

B9 CASTLE CALDWELL AND BEYOND

DUNGEONS & DRAGONS 5TH EDITION CONVERSION BY KENTTI

THE CLEARING OF CASTLE CALDWELL

You can find this chapter on page 3 of the *B9 Castle Caldwell and Beyond* Module from TSR, Inc.

WANDERING MONSTERS

See page 3 for the following information. The four wandering monsters are **goblins**.

1. ABANDONED DINING ROOM

See page 4 for the following information. To find the sack under the table requires a successful DC 10 Intelligence (Investigation) check.

2. GUARDROOM

See page 4 for the following information. To hear the argument requires a successful DC 10 Wisdom (Perception) check.

There are four **goblins** in the room.

3. BEDROOM

See page 4 for the following information. The trader is a **bandit**.

4. BEDROOM

See page 4 for the following information. The trader is a **bandit** without a magical weapon.

5. BEDROOM

See page 4 for the following information. The trader is a **bandit**.

7. UTILITY ROOM

See page 4 for the following information. The statue talks only to creatures with good alignment. It has AC 17 and 100 hp. No chance to break an edged weapon.

10. STOREROOM

See page 4 for the following information. There are three **stirges** in the room.

11. CHAPEL

See page 5 for the following information. There is an **acolyte** with plate mail and mace in the chapel. She worships Korotiku, the god of cleverness and trickery. The acolyte carries a holy symbol that has a spider silhouette.

The two vials are *potions of healing*.

14. BEDROOM

See page 5 for the following information. There is a **giant wolf spider** in the room.

15. STOREROOM

See page 5 for the following information. There are three **bandits** in the room. One of the scimitars is cursed. The scimitar gives -1 to attack rolls and damage rolls. *Identify* spell doesn't reveal this curse. No attunement needed and the wielder doesn't know anything is wrong.

16. BEDROOM

See page 5 for the following information. There are three **kobolds** in the room.

19. GUARDROOM

See page 5 for the following information. To find the sack requires a successful DC 10 Intelligence (Investigation) check.

21. UTILITY ROOM

See page 5 for the following information. The door is *arcane locked*.

22. STOREROOM

See page 6 for the following information. There is a **giant badger** in the room.

23. LIBRARY

See page 6 for the following information. There are two **giant fire beetles** in the library.

24. PANTRY

See page 6 for the following information. There is a **poisonous snake** in the room.

25. PANTRY

See page 6 for the following information. The chest is trapped. A successful DC 10 Intelligence (Investigation) check required no notice the trap. If the trap is triggered, everyone within 5 feet of the chest must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

27. BEDROOM

See page 6 for the following information. To find the sack requires a successful DC 10 Intelligence (Investigation) check.

31. COURTYARD

See page 6 for the following information. There are two **wolves** in the courtyard.

APPENDIX: MONSTER/NPC STATISTICS

ACOLYTE

Medium humanoid (human), chaotic neutral

Armor Class 18 (plate mail)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 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

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

BANDIT

Medium humanoid (human), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages 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./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

Actions

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

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

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

GIANT FIRE BEETLE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) slashing damage.

GIANT WOLF SPIDER

Medium beast, unaligned

Armor Class 13

Hit Points 1 (2d8 + 2)

Speed 40 ft., climb 40 ft.

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

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

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

Actions

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

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

Actions

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

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

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

POISONOUS SNAKE

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

DUNGEONS OF TERROR

You can find this chapter on page 8 of the B9 *Castle Caldwell and Beyond* Module from TSR, Inc.

1. DUNGEON ENTRANCE

See page 9 for the following information. There is a **doppelganger** at the entrance.

2. MAGIC-USER LAIR

See page 9 for the following information. There are two **apprentice wizards** in the room.

3. UNFINISHED ROOM

See page 9 for the following information. There is a **swarm of wasps** in the room.

7. STOREROOM

See page 11 for the following information. There is a **gelatinous cube** in the room. The dagger inside the gelatinous cube is nonmagical.

10. CAVERN

See page 11 for the following information. There are four **bandits** in the cavern. All the scimitars are nonmagical.

11. CAVERN

See page 11 for the following information. To find the trap requires a successful DC 10 Intelligence (Investigation) check. To disarm the trap requires a successful DC 10 Dexterity check with thieves' tools. Each of the three dart makes a ranged melee attack with a +4 bonus dealing 2 (1d4) piercing damage on a hit.

13. CAVERN

See page 11 for the following information. There are three **thouls** in the room.

14. TOMB

See pages 11-12 for the following information. To slide the stone lids requires a successful DC 15 Strength check.

Coffin 3. There is a **wight** in the coffin.

Coffin 5. To find the trap requires a successful DC 15 Intelligence (Investigation) check. To disarm the trap requires a successful DC 15 Dexterity check with thieves' tools. If the trap is triggered, everyone within 5 feet of the coffin must make a DC 10 Constitution saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Coffin 7. The coffin contains a *spell scroll of Tenser's floating disc*.

Coffin 8. There is a **wight** in the coffin.

APPENDIX: MONSTER/NPC STATISTICS

APPRENTICE WIZARD

Medium humanoid (human), chaotic evil

Armor Class 11
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Arcana +4, History +4
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

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

Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*
1st level (3 slots): *burning hands*, *magic missile*, *shield*, *sleep*

Actions

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

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

BANDIT

Medium humanoid (human), chaotic neutral

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Senses passive Perception 10
Languages 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./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities* charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages —

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

SWARM OF WASPS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

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

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

THOUL

Medium humanoid (thoul), neutral evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

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

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

THE ABDUCTION OF PRINCESS SYLVIA

You can find this chapter on page 13 of the *B9 Castle Caldwell and Beyond* Module from TSR, Inc.

1. ENTRANCEWAY

See pages 13-14 for the following information. There is a **goblin** and a **lizardfolk** in the entranceway.

2. GUARD POST

See page 14 for the following information. The top drawer contains a *spell scroll of lesser restoration*.

To find the secret door requires a successful DC 15 Wisdom (Perception) check.

2A. SECRET TUNNEL

See page 14 for the following information. There is a **yellow mold** and a **green slime** in the tunnel.

4. OBSERVATION ROOM

See page 14 for the following information. To find the secret door requires a successful DC 10 Wisdom (Perception) check.

5. GOBLIN LEADER'S QUARTERS

See page 14 for the following information. There are two **goblins** and a **goblin boss** in the quarters. The goblin boss doesn't have a magical weapon.

To find the secret door requires a successful DC 15 Wisdom (Perception) check.

6. GOBLIN QUARTERS

See page 14 for the following information. There are five **goblins** in the room.

7. OLIVER'S BEDROOM

See page 16 for the following information. To find the trap requires a successful DC 20 Intelligence (Investigation) check. To disarm the trap requires a successful DC 15 Dexterity check with thieves' tools. If the trap is not disarmed, a creature within 3 inches of the lock takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

8. LIZARD MAN LEADER'S QUARTERS

See page 16 for the following information. Depending where the characters are entering the quarters, there are either a **lizardfolk** (lizardfolk leader) or four **lizardfolk** in the quarters. The lizardfolk are carrying a total of four *potions of healing*.

9. LIZARD MEN QUARTERS

See page 16 for the following information. Depending where the characters are entering the quarters, there is no one or there are three **lizardfolk** in the room.

10. TREASURE ROOM

See page 16 for the following information. To find the secret door requires a successful DC 15 Wisdom (Perception) check.

To notice the sliding door mechanism requires a successful DC 15 Intelligence (Investigation) check.

There are three **zombies** in the room.

11. DINING ROOM

See page 16 for the following information. There is a **goblin** in the room.

12. KITCHEN

See page 17 for the following information. There is a **goblin** in the room.

To find the secret door requires a successful DC 15 Wisdom (Perception) check.

13. LABORATORY

See page 17 for the following information. There is an **owlbear**, **Oliver of Horn**, and **Princess Sylvia** in the room.

Treasure. Two *potions of healing*, two *potions of invisibility*, *potion of diminution*, *potion of gaseous form*, *potion of growth*, and *potion of poison*.

Oliver's spellbook contains the following spells: *comprehend languages*, *detect magic*, *magic missile*, *mage armor*, *invisibility*, *phantasmal force*, *shield*, *sleep*, and *web*.

APPENDIX: MONSTER/NPC STATISTICS

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

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

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GREEN SLIME

This acidic slime devours flesh, organic material, and metal on contact. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches.

A patch of green slime covers a 5-foot square, has blindsight out to a range of 30 feet, and drops from walls and ceilings when it detects movement below it. Beyond that, it has no ability to move. A creature aware of the slime's presence can avoid being struck by it with a successful DC 10 Dexterity saving throw. Otherwise, the slime can't be avoided as it drops.

A creature that comes into contact with green slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, green slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of green slime.

LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

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

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

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

OLIVER OF HORN

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 18 (4d8)

Speed 30 ft.

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

Skills Arcana +5, History +4

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Special Equipment. Oliver has *potion of healing* and *potion of invisibility*.

Spellcasting. Oliver is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Oliver has the following wizard spells prepared:

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

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

2nd level (3 slots): *phantasmal force*, *web*

Actions

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

Fire Bolt. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

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

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

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

Actions

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

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

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

PRINCESS SYLVIA

Medium humanoid (human), lawful good

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

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

Skills History +2, Persuasion +4
Senses passive Perception 10
Languages Common
Challenge 0 (10 XP)

Actions

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

YELLOW MOLD

Yellow mold grows in dark places, and one patch covers a 5-foot square. If touched, the mold ejects a cloud of spores that fills a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Sunlight or any amount of fire damage instantly destroys one patch of yellow mold.

ZOMBIE

Medium undead, neutral evil

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

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

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Senses passive Perception 10
Languages Common but can't speak
Challenge 1/4 (50 XP)

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

Actions

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

THE GREAT ESCAPE

You can find this chapter on page 18 of the *B9 Castle Caldwell and Beyond* Module from TSR, Inc.

NOTES FOR THE DUNGEON MASTER

See page 18 for the following information. Wandering monsters are **veterans #2**.

1. PRISON CELL

See page 19 for the following information. The jailer is a **gnoll**.

2. KITCHEN AND COMMON DINING ROOM

See page 19 for the following information. There are 12 **commoners** (servants), eight **veterans #2**, and two **warriors #2** in the room.

4. MEN'S BATH

See pages 19-20 for the following information. Any character searching the room must make a successful DC 10 Dexterity (Acrobatics) check or fall prone.

6. MEN'S EXERCISE ROOM

See page 20 for the following information. There is a **veteran #6** in the room.

8. WOMEN'S BATH

See page 20 for the following information. Any character searching the room must make a successful DC 10 Dexterity (Acrobatics) check or fall prone.

10. WOMEN'S EXERCISE ROOM

See page 20 for the following information. The weights can be used as improvised weapons.

11. PANTRY

See page 20 for the following information. Three of the five vials are *potions of healing*, one is a *potion of invisibility*, and one is a *potion of poison*.

15. JAILER'S QUARTERS

See page 22 for the following information. To find the large chest requires a successful DC 15 Intelligence (Investigation) check. The chest is trapped with a poison needle trap. A creature within 3 inches of the lock takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character no notice the trap. A successful DC 15 Dexterity check using thieves' tools disarms the trap.

17. COMMON LIVING ROOM

See page 22 for the following information. There are two **veterans #2** in the room.

19. COMMANDER'S DINING ROOM

See page 22 for the following information. There is a **commander**, a **visiting officer**, and a **commoner** (wife) in the room.

20. COMMANDER'S BEDROOM

See page 22 for the following information. The sword and the shield are nonmagical.

To detect the false bottom requires a successful DC 15 Intelligence (Investigation) check. The dagger is cursed. It gives -1 to attack rolls and damage rolls. Identify spell doesn't reveal this curse. No attunement needed and the wielder doesn't know anything is wrong.

24. FEMALE VETERAN'S QUARTERS

See page 23 for the following information. There is a **veteran #24** in the room.

To find the hidden coins requires a successful DC 10 Intelligence (Investigation) check.

27. FEMALE WARRIOR'S QUARTERS

See page 23 for the following information. There is a **warrior #27** in the room. The sword is nonmagical.

31. MALE VETERAN'S QUARTERS

See page 23 for the following information. To find the coins requires a successful DC 10 Intelligence (Investigation) check.

32. MALE VETERAN'S QUARTERS

See page 23 for the following information. There is a **warrior #32** in the room.

36 MALE VETERAN'S QUARTERS

See page 23 for the following information. There is a **veteran #24** in the room.

39. MALE WARRIOR'S QUARTERS

See page 24 for the following information. The chain mail is nonmagical.

To find the secret compartment requires a successful DC 15 Intelligence (Investigation) check.

41. MALE WARRIOR'S QUARTERS

See page 24 for the following information. There is a **Warrior #41** in the room.

To open the box requires a successful DC 15 Dexterity check with thieves' tools.

42. TREASURY

See page 24 for the following information. To open the iron box requires a successful DC 15 Dexterity check with thieves' tools. The box contains three *potions of growth*, a *ring of fire resistance*, but no *rod of cancellation*.

APPENDIX: MONSTER/NPC STATISTICS

COMMANDER

Medium humanoid (human), lawful neutral

Armor Class 20 (plate mail, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)

Actions

Multiattack. The commander makes two melee attacks.

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

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

COMMONER

Medium humanoid (human), lawful neutral

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

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

Senses passive Perception 10
Languages Common
Challenge 0 (10 XP)

Actions

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

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (hide armor)
Hit Points 22 (5d8)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10
Languages Common, Gnoll
Challenge 1/2 (100 XP)

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

Actions

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

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

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

VETERAN #2

Medium humanoid (human), lawful neutral

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

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

VETERAN #6

Medium humanoid (human), lawful neutral

Armor Class 13 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

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

VETERAN #24

Medium humanoid (human), lawful neutral

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

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

VISITING OFFICER

Medium humanoid (human), lawful neutral

Armor Class 18 (chain mail, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)

Actions

Multiattack. The officer makes two melee attacks.

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

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

WARRIOR #2

Medium humanoid (human), lawful neutral

Armor Class 12 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

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

WARRIOR #27

Medium humanoid (human), lawful neutral

Armor Class 12 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

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

WARRIOR #41

Medium humanoid (human), lawful neutral

Armor Class 14 (leather armor, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/4 (50 XP)

Actions

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

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

WARRIOR #32

Medium humanoid (human), lawful neutral

Armor Class 12 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

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

THE SANCTUARY OF ELWYN THE ARDENT

You can find this chapter on page 25 of the *B9 Castle Caldwell and Beyond* Module from TSR, Inc.

OUTSIDE THE FORTRESS

See page 26 for the following information. There are four **troglydites** outside the fortress. To find the troglodytes' lair requires a successful DC 10 Wisdom (Survival) check.

3. ALTAR

See pages 26-28 for the following information. There are six **acolytes** in the room.

5B. ORC LAIR

See page 28 for the following information. There are six **orcs** in the lair. The orc leader's weapons are nonmagical.

To find the loose stone requires a successful DC 20 Intelligence (Investigation) check. The cavity holds three *spell scrolls of cure wounds* and a *potion of growth*, but no *potion of polymorph*. The warhammer is nonmagical.

8. GOLEM CHAMBER

See pages 28-29 for the following information. There is an **animated armor** in the chamber.

9. TREASURE ROOM

See page 29 for the following information. To find the loose stone requires a successful DC 20 Intelligence (Investigation) check.

Treasure. *Wand of paralysis*, nonmagical longsword, *spell scroll of cure wounds*, *spell scroll of silence*, and *ring of spell storing* with the following spells stored: *two magic missile spells* and *lightning bolt* spell.

11. STATUE

See page 29 for the following information. The statue is a **gargoyle** without wings and no flying speed.

12. EMPTY ROOM

See pages 29-30 for the following information. There is a pit trap in the room. The notice the pit requires a successful DC 10 Wisdom (Perception) check. Anyone falling into the pit, takes 3 (1d6) bludgeoning damage as the pit is 10 feet deep.

13. STATUE

See page 30 for the following information. A creature striking the statue with a metal weapon takes 5 (2d4) lightning damage.

15. CELL

See page 30 for the following information. To bend bars requires a successful DC 20 Strength check.

16. BLACK DRAGON

See page 30 for the following information. There is a **black dragon wyrmling** in the room.

21. ALTAR

See page 31 for the following information. There are two **gargoyles** and two **shadows** and in the room. Elwyn has cast *darkness* spell into the room.

16A. ELWYN THE ARDENT

See page 31 for the following information. **Elwyn the Ardent** is in the room. Her weapons and shield are nonmagical.

APPENDIX: MONSTER/NPC STATISTICS

ACOLYTE

Medium humanoid (human), chaotic evil

Armor Class 18 (plate mail)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 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

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

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

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

BLACK DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 60 ft., swim 30 ft.

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

Saving Throws Dex +4, Con +3, Wis +2, Cha +3
Skills Perception +4, Stealth +4
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

ELWYN THE ARDENT

Medium humanoid (human), chaotic evil

Armor Class 20 (plate mail, shield)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +5, Persuasion +3, Religion +3
Senses passive Perception 11
Languages Common
Challenge 3 (700 XP)

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

Spellcasting. Elwyn is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Elwyn has following cleric spells prepared:

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

1st level (4 slots): *bane, command, cure wounds, inflict wounds, protection from evil and good*

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

3rd level (3 slots): *bestow curse, dispel magic*

Actions

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands.

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The armor makes two melee attacks.

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

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

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

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

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

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

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

Actions

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

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

TROGLODYTE

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 10

Languages Troglodyte

Challenge 1/4 (50 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

Actions

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

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

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