

VOLO'S LOST ENCOUNTERS

A collection of encounters to be easily used in your campaigns, featuring some of the races from 'Volo's Guide to Monsters'

More than just a collection of stats and maps, each encounter tells a story that showcases the monster's essence and its place in the world.

5th Edition D&D



Table of Contents

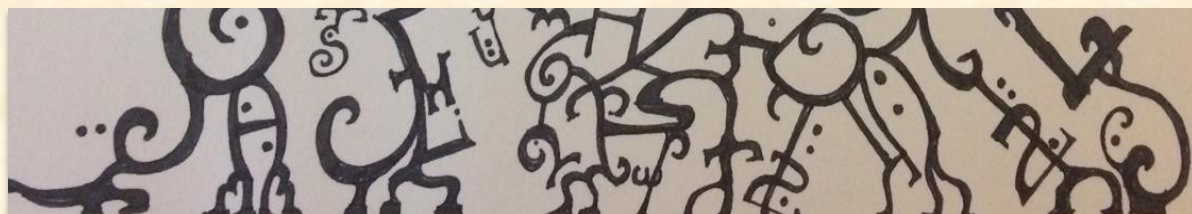
Encounter	Summary	Challenge Rating(s)	Page
Introduction			3
Roll for Inspiration	In a caravan, the PCs must traverse a section of road that an artistic stone giant has converted into a divine message board.	14	4
By the power of hyena!	The PCs must save villagers from gnoll raiders, who are intent on completing a dark ritual that will replenish their numbers.	6-8	9
An army marches on its stomach...or yours	The PCs come across a goblinoid warband, attempting to extract tribute from a woodcutter's camp. The fighting could be brutal, but the hobgoblin leader seems willing to make a deal.	3-6	12
Noble hearts break best	The PCs must stop a hag's evil plans for an enthralled paladin before he does something he'll regret forever.	2-4	18
Think of the children	The PCs explore a seemingly-empty orc camp, and come across Underdark raiders stealing orc whelps. Teaming up with the whelps' guardians is the only way to prevent the little rascals from becoming Underdark slaves.	6	22
Appendix A	New monsters		26

WRITTEN BY
COVER ART BY
INTERIOR ART BY

JEAN LORBER
SEBASTIAN TUCHOLSKI [HTTP://SEBTUCH.DAPORTFOLIO.COM/](http://sebtuch.daportfolio.com/)
TAZIO BETTIN, DAVID LEWIS JOHNS, JEAN LORBER
IAN MACLEAN, MATT MORROW, MARTA SOKOLOWSKA
SEBASTIAN TUCHOLSKI

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, *PLAYER'S HANDBOOK*, *MONSTER MANUAL*, *DUNGEON MASTER'S GUIDE*, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST. ALL OTHER ORIGINAL MATERIAL IN THIS WORK IS COPYRIGHT 2017 BY JEAN LORBER AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTER'S GUILD.

©2016 WIZARDS OF THE COAST LLC, PO BOX 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UXBRIDGE, MIDDLESEX, UB11 1ET, UK.



INTRODUCTION

This collection of encounters was written for the 5th edition of Dungeons and Dragons. Each encounter can be completed in a single, 2-4 hour session of play. To run these encounters, you'll need *Volo's Guide to Monsters (VGTM)*, your trusty *Monster Manual*, and the *Dungeon Master's Guide* (for the occasional magic item description).

Quite clearly, I liked *Volo's Guide to Monsters*. It breathed life into some of the oldest monster species in D&D, and generated tons of new ideas for how to use them in adventures. These encounters focus on some of monster groups featured in *VGTM*, with each encounter illustrating something cool, unique or deadly about the species.

How would a hobgoblin-led quartermaster squad go about collecting tribute from a subdued village? What sort of a twisted plan would a hag enact to corrupt a noble paladin's heart? What happens when you leave orc youngsters unattended? These are the questions that must be answered now.

FORMATTING

There are several visual signals used in this document to call your attention to important features or bits of information:

- Major NPCs or monsters will be named in bold

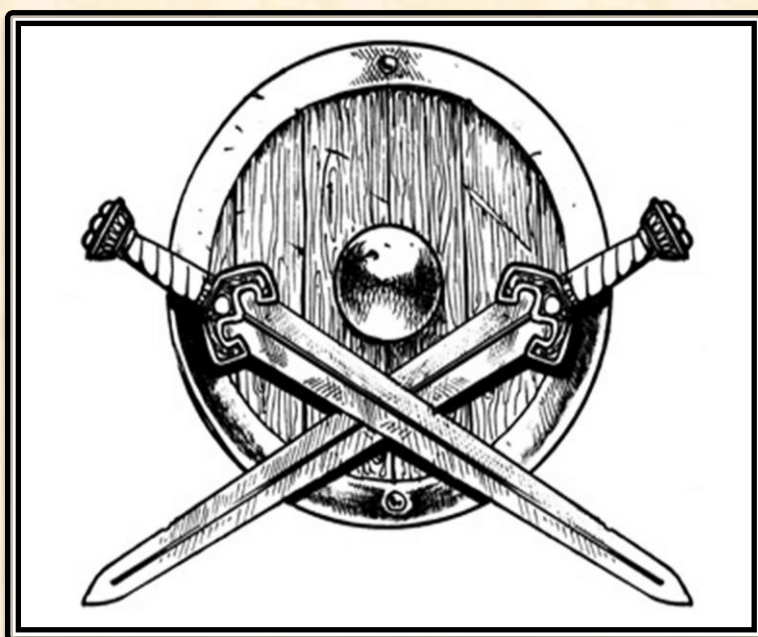
type the first time they are mentioned in the encounter—e.g. **kobold sorcerer**.

- Some game mechanics are capitalized when they are mentioned—e.g. Advantage, Inspiration, names of Actions.
- Skill checks or saving throws opportunities are in all caps—e.g. DC13 DEXTERITY saving throw.
- Text in grey boxes is meant for DM eyes only, usually providing context for some element of the encounter.

- Text in clear boxes is meant to be read aloud to your PCs.

To calculate the difficulty of each encounter, I used the encounter building guidelines in the *DMG* (pages 81-84). Kind of. As you'll see, many of the encounters are multi-stage, and have several outcomes or pathways to success. Like all things D&D, use my "official" numbers as suggestions, and adapt them to your campaign and players.

In the 'Summary' section of each encounter, I present the encounter Challenge Rating (based on the adjusted encounter XP, and assuming Medium difficulty and a party of 4 PCs). In the 'Resolution' section, I present the XP that the PCs should be awarded (based on the official XP for each creature).



GIANTS: ROLL FOR INSPIRATION

SUMMARY

The PC's are part of a caravan that must traverse a long section of road while subject to attacks from a stone giant and his hill giant minion. This encounter has a Challenge Rating of around 14.

SETTING

This encounter is best suited for a wilderness setting, with appropriate habitat nearby for hill and stone giants.

BACKGROUND

A stone giant named Ashlithon has created a massive carving near his cave: a dense network of Giant runes etched into the rocky ground, all the way down to a trade route below. Even though the surface world is unsettling, he couldn't resist the chance to carve on a "canvas" this big.

The carved runes are deep enough to serve as channels for boulders, which Ashlithon discovered to his great interest. He now spends much of his time rolling boulders down the hill, noting the path each one takes. To him, each roll spells out a message from his god Annam that he must interpret. He sees the caravans on the trade road as yet another part of the message, and happily tries to "incorporate" the wagons into his destructive ritual.

He enlisted a hill giant minion named Grung to keep him supplied in boulders, as well as to jumpstart any caravans with an ambush. Grung watches the carnage with great glee, and happily consumes the wreckage left behind.

RUNNING THE ENCOUNTER

Begin with the PCs and a two-wagon caravan at Area 1. If all goes according to Ashlithon's plan, Grung spooks the caravan into bolting, giving him a good chance to hit the out-of-control wagons. Grung continues to harry the caravan, distracting them while Ashlithon continues to roll boulders down on them. If the caravan gets past Area 3, they are outside of his rune-field and have won the encounter.

The encounter's design makes it difficult to stop the stone giant, but there is a "short-circuit": if the PCs approach the giant directly (taking some risks

to do so), the attacks on the caravan end quicker. Otherwise, the PCs should focus on killing or manipulating the hill giant, and spotting environmental hazards along the road. Deciphering the nature of the stone giant's attacks will also help them avoid boulders. Staying in the wagons minimizes damage taken from boulders.

For a lower CR encounter, scale back the damage done by the stone giant's boulders or replace the hill giant with an ogre. You could also decrease all DCs on skills checks by 1 or 2.

ENCOUNTER AREAS

1. Ambush site

You round a corner on the trade road, and see a mile-long straightaway in front of you. On the east side of the road is a wall of trees. On the west, an open, rocky plain that ends at hills a few hundred feet away. An eerie, rumbling wail makes the caravan's horses whinny nervously.

The caravan master wants to press on quickly, but he can be convinced to let the PCs scout around (role-playing or a DC14 PERSUASION check).

If the PCs do scout ahead, a DC12 SURVIVAL check reveals a path leading to Area 1a. A DC14 PERCEPTION check reveals the presence of carved channels on the hillside above, but no further information is discernable from this vantage point. Ashlithon does not attack the PCs while they are exploring; he's saving his shots for the wagons.

If the PCs don't scout around, then the **hill giant** Grung from Area 1a surprises the caravan here. The horses bolt and any checks to control them or the wagon have Disadvantage for 3 rounds. Grung can keep up with running horses, and he targets people on the wagons rather than the wagons themselves.

The **stone giant** Ashlithon targets the lead wagon, rolling boulders (see inset 'Boulder Attacks') that arrive the next round after the horses bolt and every third round thereafter until the wagons arrive at Area 2 (3 rounds if running, 12 if walking).

Boulder attacks

Unless otherwise noted, a rolled boulder attack has the following mechanics:

- Each boulder targets a single caravan wagon and all its occupants (a wagon has 50 HP)
- The wagon's driver must succeed on a DC13 DEXTERITY saving throw (+4 to roll) or else the wagon is hit. PCs can grant Advantage to the driver's roll if at least one PC succeeds on a DC14 check (ANIMAL HANDLING to help control the horses or choose your own).
- A boulder does 8d6 bludgeoning damage to the wagon and 4d6 to everyone in it. After a wagon is hit once, the driver is injured and must be replaced by a PC.
- PCs in a targeted wagon can jump off at the last second if it is struck. In this case, each jumper must succeed on a DC14 ACROBATICS check or else take damage equal to 13 minus her roll.
- When targeting PCs, a boulder moves in a straight line of the DMs choice, forcing saving throws as above. A failed save results in 8d6 bludgeoning damage and being knocked prone. A successful save avoids these effects.

1a. Grung's cave

The foul stench of rotting food wafts out of a 20 foot-tall cave mouth. Drag marks and deep prints criss-cross in the mud in front of the cave's entrance.

This is the lair of **Grung the hill giant**, who is eagerly awaiting the ambush. At the sound of Ashlithon's eerie wailing, he is supposed to charge the caravan's horses then give chase after they bolt. But if the PCs approach his cave, Grung is confused; being discovered isn't part of the plan. He stays inside his cave for 5 rounds (DC6 STEALTH), then decides to attack the PCs, forgetting about the caravan.

Hearing the attack, the caravan master quickly (but under control) leads his wagons to the relative safety of Area 2. Ashlithon ignores the wagons, and rolls one boulder at the PCs in frustration.

Treasure. Broken chests hold trade goods from distant lands worth 600 gold pieces.



2. Protected grove

A patch of trees is found on the west side of the road, sheltering this area from the rocky plain.

If the caravan and the PCs are separated in Area 1, the caravan comes to a stop here. The trees offer some protection from boulders, but an inspection reveals several downed, broken or gouged trees,

the result of previous attacks.

If the caravan stops here for too long (for instance, to allow the PCs to scout a second time), Ashlithon sends boulders directly towards the trees. How many boulders is up to you; this area should be relatively safe, but not forever. A DC15 SURVIVAL or NATURE check could also allow the PCs (but not the wagons) to find refuge from the boulders for a while (e.g. behind a rock outcropping, large tree). Due to all the trees, only a DC9 DEXTERITY saving throw is needed to dodge boulders.

The first boulder knocks down a hollow tree containing a nest of 8 **stirges**, which attack the caravan, even if it is moving.

3. Open country

This long section of road begins once the caravan leaves Area 2. It is exposed to boulder attacks, and lasts 9 rounds if the caravan horses are running. Ashlithon rolls boulders at the lead wagon that arrive in round 2 and every third round thereafter. Before the first attack, read the following:

You see another boulder appear from the cave mouth and it rolls downhill toward you in an oddly irregular path: first straight downhill, then curving to the left, then sharply to the right. A voice inside the cave bellows a single, resonant syllable.

Ashlithon excitedly yells out the name of the rune where he thinks the boulder will exit. The PCs can improve their chances of getting through this section by figuring this out:

- A DC14 HISTORY or RELIGION check allows the PCs to recognize that the carved channels are in the shape of Giant runes.

- A DC16 INTELLIGENCE or RELIGION check allows the PCs to recognize the word spoken by Ashlithon and match it to a rune (automatic success if a PC speaks Giant).

If the PCs succeed on both of the above checks, then they automatically succeed in avoiding the next 2 boulders. But then Ashlithon catches on, and stops yelling out his “clues”.



Other scenarios may present themselves to complicate the caravan’s race across this straightaway. Roll a d4 and consult the table below. One scenario will probably be enough for this challenge rating, but feel free to add more (if your PCs deserve it...):

1. A predatory animal such as a **displacer beast** sits in the road in front the caravan. The horses stop and will not move until the creature is killed/moved/gone.
2. Two intricately-etched stone pillars stick out of the road, blocking the way. The caravan master thinks they are valuable and wants to collect them (1,000 gp value each). It takes 3 rounds to load them. Otherwise, a DC18 STRENGTH check is needed to push each one over, and both must be moved to allow the wagons through.
3. A section of the road has become a mud pit, due to 3 **bullywugs** re-routing a creek across it. They fight anything that crosses their bog. A DC11 NATURE or SURVIVAL check allows the PCs to notice it ahead of time, then a DC15 ANIMAL HANDLING check allows them to steer the wagon around it. Otherwise, the pit restrains the wagons for 6 rounds (or just 2 rounds if a PC hops out and pushes, succeeding on a DC18 STRENGTH check).

4. A flock of sheep blocks the road (two DC14 ANIMAL HANDLING checks to clear). Running over sheep incurs the wrath of their druid shepherd who casts *thunderwave* at the wagon.

4. Stone giant’s lair

Your PCs might get the idea to directly investigate the boulders’ source. If needed, read the following:

The boulders are coming from a 30 foot-tall cave mouth, about 200 feet away up a steep, rocky slope. On the slope are smooth channels, clearly carved to carry boulders quickly downhill.

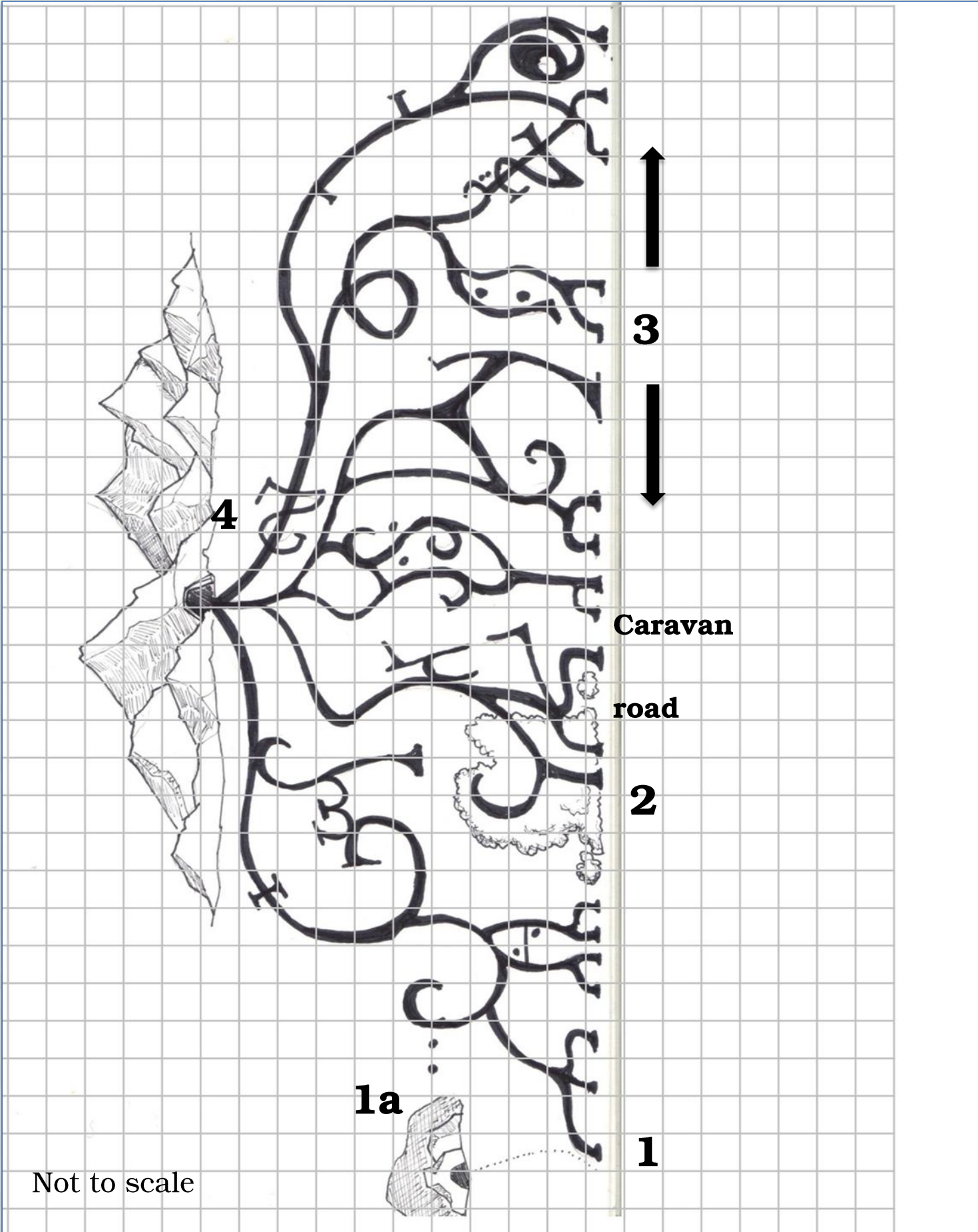
Ashlithon is equal parts weirded out and embarrassed that these tiny creatures in his dreams are getting so close. He rolls two boulders at approaching PCs (DC13 DEXTERITY saving throw to avoid), but then just tries to verbally shoo them away: “I do not wish to speak to you. Leave me be”. As a last resort, he moves a 1,000 pound boulder in front of his entrance.

A DC15 PERSUASION or PERFORMANCE check means that he will tell the PCs something useful to make them leave, including the location of treasure in a nearby cave. You could also use this opportunity to deliver some information that is important to your campaign. Any INTIMIDATION checks make him go silent and retreat into his cave.

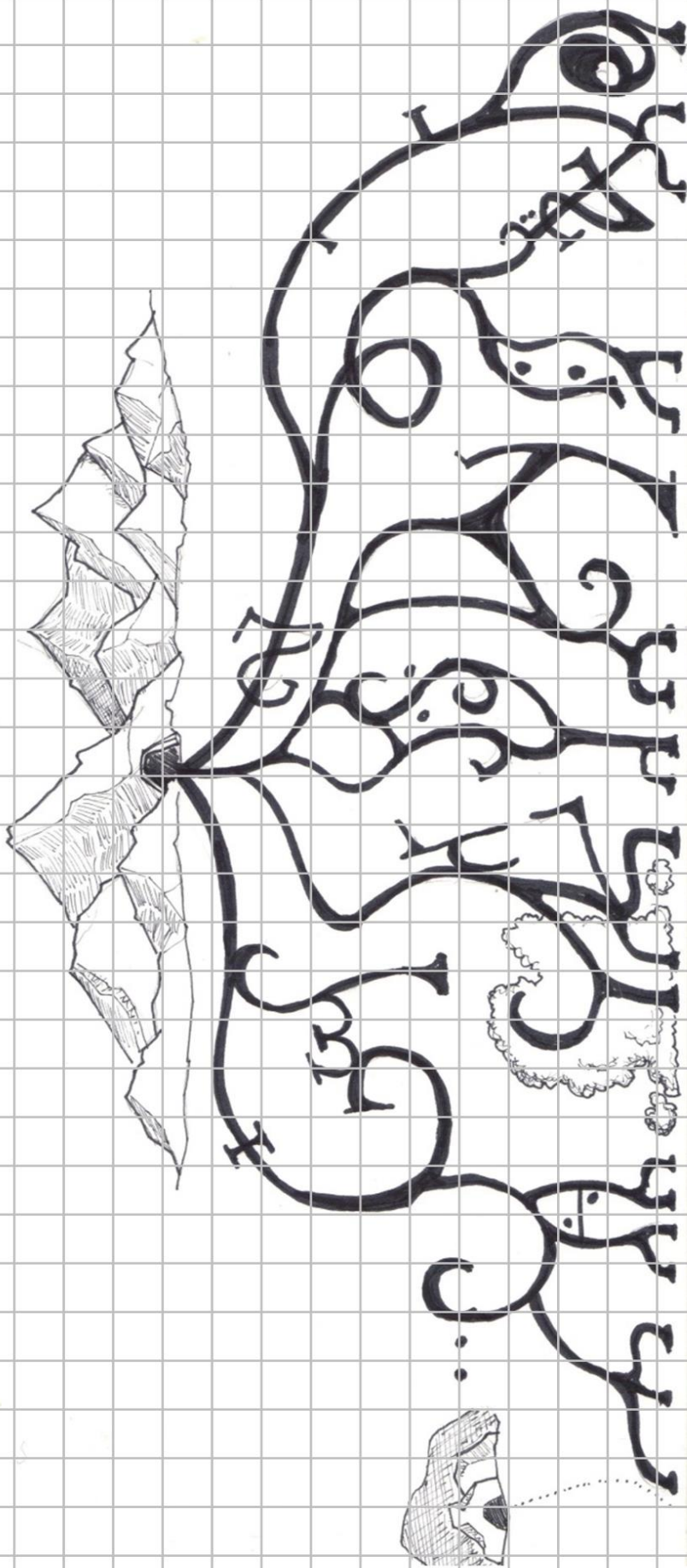
Treasure. In the neighboring cave is a chest with 2,000 gp, chainmail +1 and an *ioun stone of fortitude*). Or, substitute 1d4 magic items that will suit your party’s needs.

RESOLUTION

If the PCs approached Ashlithon and stopped the attacks, then the caravan master gives each PC a bonus of 200 gp. Otherwise, everyone makes it to the next caravan station with a story to tell. Award your PCs a total of 5,000 XP.



Not to scale



GNOLLS: BY THE POWER OF HYENA!

SUMMARY

The PCs arrive at a village during the last stage of a gnoll raid. They must identify a dark gnoll ritual and take steps to ensure it isn't consummated. This represents two encounters with Challenge Ratings of 4 and 6.

SETTING

This encounter is best suited for village or town setting, one small enough that a gnoll raiding force would be quite a threat.

BACKSTORY

A sizeable gnoll warband has been decimated by fighting with a tribe of orcs. To bolster their numbers, the gnolls are now focused on an easier target: a small human settlement. The villagers seem to be holding their own, but the gnolls are simply stalling for time in order to complete their dark ritual of regeneration. If the gnoll's hyenas can gorge on the bodies of the slain, they will spawn a new wave of the bloodthirsty creatures.

RUNNING THE ENCOUNTER

Start with the PCs near the village. The encounter consists of two separate groups of adversaries and the PCs must choose who to fight first. Helping the villagers first might *feel* right, but it becomes a much more difficult fight if the Fang of Yeenoghu completes the ritual.

With a 10-round countdown until the ritual is complete, the PCs have a little time to strategize, even in mid-melee. Give them a sense of how the ritual is progressing, building it up in intensity so that they can recognize this as a developing threat.

ENCOUNTER AREAS

1. Outside the village

The PCs are on a road approaching a small village or town. Read the following:

A red glow blossoms on the horizon from over the next hill. A village's bell rings, and faint shouts and screams can be heard. The cackling of hyenas cuts through the night air, and the screams multiply...

If the PCs charge into the village, they enter Area 2. If they reconnoiter first, they get a better sense of the tactical situation:

The gnolls attacked from the east and are now split into two groups. The eastern group is not fighting, but rather is dragging the carcasses of farm animals and villagers into a large pile. The western group is actively fighting the villagers.

2. Skirmish site

The village's small square has been turned into a abattoir. Several buildings are on fire, and bodies of humans and halflings are scattered throughout. A score of survivors armed with scythes and axes are desperately fighting off a gang of gnolls.

Twenty villagers (18 **commoners** and 2 **scouts**) are battling 4 **gnolls** and 2 **gnoll flesh gnawers**. With a DC12 STEALTH check to sneak up on the village, the PCs can attack in a surprise round. When the PCs show up, the gnolls attack them with matching numbers (starting with the flesh gnawers), with the rest focusing on the villagers. Until the number of gnolls equals the number of PCs, one villager dies per round.

Other features of the skirmish could include:

- A young girl with a sickle stands over her fallen father to protect him.
- One of the gnolls has climbed onto the rooftop of a burning building, intending to pounce on the villagers (DC15 PERCEPTION to notice).
- A villager (the local druid) is yelling at the PCs. Running over to her or a DC9 PERCEPTION check allows the PCs to hear her over the screams: "The creatures over there (Area 2) are trying to use dark magic. Stop them!!"
- Two villagers with longbows (the 2 scouts) are hiding behind a wagon. They would gladly join the attack but are both out of arrows.

3. Ritual site

A handful of gnolls are crouched in the street, forming a snarling blockade of teeth and bloody claws. Behind them, a sickly green light reveals the presence of another gnoll, arms outstretched before a large pile of carcasses.

Four **gnoll hunters** form a defensive perimeter to prevent anyone from reaching this area. Any one of them can be baited into charging recklessly with a DC14 INTIMIDATION check.



Further back, a **Fang of Yeenoghu** is enacting the dark ritual that spawns more of their kind (see *VGTM*, page 37). They have gathered carcasses of humanoids and animals they've slain and piled them together as an offering to Yeenoghu. Four

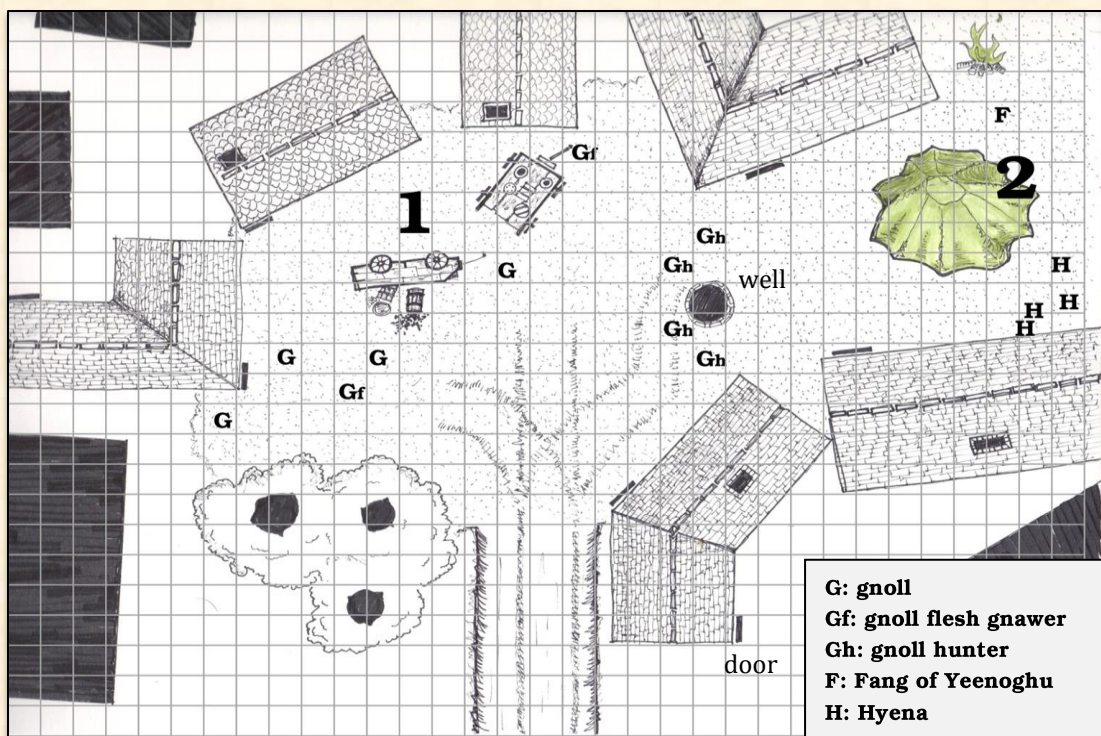
hyenas lurk at the edge of a green bonfire, waiting to consume the carcasses and complete the ritual (visible with a DC12 PERCEPTION check). If sighted, read the following:

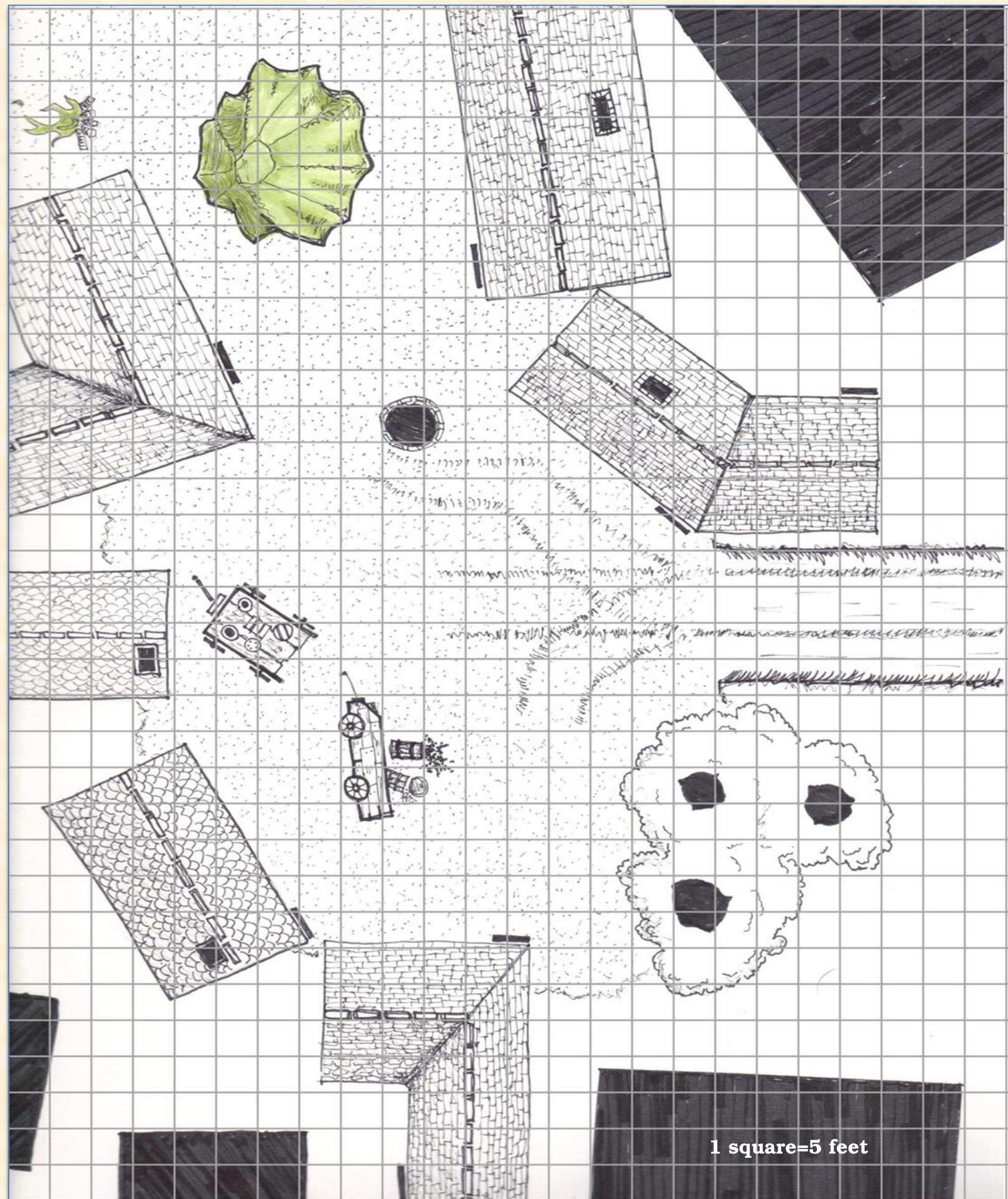
Several hyenas pace nervously back and forth at the edge of the firelight. They snap excitedly at each other, as if anticipating something wonderful.

The Fang of Yeenoghu completes the spawning ritual 10 rounds after the PCs enter the village at which time the hyenas descend and devour the offering. They become **gnolls** 3 rounds after they begin eating. During those 3 rounds, they are defenseless, granting Advantage on any attack against them. If more than 10 villagers or any of the PCs have been killed prior to their spawning, one of the hyenas instead becomes a **leucrotta** (a reward from Yeenoghu).

RESOLUTION

Assuming the PCs prevail, the villagers thank them heartily. These stout-hearted folk take their losses in stride, and insist on rewarding the PCs as a matter of honor. They have few possessions, but offer to re-name the village after the PCs (the group name or an individual if that seems reasonable). Award your PCs a total of 2,300 XP (add 600 more XP if the leucrotta showed up).





GOBLINOIDS:

AN ARMY MARCHES ON ITS STOMACH...OR YOURS

SUMMARY

Your PCs observe a woodcutter's camp that is occupied by a hobgoblin-led warband. The goblinoids are collecting supplies for a larger army on the march. The PCs will likely fight some of the warband, but negotiating with their cunning yet pragmatic hobgoblin captain is also possible. This scenario consists of two encounters of Challenge Ratings 3 and 8.

SETTING

This encounter is best suited for a wilderness setting, where even villages are few in number.

BACKSTORY

A large goblinoid horde is on the march, and has dispatched several warbands to acquire supplies. One such band has taken over a woodcutter's camp. They killed the few woodsmen that opposed them, which quickly pacified the rest.

One of the slain was a hedge wizard, who magically locked his camp's supply cellar. The goblinoids haven't been able to open the cellar, and were ready to kill the woodsmen in frustration. But the men pledged to deliver rare timber, useful for siege engine construction. Under guard, a group of men has been sent to cut down the trees.

RUNNING THE ENCOUNTER

Begin this encounter in the forest near the camp (Area 1). Hooking your PCs into this encounter is easier if they interfere with the hobgoblin guards; they've potentially doomed the hostage. Otherwise, just play up the presence of the child hostage.

Events can unfold in a number of different ways. Whichever actions the PCs take, keep Muk-Chash's motivation in mind: acquire supplies as quickly as possible, with a minimum amount of loss to his own forces (but goblins are totally expendable...). The PCs can therefore influence Muk-Chash by depleting his forces, allowing him to leave with some supplies, or a mixture of both. Several scenarios are covered in the 'Developments' section.

The goblinoids might seem to have the upper hand initially. However, their raid could well become a failure: the cellar of supplies has yet to be unlocked (Area 4) and the rare timber is still in the woods (Area 1). If hard-pressed, Muk-Chash will make a deal: some supplies in exchange for their leaving (see inset-'Let's Make a Deal').

For a lower CR encounter, decrease the number of goblins that participate in the attack, or have Muk-Chash call off the attack sooner.

ENCOUNTER AREAS

1. In the forest

As the PCs are walking through a forested setting, they come across two woodcutters intently chopping down a large tree. Read the following:

The two men spin and face you, surprised. One hoarsely whispers: "Leave now! Don't interfere!" They both walk quickly away, leaving the half-cut tree standing. The other man looks back over his shoulder at you and mouths the word "help", but is shoved forward by his companion.

These woodcutters (use **commoner** statistics) are cutting down rare timber to supply the hobgoblin army. The PCs can head to the camp's edge (Area 2, now visible through the trees) or follow the men.

If the PCs follow, they see 2 **hobgoblin** soldiers watching over 8 woodcutters in all. The group is carving a sizeable log into a square-shaped cant. Fifty feet away, a third **hobgoblin** is guarding a hostage: a young teenager in manacles.

To pass the time, the guard is teaching his hostage some basic fighting techniques with a wooden stick. In the hobgoblin way, his teaching is quite rough. **STEALTH** checks against his passive **PERCEPTION** have Advantage, as his attention is focused on sparring. If attacked, his first action is to signal his commander with the whistle around his neck, then attack his hostage the next round.

As the PCs watch, read the following:

One of the guards barks at the late woodsmen: "You came in last! You win prize. Stand up. Raise arm!" The guard puts an apple in the workers outstretched hand then walks 20 paces away and produces a bow. "Stay still" the guard says, then puts on a blindfold and draws the bow.

If the PCs don't interfere, the guard shoots, missing the apple but striking the villager in the forearm. Read the following:

The guard curses and throws a gold piece at his partner. "Bind the wound!" he orders one of the other villagers. He throws a silver coin at the injured man. "Do not speak of this", he growls.

If unmolested, the workers soon finish carving, and carry the heavy cant uphill to the camp. If the PCs fight the hobgoblins, the villagers do not participate. Afterwards, the crew's leader **Devot** thanks the PCs, but others cast them dirty looks: "now those things are SURE to take everything!" A DC13 skill check (PERSUASION, INTIMIDATION, choose your own) or good role-playing is needed to prevent half of the crew from giving up and sneaking back to their faraway village.

Devot can fill the PCs in on recent events, highlighting these key facts:

- The warband is "just passing through", their mission is to gather supplies quickly.
- The camp's supply cellar was locked by their slain hedge wizard (Area 4) but the goblins are trying to open it.
- The hobgoblin leader initially said they'd take only half, but got angry when the cellar door was sealed; now they'll take everything.
- Besides hobgoblins and goblins, there are other "Dark, scary beasts" (it's bugbears).

This information hopefully clues your PCs in to Muk-chash's motivation and how to negotiate with him. If the PCs take an overly-long amount of time to craft their plan, a hobgoblin whistle sounds from camp, requiring a response and prompting your PCs to take action (see 'Developments').

2. Camp perimeter

Two teams of 2 **hobgoblins** are on guard duty (passive PERCEPTION 10), walking a circuit

around the cleared camp. They've fashioned two rough guard posts out of old barrels and boards, (three-quarters cover) which they hide behind during an attack.

Any attack on the hobgoblin with the hostage in Area 1 could alert these guards (20% chance per round), who raise a camp-wide alarm.

3. Village center

The leader of this band, a one-armed **hobgoblin captain** named Muk-Chash, coordinates the provisioning efforts from the village center: hobgoblins oversee the villagers and maintain a watch, goblins look for supplies, and bugbears...just doze in any empty hut. All is going according to plan.

Muk-Chash is a veteran of several campaigns. He lost an arm in a previous battle, and has been taken off the front line and put in charge of this supply squad. It's not prestigious work, but he accepts his new role and works hard to bring honor to himself.

The composition of Muk-chash's warband, spread throughout this encounter, is summarized here: 1 hobgoblin commander, 7 hobgoblins, 2 bugbears, 15 goblins, 1 goblin booyagh caster. They also have 2 empty wagons pulled by draft horses.

Fourteen **goblins** are searching the camp for useful items, waiting for the supply cellar to be opened (Area 4). A stream of goblins proudly runs up to Muk-Chash with pots or other junk only to be swatted aside. Their passive PERCEPTION is 6 as their attention is otherwise occupied.

4. Camp storage

The camp's supplies for the season are stored in a cellar, fortified with an iron-clad wooden door and locked to prevent depredations from wild animals and wandering monsters. The cellar is currently full (100 crates) as the large party of woodcutters only recently began their season-long stay.

One of the slain villagers was a hedge wizard, who cast *arcane lock* on the cellar door when the hobgoblins showed up. The warband's only magic-user is a goblin **booyagh caster** (see Appendix). The caster convinced Muk-Chash that he could break the locking spell, which was a complete lie.

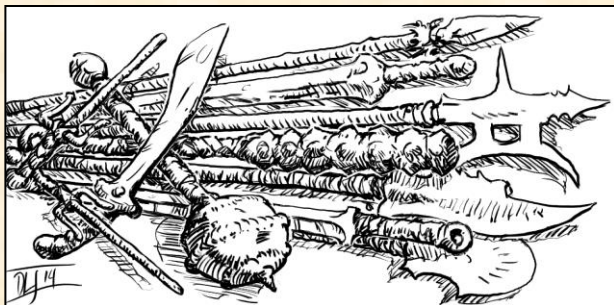
They are putting on a big show of trying to open the cellar door, but they have no chance of succeeding.

5. Bugbear den

Two **bugbears** are sleeping off their last meal inside the camp's only wooden hut. They've piled up all the hut's contents, fashioning a cozy den for napping. They've also ripped off the door and punched an exit in a wall, for easy access to the outside. Any fighting in the camp wakes them up. If PCs enter the hut, read the following:

The inside of this hut is a wreck. Tables, chairs, a straw mattress and rough blankets have been piled together in the center. A number of spiked weapons sit on the floor.

A DC10 STEALTH check by the PCs means that the bugbears remain asleep. Otherwise, they silently wake up, and stalk the PCs after they leave the hut. A DC12 PERCEPTION check on the pile reveals an entrance and a DC14 check allows the PCs to hear gentle snoring from inside.



6. Sawing shed

This 15-foot tall shed is open on the sides, and half-filled with stacks of cut logs. A layer of sawdust covers the floor (DC5 CONSTITUTION check to avoid sneezing if walked through, DC15 to avoid being blinded if thrown in eyes). A number of saws and axes are hung up in a corner.

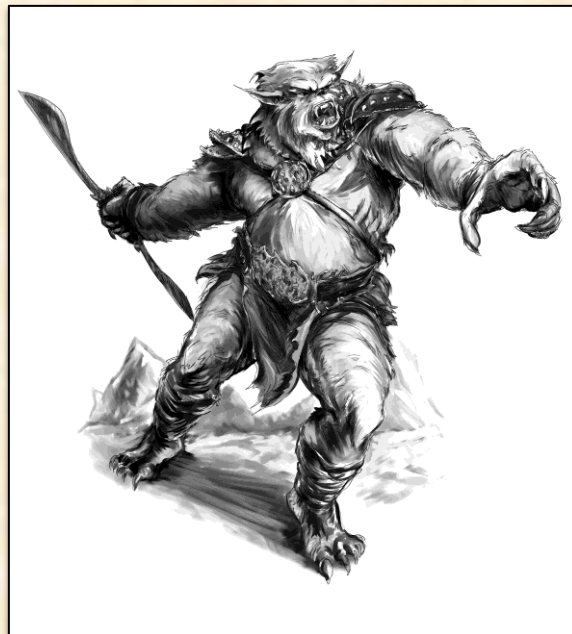
7. Stables

Two **draft horses** are housed here, prized by the woodcutters for their hauling ability. There are two other empty stalls, and an area filled with hay, feed and harnesses.

Treasure. The woodcutters hid a chest in the hay, an emergency fund in case they need extra supplies for their camp. It holds 250 silver pieces.

DEVELOPMENTS

While all of your PC's plans aren't predictable, a few possible turns of events are discussed below. All options can lead to negotiations with Muk-Chash, which is covered at the end of this section.



Hobgoblins sense something is awry

If the whistle isn't quickly answered, Muk-chash is immediately suspicious and decides to kill this weak, troublesome group of humans. He mobilizes his troops with covert grunts and hand signals (DC 14 PERCEPTION check to recognize). The goblins assemble near him while the bugbears sneak into the forest (DC17 PERCEPTION check to notice, otherwise they have a surprise round). He calls to the woodcutters (and PCs if he knows they are there), attempting to stall for a minute:

"Devot! Tell your men to return now. No harm will come to you all. Bring me the timber you promised and we will be on our way!"

After a little chit-chat, he signals the attack: 14 goblins charge, then 2 bugbears ambush from the sides. Two hobgoblins provide ranged support from their makeshift fortification (Area 4). During the attack, the woodcutters occupy 4 goblins, or

only 2 goblins if some of the woodcutters fled earlier (no one dies from either group).

If he loses more than 50% of his troops, Muk-Chash calls a retreat and decides to negotiate.

PCs disguise themselves and enter camp

The PCs could disguise themselves using the dead hobgoblins' armor, or just blend in with cutters returning to camp. This is risky, as the guards in Area 2 closely watch any party entering the camp (DC14 DECEPTION or PERFORMANCE needed). A distraction somewhere else would help....

If the PCs can kill Muk-chash, then the warband runs away defeated. Otherwise, Muk-Chash seeks to negotiate only when he loses 50% of his forces.

PCs sneak into camp to ambush warband

If the PCs begin moving before the whistle, they can infiltrate the camp before the goblinoids are aware that something is amiss. The goblins are distracted, but the hobgoblin guards maintain a vigilant watch. While sneaking, a STEALTH check less than DC10 awakens the bugbears in Area 5. Otherwise, they are alerted only if combat occurs.

If the PCs can kill Muk-chash, then the warband runs away defeated. Otherwise, Muk-Chash seeks to negotiate only when he loses 50% of his forces.

NEGOTIATIONS

If negotiations are triggered, Muk-Chash begins by addressing his opponents:

"You have more spine than I thought. I respect that. I will change the terms of our deal. Open the cellar, and I will only take some. Otherwise, I will wait for *my* wizard to open it, and take it all."

Muk-Chash will parley with the PCs, always attempting to appear strong and in control. A DC12 INSIGHT check on Muk-Chash reveals his newfound respect for his opponents; it seems that he intends to abide by these negotiations. See the inset to the right ('Let's Make a Deal') for the suggested mechanics of negotiation.

If negotiations succeed, Muk-Chash withdraws his troops, and they line up in a rough formation near

the cellar entrance. They wait for the PCs to fulfill their end of the bargain.

If negotiations fail, he re-forms his troops in a barricade around the cellar and re-doubles their efforts to open it with brute force. After an hour of hacking, they break through. The warband loads up everything onto their wagon and leaves.

Let's Make a Deal

If negotiations occur, here is each side's position:

Woodcutters: They must keep 60% of their supplies in order to survive the oncoming winter. Emboldened by the PCs example, they will not accept any deal that leaves them less, preferring to fight instead.

Goblinoids: Muk-Chash must take at least 20% of the supplies. Any less would mean he doesn't meet his quota; he will fight to the death to avoid that.

Muk-Chash's initial demand is to take 80%. Each of the following actions will cause him to reduce his demands by 20%:

- DC13 PERSUASION check, with Advantage if PCs offer to resolve negotiations quickly.
- DC15 INTIMIDATION check, with Advantage if over 50% of Muk-chash's forces are dead.
- Offering up the rare timber that's been cut down. Who goes to fetch it and possibly weakens their force?...More negotiations....

At least two successful checks means that negotiations have succeeded. Two unsuccessful checks mean that negotiations have failed (Muk-chash spits in the ground and walks away).

RESOLUTION

Assuming the warband has been defeated or successfully negotiated with, the villagers grimly go about putting their camp back in order. If alive, Devot thanks the PCs for their assistance and gives them a few forest-based items from the storage cellar: a *longbow* +1 made from a rare wood sacred to elves, 1 vial of *oil of sharpness* and 4 bundles of restorative herbs, each comparable to a *potion of healing* if steeped in hot water. He also offers them the 250 silver pieces from the "emergency fund" chest in Area 7. Award your PCs a total of 1,500 XP.

Hc	Hobgoblin captain
H	Hobgoblin
B	Booyagh caster
G	Goblins (all over camp)
W	Woodsmen





1 square = 5 feet

HAGS: NOBLE HEARTS BREAK BEST



Summary

The PCs come across a hag in the middle of one of her evil plots: breaking the noble soul of a paladin. Stopping her is easier if they investigate her curse-filled hut first. This scenario consists of two encounters of Challenge Ratings 3 and 8.

Setting and Utility

This encounter is best suited for a wilderness setting, preferably a swamp.

Backstory

A green hag named Aunty Crackbones has been toying with a mortal and to her great delight, is now enacting the final stages of her life-destroying plot. Posing as a beautiful elven maiden named Aleanna, the hag has enthralled a paladin named Tibolt Dungannit. He pledged his undying love for

the hag, but she has continually asked for ever-darker proof of his devotion.

Over the last few weeks, Tibolt has slowly given up parts of his identity in an effort to appease his dark-hearted love interest; his beloved father's sword now sits in the hags hut. Even more troublesome, Tibolt has violated his sacred oaths. At "Aleanna's" request, he has stolen trifles from children and bullied villagers he once protected.

Aleanna has now made her final demand: bring her a maiden to help her complete a "dangerous elven ritual". The desperate and slightly enchanted Tibolt agreed. He now sits near the hag's hut, tormented and enthralled, with a village girl at his feet, bound and gagged.

Running the encounter

The primary goal of the encounter is to stop the innocent village girl from being sacrificed. The PCs should have the opportunity to investigate the hut before anything happens; it holds several useful bits of magic and clues about what's going on.

Treat the hut and the hag's location as separate encounters. Auntie is totally focused on completing the corruption of Tibolt, and does not take notice of any commotion at her hut. Even direct attacks on her are partially ignored; she throws up barriers to slow the PCs and deploys minions to occupy them while she watches up close as Tibolt struggles with taking the girl's life.

Encounter Areas

The PCs are walking along a seldom-used road through inhospitable, swampy forest when they hear cries of distress. Read the following:

The thick, sour fog parts for a second and you see movement in the forest. A man's voice rings out: "I brought her! I'm here, where are you?!"

If the PCs head straight for the voice (Area 2) allow them to perceive the hut (Area 1) along the way. If the PCs try and flank the voice, have them stumble over the hut's front steps.

1. Auntie's hut

A ramshackle wooden hut squats on a muddy mound in front of you, the chimney puffing out oily smoke. The ceiling of the front porch is festooned with dozens of dangling animal skulls and trinkets. The front doorway is empty, but the hut's interior isn't visible from here.

This is the hut of **Auntie Crackbones**, a **green hag** who rules this desolate stretch of wasteland. She is currently in Area 2. A DC9 PERCEPTION check in front of the hut reveals footsteps in the mud leading that way.

Like any good hag, Auntie Crackbones has filled her hut with malevolent magic and curse-filled curios. To start with, a **crawling hand** hangs from the front porch ceiling, hidden among the trinkets. It attacks the first PC to step on the porch,

attempting to choke a PC before scurrying into the hut and struggles to climb to the ceiling to access Area 3. Three of the skulls hold **flying snakes** which attack along with the hand. The next trap is the doorway itself. If anyone steps up to it, they see the following:

A thin curtain made of stone beads hangs in the hut's doorway. Inside, you see a large cauldron bubbling away, the fire under it illuminating a room stuffed with charms, piles of old clothing, potion bottles and other arcane supplies.

The curtain parts easily enough, but is charmed to freeze in place once someone steps through, Restraining them. A DC18 STRENGTH check, *dispel magic* or bludgeoning damage can all break through the frozen curtain (AC16 HP20).

Inside the hut are many other magical trinkets and charms. Use the table on page 62 of VGTM to populate the hut with one-of-a-kind magic objects. There are four features of the hut which could play a role in the encounter:

- Hanging from a peg near the cauldron and fireplace are two **shrunk heads** with their eyes sewed shut. They were servants of Crackbones, of unidentifiable species. They won't help the PCs, but can be eavesdropped upon if the PCs pretend they've left (DC12 STEALTH or DECEPTION checks). They mention "Auntie's plan" and laugh at the tears shed by Tibolt when he gave up his sword. They also insult the quickling, for no apparent reason.
- Tibolt's *longsword* +1 (a family heirloom) is on the hag's table. It's polished steel and gilded hilt stand out in the squalor of the hut. The hag plans on adding one of the shrunk heads to the sword's pommel, and giving it to one of her other servants.
- The ceiling is shrouded in magical shadows, hiding a portal linked to the hollow center of the tree in Area 2. Gravity is somewhat...vague in



this region; crawling up the ceiling soon results in falling down inside the tree. A **blighted dryad** lurks in the shadows, attacking when the PCs attention is otherwise engaged. She climbs for the portal if reduced to a few hit points.

- A **quickling** named Bbrrzzz is trapped in a cage of *cold iron* that dangles above the cauldron. Even though he speaks indecipherably fast, the PCs can tell he's mad. A key dangles off one of the shrunken heads. If let loose, Bbrrzzz instantaneously takes a PC's weapon, throws one of the shrunken heads into the cauldron, then he races out to the hag. He stabs her for 15 damage and runs off, laughing.

2. Sacrifice tree

If the PCs leave the hut or follow the footprints, read the following:

After a minute of walking, a fog-shrouded scene comes into view. A well-dressed man is kneeling in the mud in front of a massive, gnarled tree. An empty scabbard and a girl lie on the ground at his feet. A cloaked figure stands beside him.

The cloaked figure is Auntie Crackbones in her guise as the beautiful elf Aleanna. She is having a hushed, intense conversation with **Tibolt Dungannon** (use **knight** statistics but with AC11). A village girl named **Dayla** is bound at Tibolt's feet.

Auntie is attempting to convince him to take Dayla's life by placing her inside the hollow tree; "it will be a sacrifice to the fey gods that allows us to be together." This moment is the culmination of months of plotting, and Auntie is relishing every



last morsel of anguish she's caused in Tibolt.

The **tree** itself is a malevolent force aligned with Auntie. Other than the dryad, any creature that lingers in its hollow interior begins to be absorbed. After 3 rounds inside, a DC15 CONSTITUTION check is needed to avoid 5 acid damage and becoming Paralyzed.

The tree's hollow interior is 5 feet in diameter, climbable and linked to the portal in the hut's ceiling (Area 1).

3. Swamp

The mucky water of the swamp is 2 feet deep, and counts as difficult terrain. A **crocodile** waits patiently nearby, just out of sight (although a DC18 PERCEPTION check will spot it).

Several **lizardfolk** watch implacably from the shallows. In the past, they have consented to doing tasks for the hag, but are not under her sway. They do not engage in the fight, but for 40 gold pieces or a magic item, they can be persuaded to call off the crocodile's attack.

Developments

Once the PCs arrive at Area 2, they have 10 rounds before Tibolt does the hag's bidding and puts Dayla inside the tree. Then, they have 5 rounds before the tree absorbs Dayla's body.

When the PCs come near, Auntie uses her *Lair Action* and creates a double of her Aleanna persona next to the PCs. The double tells them to leave, and that they are intruding on a "private elven ceremony". If the PCs attack, the double runs east to the swamp, out onto the water. Without a DC13 PERCEPTION or NATURE check, any pursuing PC will fall unawares into the waist-deep swamp water, where danger lurks (Area 3).

Auntie's next line of defense is to cast *wall of thorns*, separating herself from as many of the PCs as possible. In addition to the spell's details (*PHB* pg. 287), any 5' section of the wall has the following stats: AC 14, HP 30, vulnerable to fire and cold damage.

If the PCs break through, Auntie finally gets upset. She casts *charm person* on Tibolt to quiet him, then reveals her true self and attacks.

"Why do you meddle in my affairs?! Now your heads will pass the years watching my cauldron bubble!"

She also summons a **redcap**, who sprouts up from the ground, and enters the battle with a bloodcurdling screech. If alive, the blighted dryad uses her *tree stride* feature to attack from the three trees in the area. Three **giant centipedes** and a **swarm of bats** erupt from the trees and attack.

Tibolt is charmed and tormented, but can be convinced to reject the hag's plan for him. If the PCs are successful at two of the actions below, Tibolt is revived from his charmed stupor:

- Show or bring him father's sword
- Get him to say his name three times.
- 2 PERSUASION checks (DC15) with role-playing that addresses Tibolt's honor, integrity or his victim's innocence.
- Dayla, if ungagged, begs Tibolt to spare her

Casting *dispel magic* on Tibolt helps to remove any lingering charms, and gives the PCs Advantage on any checks involving him. Once revived, he recoils in horror at his situation, then shouts the following:

I AM Tibolt Dungannit, Lord Protector of this land! My mind is clear now witch! By the sword of my father, I shall run you from this swamp or burn it down!

Tibolt stands in front of Dayla protectively, and if given a weapon by the PCs, zealously attacks the hag or dryad, fighting to the death.

For her part, the hag has no interest in dying. If she is brought to less than 10 hit points, she runs up the tree's hollow to arrive inside her hut. She collects a few items (including one head), then speeds out into the swamp, running on top of the muck into the darkness, cursing the PCs and vowing revenge.

RESOLUTION

If Tibolt's actions result in Dayla's death, Auntie cackles gleefully and claps her hands, and reverts to her true form. Tibolt then wakes as if from a dream, sees the hag, and screams in anguish. He attacks anything near him, then races into the swamp to drown himself. The hag becomes invisible and lingers around the swamp until the PCs leave.

If Dayla is saved, Tibolt walks over to the hag's hut and kneels in front of it. He vows to build a temple on this site and spend the rest of his days making up for his misdeeds. He means it, too. He thanks the PCs, offers them 500 gold pieces and asks whether they would help him drain the swamp. Award your PCs 2,000 XP.



ORCS: THINK OF THE CHILDREN

Summary

While exploring a seemingly-empty orc camp, your PCs are witness to an inter-species raid. They must choose whether to intervene to save some orc whelps or simply battle their way out. This encounter has a Challenge Rating of 4.

Setting

This encounter is best suited for an underground environment, in caverns or an abandoned dungeon.

Backstory

An orc tribe's warriors are out on a raid, leaving their cavern encampment relatively unguarded. A group of watchful derro have travelled up from the Underdark, intent on kidnapping the tribe's children to use as slave labor. The orc "cave mother" (a Claw of Luthic) is the last line of defense for the whelps, and is prepared fight viciously, even against overwhelming odds.

Running the Encounter

Have the PCs encounter the whelps, then the Claw of Luthic before beginning any full-scale battle. Hooking your players into the encounter might be difficult if they are unsympathetic to the plight of the orc whelps. Make sure to portray the them as goofy, boisterous scamps, and/or showcase the cruelty of the derro towards them.

Working with the Claw of Luthic should be encouraged, as it unlocks other features that will help in the eventual fight.

Encounter Areas

The orc encampment is located in a series of natural caverns. Once the PCs decide to investigate, begin this encounter at the entrance of Area 1:

The gloomy cavern is lit only by a central campfire. The hide tents, skull trophies and tribal talismans clearly mark this as an orc encampment. But the tents are empty. In fact, the entire cavern is eerily quiet. Only a faint wind blows from neighboring chambers, carrying the smells of the deep earth below.

1. Entrance cavern

Once the PCs have explored Area 1 a little, read the following:

At the far end of the cavern, a group of small, green-skinned humanoids appears out of the shadows. They are quietly backing out of another cave entrance in the far wall. They have not seen you yet.

The group consists of 15 **orc whelps** (use **commoner** statistics), the equivalent of human pre-teens and younger. They've been sent into this cavern to get away from the raiders, and ordered to keep quiet.

If the PCs do nothing, the whelps continue to back towards them, unaware. Eventually they notice and turn with a start. As described in *VGTM*, even young orcs are trained to fight, so they immediately look for rocks or other items to fling at the PCs. If they continue to feel threatened, two of the oldest charge at the PCs, ready to bite and punch.

If the PCs attempt to show they mean no harm, the whelps end their hostilities. They are nervous and scared, and take it out on each other. Their behavior is a cross between the Three Stooges (comical eye pokes and slaps) and professional wrestlers (overly-dramatic grappling moves). Hopefully, this is endearing to the PCs...

After a minute of foolishness, they get back to business. They only speak Orcish, but the oldest mimes fighting actions, and points to the cave that they came from (Area 2). Once the PCs have had a chance to interact with the whelps, their "cave mother" makes her entrance (see Developments).

2. Whelping pens

This smaller cavern contains a single large tent, where the whelps are raised by a **Claw of Luthic**. Outside is a pen and alcove where a guardian **brown bear** rests. A rustic cooking area and a collection of small, wooden weapons rounds out the features of this almost-domestic part of the orcs' camp.

The orc/derro fighting is triggered when the PCs interact with the whelps and the Claw. After those

interaction, if the PCs enter Area 2, read the following:

An all-out brawl has broken out in this dimly-lit cavern. In front of a large tent, a brown bear and the female orc are desperately fending off a mob of derro armed with hooked spears and ropes.

The derro mob gained entry to the orc's camp through a mined crack in the wall. The mob consists of 9 **derro**, 1 **derro raid boss**, and 4 **grimlock** minions.

3. Lair of Yurtrus

At the far end of this small cave is a raised stone slab. Orc skulls are arranged at the base of the slab, and a bulging, mis-shapen orc lays on top of it. He is softly chanting or moaning, it's hard to tell which.

An ailing **Nutured One of Yurtrus** orc spends its remaining days here, deep in the cavern complex. It will follow any orders delivered by another orc. It can understand very limited commands in Common, such as "Luthic, come, now!", but a DC15 PERSUASION check is needed before it will obey any non-orc. A failed check by a non-orc results in the Nutured One lumbering after the PCs, intent on spreading its pestilence.

Developments

Once the PCs have had a chance to interact with the whelps in Area 1, introduce the Claw of Luthic :

The quiet is shattered by a blood-curdling howl. From the next cavern, a massive female orc barrels in, with nooses tied around her neck. Two small, gray-skinned figures swing around her, holding onto the ropes.

The Claw kills both these derro in 4 rounds, or sooner if the PCs help. With her attackers dead, the Claw of Luthic focuses on protecting the whelps. Seeing the PCs nearby, she assumes they are derro allies and attacks them. A DC15 PERSUASION check with good role-playing is

needed to convince her that the PCs mean no harm (if that's true). The check has Disadvantage if a PC has previously dealt damage to her, or Advantage if the PCs helped her. If she is calmed, she assesses the situation and decides that the PCs can help save her whelps:

The cave mother looks at her whelps then looks at you and says: "You stay? Help?"

She waits for an answer, then turns and runs back towards the fight in Area 2, which is now audible. But before she exits Area 1, read the following:

She turns and points to another passage: "Find Yurtrus. Tell come." She repeats the message in Orcish, and the whelps visibly shrink in fear. Then, with a roar, she plunges back into the fight.

A DC14 PERSUASION or DC11 INTIMIDATION check is needed to goad a whelp into fetching a Nutured One from Area 3. Alternatively, a PC can easily find it.

If the PCs linger in Area 1, give them the sense that the tide of battle is steadily turning against the orc guardians. Reveal the derro force's numbers if the PCs scout the action. If the PCs don't interfere, the Claw and her bear will be killed in 9 rounds, and the derro force will be reduced by 9 (all grimlocks die). Then, the derro come after the whelps and discover the PCs.

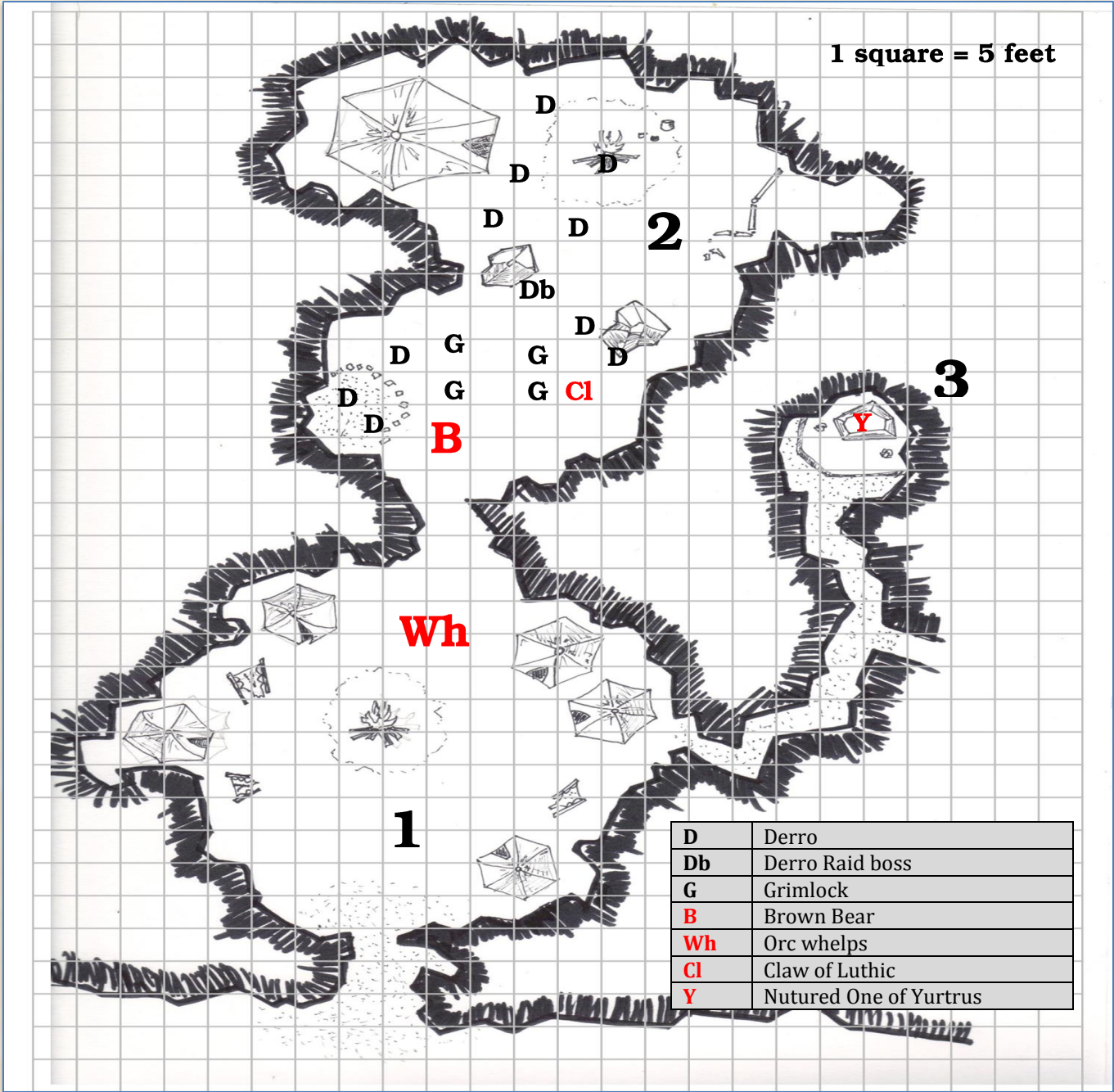
If the PCs enter Area 2 mid-battle, the derro tactics change from "capture the whelps" to "kill the PCs". Four derro target the strongest PC, while the raid boss and 4 more derro deal with the others. The remaining raiders, if any, face off with the Claw and her bear in a non-lethal stalemate.

Tactically, the derro try to entangle with their polehooks then stab their vulnerable prey. Additionally, the raid boss uses her spells to slow, restrain or control the PCs. All derro fight to the death, no matter the odds.

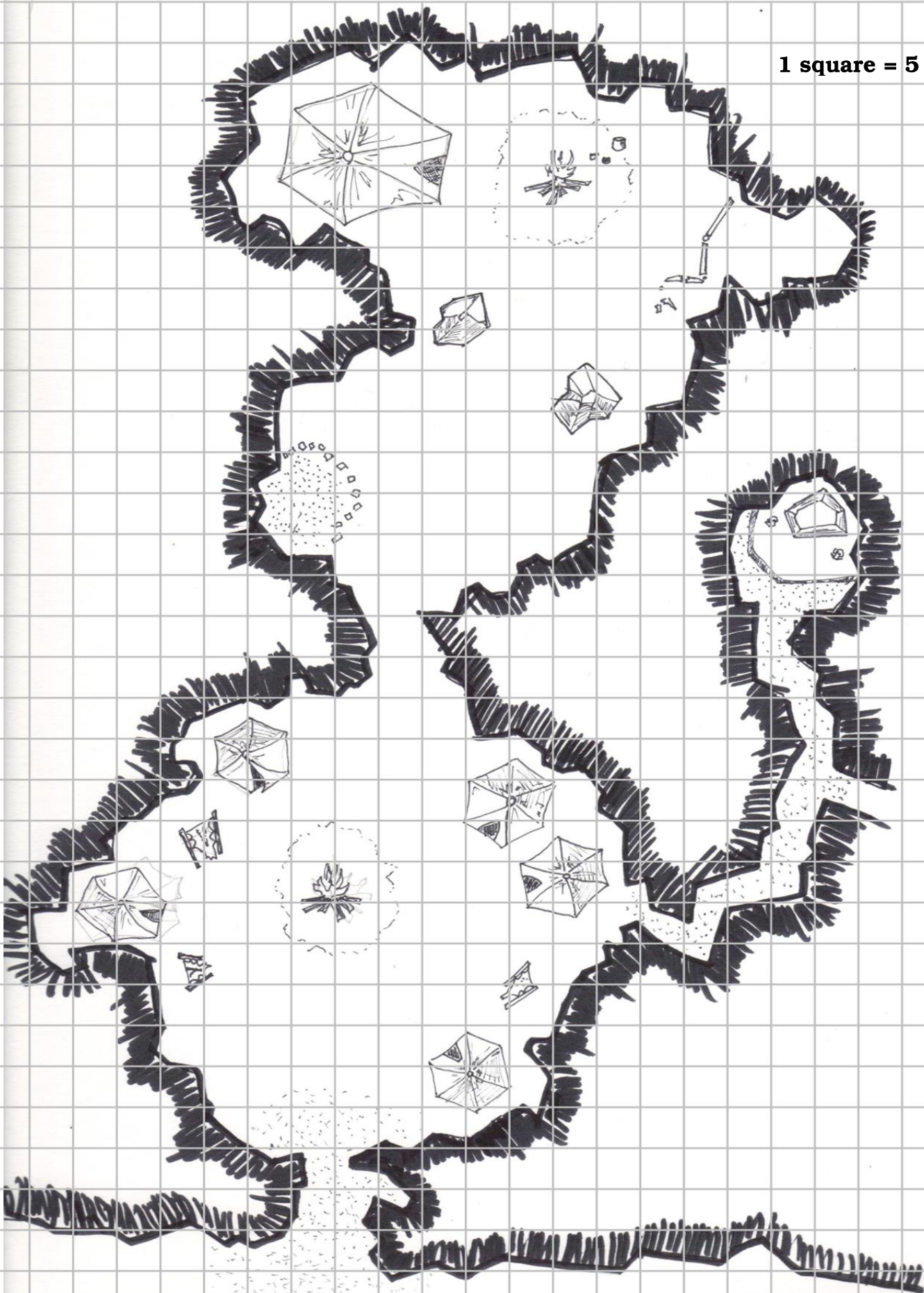
Resolution

If the PCs help the Claw of Luthic protect her whelps, she gruffly gives her thanks. The whelps also throw an appreciative rock or two at them. In addition, she hands them a cave bear skull,

painted in Orcish runes. This is a powerful totem in orc culture; it signifies to any orc that the PCs are to be left alone and given respect. Award your PCs 650 XP.



1 square = 5 feet



APPENDIX A: NEW MONSTERS

BOUYAGH CASTER

CR ½ (100XP)

Small humanoid (goblinoid), neutral evil

Armor Class 12 (no armor)
Hit Points 7
Speed 30

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	10(+0)	12(+1)	8(-1)	8(-1)

Skills Stealth +6.
Senses darkvision 60ft., passive PERC9
Languages Common, Goblin

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

ACTIONS

Spell. *Ranged spell attack.* The Booyagh can cast 1 randomly chosen 1st-level wizard spell or cantrip (3/day). +3 to hit, DC10 for spell saves.

Dagger. *Melee or ranged weapon attack.* +4 to hit, reach 5ft., one target. Hit: 4 (1d4+2) piercing damage.

BLIGHTED DRYAD

CR1 (200XP)

Medium fey, neutral evil

Armor Class 11 (16 with barkskin)
Hit Points 22
Speed 30

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	11(+1)	14(+2)	15(+2)	18(+4)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive PERC 14
Languages Elvish, Sylvan
Challenge 1 (200 XP)

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

1/day each: barkskin, entangle, shillelagh, pass without trace

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d8) necrotic damage and DC12 CONSTITUTION saving throw or become Poisoned for 2 rounds.

The Sweet Smell of Decay. (1/day) The dryad targets one humanoid within 10 feet of her, releasing pheromones. If the target can smell, it must succeed on a DC 14 Wisdom saving throw or be magically charmed and take 2 necrotic damage per round (the target's lungs itch and burn terribly).

The charmed creature regards the dryad as a trusted friend to be heeded and protected. After 5 rounds, or if the target is harmed, it can repeat the saving throw to end the effect on itself. Otherwise, the effect lasts 10 rounds total.

DERRO RAID BOSS

CR1 (200XP)

Small humanoid (dwarf), neutral evil

Armor Class	12 (robes)
Hit Points	30
Speed	30

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	10(+0)	11(+0)	8(-1)	14(+2)

Skills	Stealth +6.
Senses	darkvision 60ft., passive PERC9
Languages	Dwarvish, Undercommon

Sunlight sensitivity. Disadvantage on attacks or saving throws made in direct sunlight.

Insanity. The derro has Advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has Advantage on saving throws against spells and other magical effects.

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

At will: poison spray

3/day: command, grease, hex, thunderwave

ACTIONS

Dagger. *Melee weapon attack.* +4 to hit, reach 5ft., one target. Hit: 4 (1d4+2) piercing damage.

Bead of force (2). *Spell attack*, any 5ft square within 60 ft. All creatures within 10 ft. must succeed on a DC15 DEXTERITY saving throw or take 5d4 force damage and be trapped within a sphere of force. See page 154 of the DMG for further details.

DERRO

CR1/4 (50XP)

Small humanoid (dwarf), neutral evil

Armor Class	13 (leather armor)
Hit Points	13
Speed	30

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	12(+1)	11(+0)	5(-3)	9(-1)

Skills	Stealth +4. Athletics +1
Senses	darkvision 60ft., passive PERC 7
Languages	Dwarvish, Undercommon.

Sunlight sensitivity. While in sunlight, the derro has Disadvantage on attacks rolls or PERCEPTION checks that rely on sight.

Insanity. The derro has Advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has Advantage on saving throws against spells and other magical effects.

ACTIONS

Hooked shortspear. *Melee weapon attack.* +4 to hit, reach 10ft., one target. Hit: 3 (1d6-1) piercing damage. If the target is a creature, the derro can choose to deal no damage and trip the target instead, in which case the target must succeed on a DC9 STRENGTH saving throw or fall prone.

Rope. *Melee weapon attack.* This attack can only be made against a prone target. The target makes a DC13 DEXTERITY saving throw, with Disadvantage. Failure means that the target is Restrained, its hands and feet tied together. On subsequent rounds, a DC14 DEXTERITY or DC16 STRENGTH saving throw is needed to become released.