

L3

Classic Adventure
Module Conversion



Deep Dwarven Delve

By Stan Shinn

For Character Levels 4-6



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

L3 DEEP DWARVEN DELVE

By Stan Shinn

Introduction: In 1999, Wizards of the Coast published the module named “Deep Dwarven Delve” with the module code “L3”. It was written by Lenard Lakofka and illustrated by Wayne Reynolds, and consisted of a 24 page booklet and cover. "Deep Dwarven Delve" was the third part of Lenard Lakofka's "Lendore Isle trilogy", but was never published by TSR. Lakofka found the manuscript and brought it to Wizards of the Coast, who published it after some rewriting. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 4th– 6th level characters

by Stan Shinn



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L3: DEEP DWARVEN DELVE

Introduction

To use this conversion guide you will need a copy of “L3 Deep Dwarven Delve”, originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of encounters provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. A few creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'Deep Dwarven Delve' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “Deep Dwarven Delve” into the Forgotten Realms world of Faerûn.

The setting for Deep Dwarven Delve requires only a somewhat rural area with two small towns within a days ride of each other, and some hilly terrain. This allows the adventures to be place nearly anywhere in Faerûn. The delve could be anywhere along the Sword Coast from Neverwinter to Baldur's Gate, within Cormyr or the Dalelands, or even as far south as Amn and Tethyr. Anywhere with a temperate climate works as a location for this adventure.

In Faerûn, a clan of gold dwarves are responsible for the digging of the mine. The location of the mine has been lost, even to them, but the story of Frelpic's betrayal is known amongst the gold dwarves. They will be very grateful if the adventurers can provide proof of Frelpic's demise.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

Two small towns have recently suffered attacks by bands of well organized humanoids, including orcs, bugbears, and ogres. In the last raid against one of the towns, the town hall was burned, claiming the lives of many of the townsfolk. One militia member, a ranger, tracked the humanoids back to their lair. Unfortunately she was spotted and gravely wounded before she could make her escape. She managed to make it back to town with directions to the lair before falling unconscious.

The councils of the towns have put out a call for anyone willing to help. The treasure of the humanoids is the promised reward for any group of adventurers willing to assault the beasts in their lair, as well as the eternal gratitude of the people of the towns.

The trail leads to an old dwarven mine, now inhabited by humanoids. As the adventurers descend into the mine, they find the humanoids are the least of their problems, for the mine harbors an ancient evil that could eventually threaten lands for scores of miles around. The adventurers will have to face and defeat diabolic evil if they hope to bring peace to the lands again.

GM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG pg. 245)** for NPC reactions.
- Know rules for throwing a lit **flask of oil**.
- Know how to use **perception** rules for noticing **traps**, **secret doors**, and **stealthed** creatures.
- Determine **spell tactics** for spellcasters.
- Read through the **warning** and **special note** on **page 5**.

Visuals

Suggested visuals to create:

- Prepare **maps** of the beginning of each level of the delve.
- Make a handout of the **dwarven runes (pg. 10)**.

Planned Encounters

Outside

A. Orcs (5).

B. Orcs (4).

Level One

1. Orcs (12), Orog (1).
2. Bugbears (4).
3. Troll (1).
4. Ogres (2), Itching Powder Trap.
5. Orcs (20), Orog (2), Orc War Chief (1).
6. Prisoners (5), Orcs (4).

Level Two

9. Skeletons (10).
11. Spirit Naga (1); Jumping from the moving cart requires a successful DC 12 Dexterity saving throw, otherwise the rider falls into the pit with the cart.
13. Use the rules for Frigid Water (**DMG pg. 110**).
14. Corridor Pit Trap.
15. Mining compulsion: characters must succeed at a DC 13 Wisdom saving throw or begin mining. Characters who fail the save may repeat it every hour. Each hour characters mine, they gain one level of exhaustion. Unaffected characters may physically remove affected characters from the area, and this will also break the compulsion.
16. This area is treated as if covered by a *magic circle* spell. No undead or devils can enter this area or use abilities against characters in this area.
17. Wraith (1).
18. The timber blockage may be moved with a DC 18 Strength check.

Level Three

19. Zombie dwarves (2), Boulder Trap.
20. Zombie dwarves (2).
22. Zombie dwarves (3).

23. Zombie dwarves (5).
24. Zombie dwarves (3).
25. Zombie dwarves (3).
26. Characters entering the room must succeed at a DC 13 Dexterity saving throw or be affected by *faerie fire* for one hour. Possibly Barbed devil (1).
27. Black puddings (3).
28. Otyugh (1), characters entering the room must succeed at a DC 10 Constitution saving throw or be poisoned until they leave the room. Anyone wounded by the otyugh is exposed to sewer plague (**DMG pg. 257**).
- 29-30. Bone devil (1), use the rules for Extreme Cold in these rooms (**DMG pg. 110**).
- 31-36. Zombie dwarves (7).
37. Glyph of Warding Trap.
38. Stone Golem (1).
39. Frelpic, lemur (1 or more), possibly Barbed devil (1) and Bone devil (1) if not defeated already.

Magic Items

1. *Bastard sword +1*
2. *Berserker longsword (as berserker axe)*
3. *Bracers of defense*
4. *Chain mail +2*
5. *Dagger +1*
6. *Dwarven Helm of the Master Miner (See Special Items)*
7. *Hand axe +2*
8. *Pulverizer (See Special Items)*
9. *Ring of protection*
10. *Scroll of clairvoyance*
11. *Scroll of cone of cold*
12. *Scroll of cure wounds*
13. *Scroll of magic missile*
14. *Shield +1*
15. *Zalco (See Special Items)*

Traps

- **Boulder Trap (pg. 16):** Triggered by stepping on one of five sequential steps. DC 16 passive Wisdom (Perception) check to spot, or DC 14 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it, or a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to jump over. Creatures triggering the trap are in the path of the rolling boulder and must succeed at a DC 14 Dexterity saving throw or be hit for 4d10 bludgeoning damage.
- **Corridor Pit Trap (pg. 14):** Triggered when a living creature(s) massing over 150 lbs pass the center of the corridor. The trap is magical, and ignores non-living matter (such as undead), and all dwarves. DC 16 passive Wisdom (Perception) check to spot, or DC 14 Wisdom (Perception) check if actively searching. DC 20 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. Creatures triggering the trap

fall 20 feet to the bottom of the pit, taking 2d6 falling damage. The trap can be reset in area 15, or by succeeding at the Intelligence (Investigation) check, and the subsequent Dexterity check.

- **Glyph of Warding Trap (pg. 22):** Triggered by opening a secret door or walking on a floor. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The glyph can only be disarmed by a *dispel magic* spell. All creatures in a 20 foot radius of the glyph must make a DC 13 Dexterity saving throw. The glyph inflicts 5d8 fire damage, with only half damage taken on a successful saving throw.
- **Itching Powder Trap (pg. 10):** Triggered by searching the unused sleeping pallets. DC 15 passive Wisdom (Perception) check to spot, or DC 13 Wisdom (Perception) check if actively searching. Triggering creatures must succeed at a DC 13 Constitution saving throw or be distracted by the constant, terrible itching. The itching causes the creature to suffer disadvantage on attack rolls and attribute checks for one hour. A *lesser restoration* spell will end the itching instantly.

Monsters

1. **Barbed Devil:** (MM 70, CR 5, 1800 XP)
2. **Black Pudding:** (MM 241, CR 4, 1100 XP)
3. **Bone Devil:** (MM 71, CR 9, 5000 XP)
4. **Enthar:** (See Special Creatures)
5. **Freल्प:** (See Special Creatures)
6. **Lemure:** (MM76, CR 0, 0-10 XP)
7. **Ogre:** (MM 237, CR 2, 450 XP)
8. **Orc:** (MM 246, CR 1/2, 100 XP)
9. **Orc War Chief:** (MM 246, CR 4, 1100XP)
10. **Orog:** (MM 247, CR 2, 450 XP)
11. **Otyugh:** (MM 248, CR 5, 1800 XP)
12. **Prisoner:** (as commoner, MM 345, CR 0, 0-10 XP)
13. **Skeleton:** (MM 272, CR 1/4, 50 XP)
14. **Spirit Naga:** (MM 234, CR 8, 3900 XP)
15. **Stone Golem:** (MM 170, CR 10, 5900 XP)
16. **Troll:** (MM 291, CR 5, 1800 XP)
17. **Wraith:** (MM 302, CR 5, 1800 XP)
18. **Zombie Dwarf:** (as zombie, but AC 16 (tattered chain mail), and warhammer (1d8 + 1 bludgeoning damage), MM 316, CR 1/4, 50 XP)

Special Creatures

Enthar

Medium humanoid (human), lawful evil

Armor Class 16 (*bracers of defense, ring of protection*; 19 with *mage armor*)

Hit Points 55 (10d8 + 10)

Speed 30 ft. (60 ft. with *boots of speed*)

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

Saving Throws Int +6, Wis +4

Skills Arcana +9, History +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons (if *stoneskin* is used)

Senses passive Perception 11

Languages Common, Infernal

Challenge 5 (1800 XP)

Sculpt Spell. Enthar can exclude a number of allies equal to 1 + spell level from area effect spells that he casts. Excluded allies automatically succeed at saving throws against his spell, and take no damage even if they would take half damage normally.

Spellcasting. Enthar is an 8th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *fire bolt, light, mage hand, ray of frost*

1st level (4 slots): *mage armor, magic missile, protection from evil and good*

2nd level (3 slots): *mirror image, scorching ray, web*

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

4th level (2 slots): *greater invisibility, stoneskin*

Actions

Dagger +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Freल्प

Medium humanoid (dwarf), lawful evil

Armor Class 21 (*chain mail +2, shield +1*)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5

Skills Religion +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons (if *stoneskin* is used)

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Infernal

Challenge 6 (2300 XP)

Guided Strike (Recharge on a long rest). Once on his turn, Freल्प can add +10 to his attack roll before he rolls. He may do this twice before needing a long rest.

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

Spellcasting. Freल्प is an 8th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *guidance, light, resistance, sacred flame*

1st level (4 slots): *command, cure wounds, divine favor, guiding bolt, inflict wounds, protection from evil and good, *shield of faith*

2nd level (3 slots): *blindness/deafness, magic weapon, silence, spiritual weapon*

3rd level (3 slots): *bestow curse, crusader's mantle, dispel magic, spirit guardians*

4th level (2 slots): *death ward, freedom of movement, guardian of faith, *stoneskin*

Actions

Multiattack. Frelpic makes two attacks with Pulverizer.

Pulverizer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If the target has a good alignment, it takes an additional 1d8 force damage.

Pulverizer, thrown. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and Pulverizer returns to Frelpic's hand. If the target has a good alignment, it takes an additional 1d8 force damage.

*If Frelpic is alerted to intruders, he will have these spells already cast on himself when the players encounter him.

Special Items

Dwarven Helm of the Master Miner

Wondrous item, very rare (requires attunement by a dwarf)

This great helm is sized to fit a dwarf and appears well made, but unadorned. The wearer may choose to make the helm itself invisible or visible as a bonus action. The helm automatically becomes visible if removed.

When worn and attuned the wearer gains a +5 bonus to any check involving mining, as well as Charisma checks when conversing with dwarves. The wearer may also use an action to cast *suggestion* on dwarves only. This ability may be used twice, then can't be used again until the next dawn.

The wearer gains immunity to poison damage and the poisoned condition.

Pulverizer

Weapon (warhammer), legendary (requires attunement by a creature of evil alignment)

Pulverizer is an infernally crafted, sentient warhammer of lawful evil alignment, with an Intelligence of 14, Wisdom of 12, and a Charisma of 17. It has a +3 bonus to attack and damage rolls. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates verbally, and can speak, read, and understand Infernal and Common.

Pulverizer's purpose is to kill good aligned creatures. When the wielder strikes a good aligned creature, that creature takes an additional 1d8 force damage.

It can *detect good and evil* at will. The wielder can use an action to cast *see invisibility*. Once used, it can't be used again until the next midnight.

Pulverizer has the thrown property with a range of 20/60

feet. Each time Pulverizer is thrown, it flies back to its wielder's hand. If the wielder doesn't have a free hand, Pulverizer lands at its feet.

Zalco

Weapon (longsword), legendary (requires attunement by a creature of chaotic alignment)

Zalco is a sentient longsword of chaotic neutral alignment, with an Intelligence of 16, Wisdom of 12, and a Charisma of 17. It has a +3 bonus to attack and damage rolls. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates verbally, and can speak, read, and understand Common, Elvish, and Draconic.

Zalco's purpose is to kill lawfully aligned creatures. When the wielder strikes a lawfully aligned creature, that creature takes an additional 1d8 force damage.

It can detect the presence of concealed and secret doors, and invisible creatures within 30 feet. The wielder can use an action to cast *dimension door*. Once used, it can't be used again until the next dawn.

L3 Deep Dwarven Delve Reference Sheet

Planned Encounters

Outside

- A. Orcs (5).
- B. Orcs (4).

Level One

1. Orcs (12), Orog (1).
2. Bugbears (4).
3. Troll (1).
4. Ogres (2), Itching Powder Trap.
5. Orcs (20), Orog (2), Orc War Chief (1).
6. Prisoners (5), Orcs (4).

Level Two

9. Skeletons (10).
11. Spirit Naga (1); Jumping from the moving cart requires a successful DC 12 Dexterity saving throw, otherwise the rider falls into the pit with the cart.
13. Use the rules for Frigid Water (DMG pg. 110).
14. Corridor Pit Trap.
15. Mining compulsion: characters must succeed at a DC 13 Wisdom saving throw or begin mining. Characters who fail the save may repeat it every hour. Each hour characters mine, they gain one level of exhaustion. Unaffected characters may physically remove affected characters from the area, and this will also break the compulsion.
16. This area is treated as if covered by a *magic circle* spell. No undead or devils can enter this area or use abilities against characters in this area.
17. Wraith (1).
18. The timber blockage may be moved with a DC 18 Strength check.

Level Three

19. Zombie dwarves (2), Boulder Trap.
20. Zombie dwarves (2).
22. Zombie dwarves (3).
23. Zombie dwarves (5).
24. Zombie dwarves (3).
25. Zombie dwarves (3).
26. Characters entering the room must succeed at a DC 13 Dexterity saving throw or be affected by *faerie fire* for one hour. Possibly Barbed devil (1).
27. Black puddings (3).
28. Otyugh (1), characters entering the room must succeed at a DC 10 Constitution saving throw or be poisoned until they leave the room. Anyone wounded by the otyugh is exposed to sewer plague (DMG pg. 257).
- 29-30. Bone devil (1), use the rules for Extreme Cold in these rooms (DMG pg. 110).
- 31-36. Zombie dwarves (7).
37. Glyph of Warding Trap.
38. Stone Golem (1).
39. Frelpic, lemure (1 or more), possibly Barbed devil (1) and Bone devil (1) if not defeated already.

Magic Items

1. *Bastard sword +1*
2. *Berserker longsword (as berserker axe)*
3. *Bracers of defense*
4. *Chain mail +2*
5. *Dagger +1*
6. *Dwarven Helm of the Master Miner (See Special Items)*
7. *Hand axe +2*

8. *Pulverizer (See Special Items)*
9. *Ring of protection*
10. *Scroll of clairvoyance*
11. *Scroll of cone of cold*
12. *Scroll of cure wounds*
13. *Scroll of magic missile*
14. *Shield +1*
15. *Zalco (See Special Items)*

Traps

Boulder Trap (pg. 16): Triggered by stepping on one of five sequential steps. DC 16 passive Wisdom (Perception) check to spot, or DC 14 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it, or a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to jump over. Creatures triggering the trap are in the path of the rolling boulder and must succeed at a DC 14 Dexterity saving throw or be hit for 4d10 bludgeoning damage.

Corridor Pit Trap (pg. 14): Triggered when a living creature(s) massing over 150 lbs pass the center of the corridor. The trap is magical, and ignores non-living matter (such as undead), and all dwarves. DC 16 passive Wisdom (Perception) check to spot, or DC 14 Wisdom (Perception) check if actively searching. DC 20 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. Creatures triggering the trap fall 20 feet to the bottom of the pit, taking 2d6 falling damage. The trap can be reset in area 15, or by succeeding at the Intelligence (Investigation) check, and the subsequent Dexterity check.

Glyph of Warding Trap (pg. 22): Triggered by opening a secret door or walking on a floor. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The glyph can only be disarmed by a dispel magic spell. All creatures in a 20 foot radius of the glyph must make a DC 13 Dexterity saving throw. The glyph inflicts 5d8 fire damage, with only half damage taken on a successful saving throw.

Itching Powder Trap (pg. 10): Triggered by searching the unused sleeping pallets. DC 15 passive Wisdom (Perception) check to spot, or DC 13 Wisdom (Perception) check if actively searching. Triggering creatures must succeed at a DC 13 Constitution saving throw or be distracted by the constant, terrible itching. The itching causes the creature to suffer disadvantage on attack rolls and attribute checks for one hour. A lesser restoration spell will end the itching instantly.

Monsters

1. Barbed Devil: (MM 70, CR 5, 1800 XP)
2. Black Pudding: (MM 241, CR 4, 1100 XP)
3. Bone Devil: (MM 71, CR 9, 5000 XP)
4. Enthar: (See Special Creatures)
5. Frelpic: (See Special Creatures)
6. Lemure: (MM76, CR 0, 0-10 XP)
7. Ogre: (MM 237, CR 2, 450 XP)
8. Orc: (MM 246, CR 1/2, 100 XP)
9. Orc War Chief: (MM 246, CR 4, 1100XP)
10. Orog: (MM 247, CR 2, 450 XP)
11. Otyugh: (MM 248, CR 5, 1800 XP)
12. Prisoner: (as commoner, MM 345, CR 0, 0-10 XP)
13. Skeleton: (MM 272, CR 1/4, 50 XP)
14. Spirit Naga: (MM 234, CR 8, 3900 XP)
15. Stone Golem: (MM 170, CR 10, 5900 XP)
16. Troll: (MM 291, CR 5, 1800 XP)
17. Wraith: (MM 302, CR 5, 1800 XP)
18. Zombie Dwarf: (as zombie, but AC 16 (tattered chain mail), and warhammer (1d8 + 1 bludgeoning damage), MM 316, CR 1/4,

50 XP)

Special Creatures

Enthar

Medium humanoid (human), lawful evil

Armor Class 16 (bracers of defense, ring of protection; 19 with *mage armor*)

Hit Points 55 (10d8 + 10)

Speed 30 ft. (60 ft. with *boots of speed*)

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

Saving Throws Int +6, Wis +4

Skills Arcana +9, History +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons (if *stoneskin* is used)

Senses passive Perception 11

Languages Common, Infernal

Challenge 5 (1800 XP)

Sculpt Spell. Enthar can exclude a number of allies equal to 1 + spell level from area effect spells that he casts. Excluded allies automatically succeed at saving throws against his spell, and take no damage even if they would take half damage normally.

Spellcasting. Enthar is an 8th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *protection from evil and good*

2nd level (3 slots): *mirror image*, *scorching ray*, *web*

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

4th level (2 slots): *greater invisibility*, *stoneskin*

Actions

Dagger +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Frelpic

Medium humanoid (dwarf), lawful evil

Armor Class 21 (*chain mail* +2, *shield* +1)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5

Skills Religion +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons (if *stoneskin* is used)

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Infernal

Challenge 6 (2300 XP)

Guided Strike (Recharge on a long rest). Once on his turn, Frelpic can add +10 to his attack roll before he rolls. He may do this twice before needing a long rest.

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

Spellcasting. Frelpic is an 8th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*

1st level (4 slots): *command*, *cure wounds*, *divine*

*favor, guiding bolt, inflict wounds, protection from evil and good, *shield of faith*

2nd level (3 slots): *blindness/deafness, magic weapon, silence, spiritual weapon*

3rd level (3 slots): *bestow curse, crusader's mantle, dispel magic, spirit guardians*

4th level (2 slots): *death ward, freedom of movement, guardian of faith, *stoneskin*

Actions

Multiattack. Frelpic makes two attacks with Pulverizer.

Pulverizer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If the target has a good alignment, it takes an additional 1d8 force damage.

Pulverizer, thrown. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and Pulverizer returns to Frelpic's hand. If the target has a good alignment, it takes an additional 1d8 force damage.

*If Frelpic is alerted to intruders, he will have these spells already cast on himself when the players encounter him.