

RIDE THE LIGHTNING

- Eberron -

A multi-table adventure for T1 and T3 characters



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Ride the lightning

Part of
The Martian Spiders project



First played at the
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13th moon – Eberron shared campaign

This adventure can be used as a kickstarter for a local chapter of **The 13th moon**, an Eberron multitable shared campaign I wrote, with the [rules available on the DMSGuild](#).

You can find more adventures on [my page on the DMSGuild](#), I hope you can enjoy everything.



Adventure primer

Welcome to Ride the Lightning, a multi-table adventure set in Eberron, written for the 13th moon shared campaign.

This adventure is set in the Day of Mourning, in Cyre, and the characters will try to escape the catastrophic event that will annihilate the nation. This adventure is designed for **one table of level 13 characters** (representing the elite group of adventurers known as the *Red Spiders*) and **some tables of three to seven characters of level 1-4**, up to one T1 table for each level 13 character.

Background

Shoorio Ghallanda, a member of the elite group of adventurers *Red Spiders*, has been captured by a group of renegade Karrnath soldiers, known as the Order of the Emerald Claw: the Order hijacked a train of the lightning rail, now heading full speed on the south cyren railway to the Talenta Plains. Cyren soldiers along the railway is scarce, since troops have been moved west for the imminent battle against Breland.

The train will move through a very difficult terrain, the *Devil's Maw*, a crevasse where land troops cannot move freely. The *Red Spiders* will try to get to the train before it gets out of the

Devil's Maw, boarding it from their airship, the *Silver Feather*. To successfully complete the mission, the Red Spiders called for help their best allies: their faithful disciples.

The *Red Spiders*

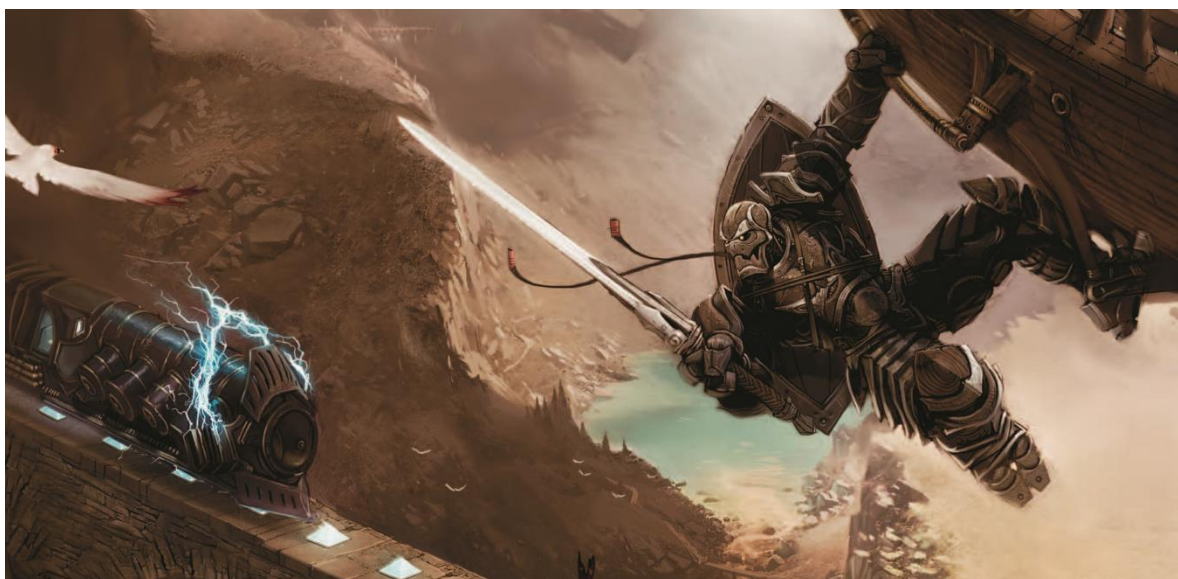
For this adventure you'll need a group of good, well-known players to play the *Red Spiders*. Each one of them will be assigned to a T1 table, referred as disciples. You can let them build the character using the 13th moon rules and assigning them some special magic items – one symbolic *very rare* item for each one is recommended.

These roles are quite important for the play: they'll have to shine and let their disciples shine, so that everyone can enjoy playing together and players will have an easy time creating a good teacher-pupil bond between them.

You can anticipate them that a scene of heroic sacrifice can be required and to prepare accordingly.

Cohordinators

You may want to select 1-2 cohordinators for every 4-5 tables, so that communications can go smoothly for timings, major unexpected events involving a whole area, changes you need to



improvise to maintain the experience at his best for everyone.

War... sometimes changes

Eberron can be played in various and different playstyles. We can suggest some variant rules to have a different kind of experience. Ask your fellow DMs and players what is better for your group.

War is dirty

To better represent a mood and feel like *Save private Ryan*, you can add these rules:

- Critical hits on PCs do not deal double damage but give one level of exhaustion (representing lingering injuries)
- At 0 HPs, a successful death save brings the hero back at 1 HP, but a failure gives one level of exhaustion

Heroes are awesome

If you prefer a more heroic playstyle, you can add these rules:

- Each PC has three hero points
- A PC can spend a hero point to get a recover an ability that recovers with a short rest or to spend any number of HD to heal themselves.



The play

Act I, **Death from above**, will consist of a briefing for the players, a setup phase where they can outline their preparation for the mission, and a combat phase where, on the *Silver Feather*, they will fight the few cyren anti-aircraft forces.

Act II, **Maw of the Devil**, mentors will move at the table of their disciples, and they will play a flashback which will outline the bond between mentor and disciples. Then they jump from the airship in the crevasse, boarding the train mentor and disciples together. During this phase, some omens will give glimpses of the imminent catastrophe.

Act III, **Fight for your life**, mentors will assault the locomotive with the Order's Commander, while disciples will assault the wagons, fighting the Order's troops. Shoorio's location is unknown and when a group will find him with an aberrant dragonmark which will clearly announce the imminent threat and will give the chance to safely teleport out a single wagon. Who will be saved? Will they save themselves or sacrifice themselves to save their beloved ones?

Organization going nuts

This adventure can be many things: be sure to look at your players and understand what kind of experience they are waiting for.

This adventure is set up for things to go unexpected. You will have players trying to tame griffons, players that will try to board the train shooting themselves from a ballista, DMs that will let wyverns grasping players and throwing them on a different table – anything can happen. Don't limit these initiatives but encourage them: from a player's perspective, an epic multi-table experience is also this, seeing that your adventure is steering and changing because of actions from the other players all around.

Let this be epic. Let them feel epic.

Act I – Death from above

Duration: 60 mins

Always be prepared!

Duration: 20 mins

Characters are on the *Silver Feather*, the airship of the *Red Spiders*, and the organizer gives a quick briefing about the situation: Shoorio Ghallanda, the *Red Spiders'* leader, has been captured by some renegade Karrnath soldiers known as the Order of the Emerald Claw.

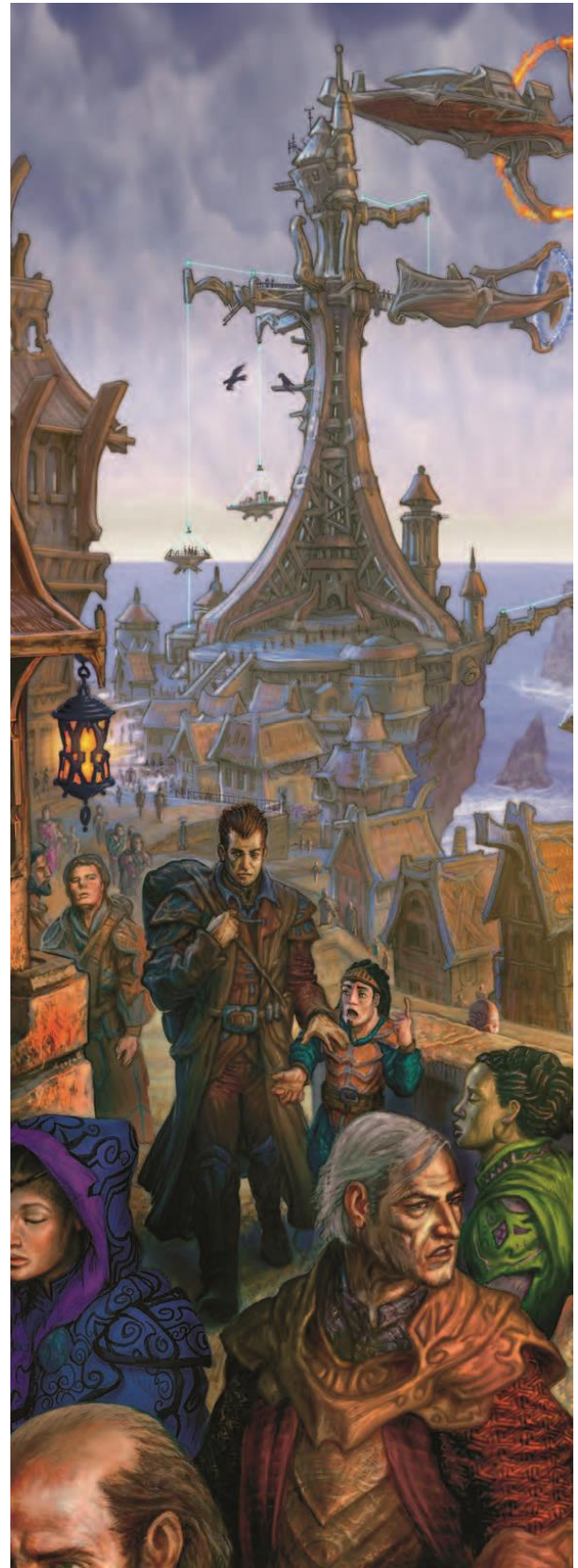
The *Red Spiders* were ordered not to interfere given the imminent battle, but their bond is too strong and they decided to go rogue: the only ones ready to help them under these conditions are their faithful disciples, the level 1-4 characters.

To prepare themselves every player will have several options at their disposal. Each action has a base effect, increased with a successful hard ability check. CDs will be high but if a character succeeds, he can spread the intel to every other table, which will be able to prepare conveniently. If a character uses his background feature in an interesting way and roleplays the information gathering, he can roll the check with advantage. Ask players to roleplay the investigation.

Investigation: Order of the Emerald Claw

Investigating on the Order the players will know that it was an elite force of the Karrnath army which was banished for treason by Regent Morlanna during a coup. They are mainly soldiers - spellcasters are rare, since they served under the command of Karrnath's Minister of Death.

Intelligence (Investigation) [DC20]: these renegades are geared with stolen Karrnath items, which means they will deal a lot necrotic or poison damage, irrelevant for Karrnath's undead troops.



Investigation: cyren defense forces

A character can get some information about cyren militia, which has a low presence on the railway due to the imminent battle with Breland. Air defense forces are mainly composed by griffon riders.

Charisma (Persuasion) [DC20]: cyren griffons are a Vadalis breeding and they are well-trained. They are fond of the meat of a specific dinosaur from the Talenta plains, which can be bought for 50gp on the market.

Investigation: the train

With a flashback on a previous mission the players can find the stub blueprints of the train stolen by the Order: it's a cutting-edge model, with special stabilizers granting a comfortable experience.

Dexterity (Sleight of hand) [DC20]: on that mission the players managed to steal the blueprints and with a more accurate research they can find out that on the front of each wagon there is a locker with the stabilizers' switch. Turning them off will cause the train to start shaking and knocking down unaware passengers.

Investigation: Devil's Maw

The train will move through a deep and isolated crevasse: getting on top of it is complicated and the train must slow down in a specific place, granting a safe boarding.

Intelligence (History or Religion) [DC20]: notes on ancient tomes will reveal that elemental spirits offspring of lightning were bound to protect the railway.

Gearing up

Not properly an action, every character can buy gear, material components for spells, and other goods, in response to any information received from their actions of from any other character

from other tables. Every character is considered to have *Wealth*, meaning that level 1-4 characters have 400gp and level 13 characters have 5000gp.

Moreover, the *Red Spiders* have special actions at their disposal.

Special: artillery

The black market can provide special weapons for the *Silver Feather*: for 4000gp it is possible to buy ballistae that will weaken cyren aerial defenses.

Spending 4000gp more: spending other 4000gp it is possible to acquire explosive ammo that will weaken even more cyren defenses.

Special: divination

A special divination ritual will grant *Inspiration* to each member of the expedition.

Intelligence (Arcana) [DC20]: with a special expertise the ritual will provide good luck and glimpses of heroic future: using *Inspiration* will remove any disadvantage and will let the player roll *three* dice and keep the better one.

Special: mercenaries

Recruiting mercenaries, members of the *Red Spiders* can give their disciples some reinforcement: every T1 table will have a warforged soldier at their disposal (statistics of a **bandit**).

Spending 4000gp: putting extra resources on this will allow to power up the recruited warforged soldier (now with statistics of a **knight**).

Remember: during this part groups **can and should** share intel to prepare themselves accordingly.

Battle in the sky

Duration: 40 mins

The *Silver feather* is soaring in Cyre when the cyren windriders will assault



them, while sappers will try to damage the airship.

Every T1 table will face a group of cyren windriders, composed of 2 **griffons**, 1 **bandit captain**, 1 **priest**, 1 **spy**. Every character with passive perception 15 or higher will not be surprised. An unprepared group should face lethal consequences, but the previous phase should reduce the difficulty.

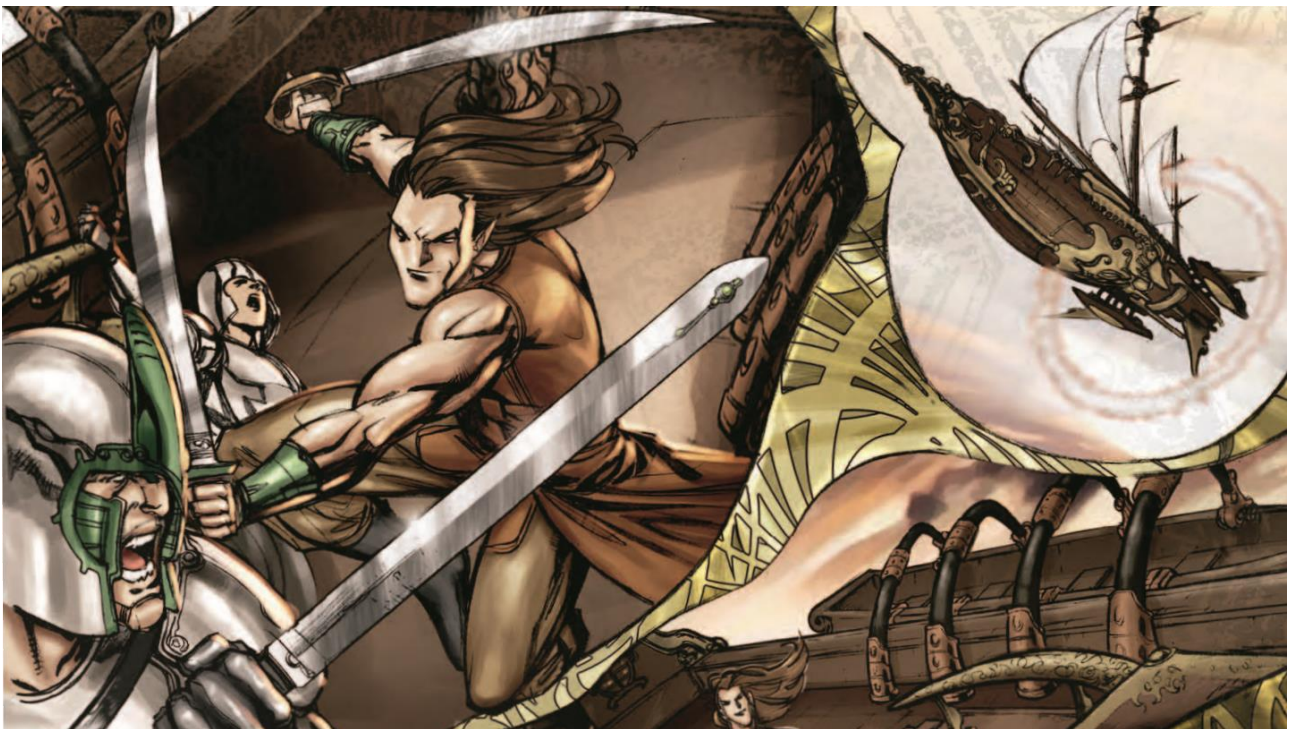
- The special dinosaur meat will remove both griffons during the first turn. From the second turn, one of them will return in combat.
- The artillery will remove the surprise for PCs
- Explosive ammo will disorient the cyren forces, turning the tide and making them *surprised*.

The T3 table will face the elite windriders, composed by 2 **wyverns**, 1 **kraken priest** (picture him as a storm dragonmarked half-elf), 1 **master thief**, 1 **warlord**. As for the disciples, preparation will have effect:

- Wyverns will be distracted by dinosaur meat and will not join the fight
- Artillery will deal 20 damage to every elite windrider
- Explosive ammo will make the elite windriders surprised

Be spectacular: you are on the bridge of an airship, your characters will have lots of ropes, crates, griffons, and explosives ammos to use. Don't be shy in letting characters try unusual strategies, roam around different tables to strike enemies with surprise and give unexpected help to their allies – use these moments to note relations you can use during the flashback sequence in Act II.

After 40 mins of combat stop the fight: the troops will run away and leave the ship. Sappers' effectiveness will be measured by the number of surviving windrunners: every survivor will mean that the ship suffered 10 damage from the sappers. Subtract them from the 250hp of the ship: too much damage will mean a harder descent.



Act II – Maw of the Devil

Duration: 60 mins

Beyond cyren defenses, the characters will have the chance to make a *short rest* before jumping into the *Devil's Maw*.

In this Act each member of the *Red Spiders* table will move to a different T1 table to prepare for the descent and remember the ol' good times. Every master will give a *sending stone* to one of his disciples, so they can communicate when they will split on the train.

Flashback

Duration: 30 mins

During the short rest each T1 table will receive the visit of their teacher. Match a couple of background traits (personality, ideal, bond, flaw) from a couple of characters to give a little kickstart and let them build together the story of their friendship, how they met, the threats they faced, highs and lows of their relationship. Try to let them paint out the nemesis for the group, push their ideas to craft an NPC that will be felt as a clear and present danger.

This part should be useful to take some breath after the previous encounter and to give some emphasis on their bond: this should increase the impact of decisions in Act III and give more motivation on the fight due to the presence of their nemesis.

Descent, crazy descent

Duration: 30 mins

Adventurers should be ready, now, for the descent in the *Devil's Maw*. The airship will slow down as much as possible to let them jump, freefalling through the *Maw* and land on the train thanks to a *ring of feather falling* provided by their teachers.

The fall will not be without consequences: if the airship has less than 100hp the landing will be difficult, and some minor impacts will deal 5 (1d8) bludgeoning damage.

During the freefall they will be able to move and steer their direction thanks to the rings: underline this, so that they can do something spectacular during the next fight.

Wild magic

From now on surges of wild magic start afflicting the characters, glimpses of the imminent disaster. Every time a spell is cast, roll 1d20: with 11 or more roll for a random effect of wild magic from the table at pag.104 on the *Player's Handbook*.

The first time someone casts a *Magic Missile* spell on a table, no roll is required: one additional Missile will be created, which will become sentient and friendly towards the group. Every member of the group will gain a *Story award* which will allow them to summon a *Living magic missile* with the spell *Find Familiar*.

Sentinels

During the fall, each group will be assaulted by an **Air Elemental Myrmidon**, assisted by two Malvolent Winds (statistics of a **Water Weird**, with a fly speed instead of a swimming speed, all damage inflicted becomes lightning damage and without the *Water bound* trait).

If the Malevolent Winds get hit, the Myrmidon gets disadvantage on attack rolls and can't use its *Lightning strike* attack until the end of his next turn. If the Myrmidon gets 25 points of damage in a single turn, the Malvolent Winds will get disadvantage on attack rolls until the end of their next turn.

Act III – Fight for your life

Duration: 45 mins or more

Once beyond the tight passages of the *Devil's Maw*, the adventurers will finally approach the train. The *Red Spiders* will move toward the locomotive, where there is the Emerald Claw Commander, while disciples will manage the troops in the wagons.

Assaulting the train

Before jumping on the train, characters will have one minute to lick some wounds and prepare for the final stand. If the characters made the investigation about the *Devil's Maw* they will know where is the best spot to jump; if they didn't, the jump is hard and they will get 4 (1d6) bludgeoning damage.

Commander and Lieutenants

The encounters can be quite different from each other: the environment can be larger than the only wagon interior with the benches, but it can happen also outside the train, on the roof, between one window and another, between wagons or under the wagons (beware the lightnings).

If someone succeeded in the investigation, they can use the locker, forcing everyone unprepared to make a Strength save DC 18 or be knocked prone. Communication is key: if someone will not alert the other tables, they will have to make the save as well.

On the roof of the locomotive and under every wagon there are shocking lightning that keep the train levitating: they are easy to avoid, but if someone is thrown through them they will deal 16 (3d10) lightning damage, doubled on the locomotive. This can be used by PCs (and from their opponents too, it builds tension).

Locomotive: Andrew "The Red" Redmane

Commander Andrew "The Red" Redmane (shifter **blackguard**) is an old enemy of the *Red Spiders*. He is in the locomotive with his faithfuls, Caesar, Veronique and Matthew (statistics of **bandit captains**) and his brainwashed warforged Bonegnaw (statistics of a **stone golem**).

Wagons: the nemesis

The nemesis portrayed in Act II during the flashback will show up in the wagons, as a newfound member of the Emerald Claw. Use the statistics of a **stone defender** or a **warlock of the archfey** provided in appendix 1 or choose a fitting CR4 monster – add then two **bandits** and one **acolyte**. All of them deal an additional 1d4 poison damage with each attack because of the Karrnath army stolen gear.

Let this fight be spectacular with talks and action, using sudden steers of the train, luggage falling, doors or anything you can use to build a good action scene.

Farewell

When a group defeats its opponents, they can move and help others nearby. When a second group defeats its opponents, that group will find a *portable hole* with Shoorio Ghallanda trapped inside, in critical conditions (5 levels of exhaustion). He shows an aberrant dragonmark singing a piece of the draconic prophecy due to the wild magic in the air: the song will tell the players about the impending catastrophe, and that one of them (DM's choice) has one round to use the dragonmark and teleport a single wagon out of Cyre before the nation is annihilated. Whoever has the decision must decide who will be saved: the locomotive or the wagon.

After the teleport, let the players communicate even with the *sending stones*, to make a proper farewell: let it be an emotional moment, with

sorrow, rage, disappointment or whatever the story has developed.

Interrupt then communication in the middle of a sentence. With dawn, a terrible bright light will illuminate the whole horizon, blinding everyone looking directly. After an instant a powerful thunder will deafen everyone, while ashes will cover Cyre, turning the nation in the Mournland

It's the Day of Mourning.

Rewards

Everyone gets 1XCP and 1TP.

T1 players survived can add the story award **Veteran of the Last War**, allowing them to reroll a saving throw against the *frightened* condition once per long rest. They can add a magic item of their teacher to their list.

T1 players who didn't survive can keep the list of magic items for a new hero, seeking vengeance for the dead adventurer.

T3 players can create a level 3 character, adding a magic item from the list of their T3 hero.

Every player who cast *Magic Missile* under the wild magic effects gets the **Friendly Missile** story award, allowing them to summon a *living magic missile* if they cast the *find familiar* spell.

A special thank you...

To everyone that made it possible to play this adventure at the **AdventurersCon Milano 2018**.

To the **Martian Spiders** who organized that wonderful event and supported me in creating adventures.

To **Alessandro, Dario, Matteo** and **Stefano**, who DMed with me that crazy event and made a **spectacular** job.

To the amazing 22 players who experienced a special and, I hope, very fun afternoon of crazy Eberron play – I enjoyed every minute of it.

Thank you.



Appendix 1 – Magic items lists

Tier 1 characters – permanent gear

Costs are in Treasure Points, as per 13th moon shared campaign rules.

- *Bag of holding* [4TP]
- *Googles of night* [4TP]
- *Immovable rod* [4TP]
- *Wand of secrets* [4TP]

Tier 1 characters – consumable gear

- 20 +1 arrows [50gp]
- *Potion of healing* [50gp]
- *Potion of giant's strength (hill)* [50gp]
- *Potion of resistance (fire)* [50gp]
- *Potion of resistance (lightning)* [50gp]
- *Spell scroll (liv0-1)* [50gp]

Red spiders – consumable gear

- *Bead of force* [200gp]
- *Potion of giant's strength* [200gp]
- *Potion of greater healing* [200gp]
- *Potion of heroism* [200gp]
- *Potion of invulnerability* [200gp]
- *Spell scroll (greater invisibility)* [200gp]
- *Spell scroll (lesser restoration)* [300gp]
- 20 +3 arrows [800gp]
- *Potion of haste* [800gp]
- *Potion of invisibility* [800gp]
- *Potion of superior healing* [800gp]
- Warforged bodyguard (**knight**) [800gp]



Appendix 2 – Monsters

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

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

1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Air Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18	14	14	9	10	10
(+4)	(+2)	(+2)	(-1)	(+0)	(+0)

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Auran, one language of its creator's choice

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The myrmidon makes three flail attacks.

Flail. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. On a hit, the target takes an extra 18 (4d8) lightning damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Bandit

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

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

Bandit Captain

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Blackguard

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

Armor Class 18 (plate)

Hit Points 153 (18d8+72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:
1st level (4 slots): command, protection from evil and good, thunderous smite
2nd level (3 slots): branding smite, find steed
3rd level (2 slots): blinding smite, dispel magic

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Griffon

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60ft., passive Perception 15

Languages –

Challenge 2 (450 XP)

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

Actions

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

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Kraken Priest

Medium humanoid (any race), any evil alignment

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

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

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

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

At will: command, create or destroy water

3/day each: control water, darkness, water breathing, water walk

1/day each: call lightning, Evard's black tentacles

Actions

Thunderous Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25ft.

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

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

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

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

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

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

3rd level (2 slots): *dispel magic*, *spirit guardians*

Actions

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

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

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

Actions

Multiattack. The spy makes two melee attacks.

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

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

Stone Defender

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 10

Languages understands one language of its creator but can't speak

Challenge 4 (1,100 XP)

False Appearance. While the stone defender remains motionless against an uneven earthen or stone surface, it is indistinguishable from that surface.

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

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage, and if the target is Large or smaller, it is knocked prone.

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the stone defender gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the stone defender must be able to see the creature and the attacker.

Stone Golem

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120ft., passive Perception 10

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

Challenge 10 (5,900 XP)

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 slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects

last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Warlock of the Archfey

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities charmed

Senses passive Perception 11

Languages any two languages (usually Sylvan)

Challenge 4 (1,100 XP)

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

At will: *disguise self*, *mage armor* (self only), *silent image*, *speak with animals*
1/day: *conjure fey*

Spellcasting. The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st-5th level (three 5th-level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

Actions

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Warlord

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The warlord makes two weapon attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Legendary Actions

The warlord 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 warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

Water Weird

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances fire; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

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

Senses blindsight 30ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

Actions

Constrict. Melee Weapon Attack: +5 to hit, reach 10ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

Wyvern

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20ft., fly 80ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages –

Challenge 6 (2,300 XP)

Actions

Multiattack. The wyvern makes two 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 10ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

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

Stinger. Melee Weapon Attack: +7 to hit, reach 10ft., 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.



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