orc Hordes 105
Orc Shaman 87, 113
Oswald the Arcane 183
Otyugh 151
Owlbear 43

P

Phase Spider 52
Pickpocket Street Child 184
Pirate 126
Pit Fiend 117
Planar Encounters 115
Polar Bear 8
Polluted Water Elemental 141
Pseudodragon 169
Purple Worm 148

R

Reef Shark 129
Remorhaz 8, 13
Roc 17, 103
Roleplay Challenge(s)
- Beneath the Frozen Pond 48
- Faustian Court 117
- Fire in the Sky 87
- Supper at the Crossroads 36
- The Duel 78
- The Frozen Altar 10
- The Poorly-Played Dirge 94
- Too many mouths to feed 112
Rowan the Hermit 98

S

Sahuagin 135
Sea 126
Sea Hags 133
Sewerfolk 145

Sewers 137
Shadow 60
Shambling Mound 162
Sir Griffon Hardcourt 177
Skeletal Crew 12
Skeletal Guardian 128
Skeleton 18, 64, 71, 127
Skill Challenge(s)
- A Chat with Crixus 132
- Ale and Adventure 175
- Ancient Evil 16
- Black Market 144
- Blizzard 11
- Bumbling Thugs 186
- Demon Door 30
- Far From Home 122
- Faustian Court 117
- Fire! 174
- Hunted Fawn 35
- Mutinous Dogs 129
- Rock Slide 102
- Rogue Street Sweeper 178
- Shifter in the Crowd 176
- Spiders from the Ghostly Realm 52
- Starved Dragon 169
- Supply Caravan 109
- Tangled Webs 44
- The Angry Hive 47
- The Beast Beneath the Ice 13
- The Blighted Oak 38
- The Crumbling Tunnel 153
- The Dark Chasm 156
- The Dreaming Painter 101
- The Forgotten Skeleton 18
- The Frozen Altar 10
- The Hermit of the Sun-Touched Cave 98
- The Indigo Distraction 185
- The Kindness of Strangers 171
- The Living Storm 136
- The Maelstrom 134
- The Messenger's Fate 162
- The Stubborn Chest 91
- The Subterranean Gourmand 155
- The Tattooed Man 179
- Too many mouths to feed 112
- Trapped in the Cistern 146
- Up to Your Necks 159
Slaves 19
Specter 22, 63, 156
Sprite 89
Spy 173
Stirge 164
Stone Giant 101

Storm Elemental 136
Subterranean 147
Succubus/Incubus 181
Sunik Del 122
Swamp 158
Swarm of Insects 22
Swarm of Quippers 146
Swarm of Rats 174
Swarm of Spiders 69, 86

T

The Red Stranger 79
The Tanner 179
Thug 50, 170, 186
Tion the Satyr 36
Tribal Warrior 12

U

Underhedge (Badger) 36
Urban 168
Urban 2 178

V

Vampire Spawn 54
Veteran (Drow variant) 70, 154
Violet Fungus 28
Vrock 65

W

Water Elemental 48, 168
Wererat 140
Werewolf 126
Wight 158
Wild Child Bandit 81
Will-o'-Wisp 42, 160
Wil Thatcher 187
Winter Wolf 6
Worg 105
Wraith 66, 72
Wyvern 82
Wyvern Hatchling 82

Y

Young Black Dragon 159
Young Blue Dragon Skeleton 23
Young Bronze Dragon 132
Young Copper Dragon 94
Young Red Dragon 95

Z

Zombie 57, 92

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