

The Caretaker of Myreshire: an Introductory *Fathomfarer* Adventure

The Caretaker of Myreshire is an introductory *Fathomfarer* adventure designed for **four characters with an average party level (APL) of 1, 3, or 5**. The characters are thrust into the center of a conflict between a village's zealous priest and a creature known only as the "Caretaker," and must decide who's at fault for a heinous act of necromancy.

Running the Adventure

To run the adventure, you need the core *Fathomfarer* rules. Spells and magic items are written in *italics*, and monsters are written in **bold**. Monsters and magic items can be found at the end of the adventure in the appendices.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-Level	Medium
2	1st-Level	Easy
3	3rd-Level	Medium
4	3rd-Level	Easy
5	5th-Level	Medium

Adventure Flow

For the Gamemaster

- Isaac Mallar is a cleric who's recently come to Myreshire on behalf of a larger religious organization.
 - He became aware of the Caretaker and his relationship with the villagers about a month ago.
- Tomas DuPont, the mayor of Myreshire, is opposed to the church's presence and is actively trying to make Isaac leave.
 - He's slowly losing his influence with the villagers, who are beginning to come around to Isaac's fiery rhetoric.
- The Caretaker is a goblin who preserves the families of Myreshire inside his mausoleum. He has a positive relationship with the villagers, who appreciate having someone look after their families in the afterlife.

- After being threatened by Isaac Mallar, the Caretaker has secluded himself inside the mausoleum; no one has seen or spoken with him in some time.
- Isaac Mallar believes the village's relationship with the Caretaker is unnatural and profane.
 - To turn the townspeople against the Caretaker, he stages an undead assault and blames it on the goblin; the characters' opportune arrival gives him the perfect excuse to send adventurers after the "necromancer."

Chapter 1: Myreshire, the Benighted Village

The characters, weary from travel, stop in the small village of Myreshire to recuperate. After spending some time restocking their supplies, getting to know the inhabitants, and enjoying some well-earned rest and relaxation, the characters are suddenly thrust into defending the village from a horde of undead!

Chapter 2: Easthallow Marsh

In the wake of the undead attack, the characters are led to believe that the village's so-called "Caretaker" is responsible for raising the dead. Isaac Mallar, the cleric of Myreshire, tasks them with traveling into Easthallow Marsh in search of the Caretaker's mausoleum.

Chapter 3: The Caretaker's Mausoleum

After a perilous journey through the marsh, the characters arrive at the mausoleum; once the Caretaker's defenses are overcome, they come face to face with the "necromancer" himself, and learn that the true origin of the risen undead might be Isaac Mallar!

Aftermath: Return to Myreshire

The characters must decide for themselves who's truly responsible for the undead attack: the overzealous Isaac Mallar, or the eccentric Caretaker of Myreshire.

Chapter 1: Myreshire, the Benighted Village

Myreshire is a sleepy hamlet set against the dark and foreboding marshlands of Easthallow; peat lanterns hang from old, moss-covered wood structures, the only signs of life in an otherwise colorless environment. Its villagers are fiercely independent traditionalists who, thanks to their geographic isolation, have remained largely untouched by the politics of distant nobles—unfortunately for them, their isolation is now at an end. The church has come to Myreshire, and with it, a challenge to its traditions.

Population. ~100 people.

Leader. Tomas DuPont has served as Myreshire's mayor for over a decade.

Amenities & Services

Itham's General Store. Itham (**commoner**) runs Myreshire's general store, which also serves as a post office, pharmacy, and lunch counter. Here, the characters can buy and sell basic equipment, herbs, and animal skins.

The Hanged Man. Thalia (**commoner**) is the owner and operator of The Hanged Man, Myreshire's only inn and tavern. Here, the characters can rest, recuperate, and talk to the villagers of Myreshire (including Tomas and his mob).

The Chapel. The chapel is clearly brand new, free of the moss and weathering that darkens the rest of Myreshire's structures. It is run by Isaac Mallar and his acolytes, who recently came to Myreshire in order to "spread light to this darkened corner." Here, the characters can receive healing services.

Social Challenge: Tomas Confronts Isaac Mallar

Shortly after arriving, the characters' attention is drawn to a heated argument taking place outside Myreshire's chapel: a group of villagers, led by Tomas DuPont, is demanding that Isaac and his acolytes leave. Tomas argues that Isaac is changing Myreshire to conform to the church's ideals, while Isaac argues that he's simply exposing the profane practices of the Caretaker. Without the characters' intervention, the two groups may come to blows.

Opposition Score: 10 (*the threshold for success; add the result of each attempt until it hits this number*)

Attempts: 3 (*for every 3 attempts the characters remain under the Opposition Score threshold, they suffer the consequences*)

What Works: Intimidation; persuasion; deception (*if a player uses one of these methods, consider granting them a higher impact die*)

What Doesn't Work: Appeals to peace or offers to mediate the dispute (the characters are outsiders) (*if a player uses one of these methods, consider granting them a lower impact die or penalizing them an attempt*)

Consequences: The two groups get into a shoving match before breaking apart; threats are exchanged as Tomas leads his group away.

Success: The two groups begrudgingly separate. Isaac Mallar thanks the characters for their assistance.

Combat Encounter: The Undead Assault

Sometime after the characters have become acquainted with Myreshire and its central conflict, the village is beset by a number of risen undead: the villagers run to both Tomas and Isaac, who

take to the street to confront the threat. The nature of the encounter depends on the level of the adventure, as shown in the Undead Assault table.

Undead Assault

Average Party Level (APL)	Encounter
1	4 zombies
3	4 ghouls
5	5 ghasts

Development: Tomas and Isaac's Aid. If the battle proves too overwhelming for the characters, you may have Tomas and Isaac's forces join the fray. Refer to The Standoff table on page 8 for their respective stat blocks.

Development: Isaac's Request. After the battle, Isaac Mallar pulls the characters aside and asks them to put an end to the Caretaker once and for all.

Chapter 2: Easthallow Marsh

Easthallow Marsh is the swampy, crocodile-infested region that cradles Myreshire. For generations, the mysterious "Caretaker" has watched over Easthallow Marsh, ensuring that its shadowy creatures don't disturb the village. However, in the wake of Isaac Mallar's arrival, the Caretaker has repeatedly been the target of slanderous rumors. Now, fearful of Mallar's growing influence, the Caretaker has cut off ties with Myreshire and hidden himself away at the bottom of his sunken mausoleum, located somewhere within the marsh.

General Features

Terrain Type: Bog. Thin pools of murky, stagnant water broken up by patches of muddy earth. Insects sting at exposed flesh. The marsh stinks of sulfur.

Terrain Type: Dense Fog. A thick layer of fog clings to the marsh, heavily obscuring vision.

Travel Challenge: Reaching the Mausoleum

The characters must venture into Easthallow Marsh and seek out the Caretaker's mausoleum, overcoming obstacles along the way.

Opposition Score: 30 (*the threshold for success; add the result of each attempt until it hits this number*)

Attempts: 3 (*for every 3 attempts the characters remain under the Opposition Score threshold, they suffer the consequences*)

Suggested Skills: Athletics (STR), Stealth (DEX), Instinct (WITS), Focus (PRES), navigator's tools (if a player uses one of these skills, consider granting them a higher impact die)

Consequences: Random Encounter (refer to the Marsh Encounters table below). If a repeat result is rolled, choose a result that hasn't been rolled yet.

Escalation: For each consequence beyond the first, add 1 to the Random Encounter roll (up to 4). (This is a cumulative escalation.)

Success: The characters reach the Caretaker's mausoleum. Proceed to Chapter 3: The Caretaker's mausoleum.

Marsh Encounters

d4	1st-Level / 3rd-Level / 5th-Level
1	2 crocodiles / 1 giant crocodile / 1 giant crocodile and 1 crocodile <ul style="list-style-type: none">• Lurking in the water: the characters are surprised unless they all succeed on a -3 Detection (WITS) test.
2	2 giant poisonous snakes / 4 giant poisonous snakes / 2 swarms of poisonous snakes <ul style="list-style-type: none">• The snakes' bellies are full of undead flesh. One of them has swallowed a silver ring worth 25 sp.
3	3 unarmed skeletons / 6 unarmed skeletons / 5 ghouls <ul style="list-style-type: none">• The undead are wrapped in tattered linens. Ash has been smeared on their foreheads: a successful Comprehension (WITS) test recognizes this as a rite performed by members of Isaac Mallar's religious organization. Members of Isaac Mallar's religious organization succeed on this test automatically.
4	(All Levels) Ivonar, a wounded hunter (commoner with 1 hit point remaining). Is shocked to hear about the undead attack, but doesn't believe the Caretaker is behind it; the Caretaker has always been respectful of Myreshire's remains. If the characters heal Ivonar and convince or hire him to guide them to the mausoleum, they add an extra d10 impact die to their next round of attempts.

Chapter 3: The Caretaker's Mausoleum

When the characters arrive at the mausoleum, read or paraphrase the following:

The sunken mausoleum juts out of the marsh like a splinter, its ancient stone adorned with thick, auburn-colored ivy. From the surface, you can tell the structure is quite large, though it's unclear how deep it goes.

General Features

Terrain Type: Large Structure. The mausoleum is an ancient, multistoried structure of weathered stone; it's filled with winding corridors, deadends, and hidden passages.

Terrain Type: Bog. The mausoleum is partially sunken into Easthallow Marsh; the elements have penetrated some areas of the structure.

Terrain Type: Dark, Natural. The Caretaker has extinguished the mausoleum's light sources in preparation for intruders.

Terrain Type: Traps. The Caretaker has installed a number of makeshift traps throughout the mausoleum.

Travel Challenge: The Caretaker's Defenses

The characters must delve into the mausoleum and find the Caretaker.

Opposition Score: 47 (*the threshold for success; add the result of each attempt until it hits this number*)

Attempts: 3 (*for every 3 attempts the characters remain under the Opposition Score threshold, they suffer the consequences*)

Suggested Skills: Stealth (DEX), Detection (WITS), Comprehension (WITS), Focus (PRES), thieves' tools (*if a player uses one of these skills, consider granting them a higher impact die*)

Consequences: Random Encounter (refer to the Mausoleum Encounters table below). If a repeat result is rolled, choose a result that hasn't been rolled yet.

Escalation: For each consequence beyond the first, add 1 to the Random Encounter roll (up to 4). (*This is a cumulative escalation.*)

Success: The characters discover the Caretaker's hiding place and confront him. Proceed to Social Challenge: Confronting the Caretaker on the following page.

Mausoleum Encounters

d4	1st-Level / 3rd-Level / 5th-Level
1	A poison arrow trap, hastily installed in a winding corridor; -3 Detection (WITS) to spot the tripwire. If triggered, it deals 1d10 / 2d10 / 3d10 poison damage to two characters chosen at random. <ul style="list-style-type: none">• Can be disarmed with a successful +3 Precision (DEX) test using thieves' tools, or by jamming the arrow slots with something solid (like an iron spike).

	<ul style="list-style-type: none"> • A successful Comprehension (WITS) test identifies the poison as formaldehyde, an embalming agent.
2	<p>2 zombies / 4 zombies / 3 ghouls</p> <ul style="list-style-type: none"> • The undead are wrapped tightly in fresh linens, writhing in their wall niches. Each undead breaks free after d4 rounds of writhing. <ul style="list-style-type: none"> ◦ Slip away: all characters must succeed on a +3 Stealth (DEX) test. • Ash has been smeared on their foreheads: a successful Comprehension (WITS) test recognizes this as a rite performed by members of Isaac Mallar's religious organization. Members of Isaac Mallar's religious organization succeed on this test automatically. • Search the niches (d6): <ul style="list-style-type: none"> ◦ 1-2: d8 ancient coins worth 2 sp each ◦ 3-4: A piece of oxidized copper jewelry worth 25 sp ◦ 5-6: A silver urn worth 50 sp
3	<p>A magical glyph trap, painted on the ceiling; -3 Detection (WITS) to spot the glyph. If triggered, 3 magical darts target characters chosen at random. Each dart deals 1d10 / 2d10 / 3d10 force damage.</p> <ul style="list-style-type: none"> • Can be disarmed by casting <i>dispel magic</i> centered on the glyph, or by scraping the glyph's paint with a long object (like a 10-foot pole). • A successful -3 Comprehension (WITS) test identifies the glyph as shamanic goblin magic.
4	<p>1 zombie partially stuck inside 1 gray ooze / 1 gray ooze and 1 gelatinous cube / 3 gray oozes and 1 black pudding</p> <ul style="list-style-type: none"> • The zombie moves and takes actions alongside the gray ooze until the gray ooze takes at least 10 points of damage, at which point the zombie is freed. • Search the oozes (d6): <ul style="list-style-type: none"> ◦ 1-2: Dirty linens ◦ 3-4: d8 ancient coins worth 2 sp each ◦ 5-6: Stick fetishes of unknown origin; a successful -3 Comprehension (WITS) test identifies the fetishes as ceremonial goblin figurines, meant to keep the dead company in the afterlife.

Social Challenge: Confronting the Caretaker

The characters come face to face with the Caretaker, who's positive that the characters have come to murder him on behalf of Isaac Mallar. Cooler heads may yet prevail, however, if the characters can convince the Caretaker that they mean no harm.

Opposition Score: 15 (*the threshold for success; add the result of each attempt until it hits this number*)

Attempts: 3 (*for every 3 attempts the characters remain under the Opposition Score threshold, they suffer the consequences*)

What Works: Appeals to peace; taking the Caretaker's side; offering to help (*if a player uses one of these methods, consider granting them a higher impact die*)

What Doesn't Work: Intimidation; deception; tricks (*if a player uses one of these methods, consider granting them a lower impact die or penalizing them an attempt*)

Consequences: The Caretaker raises undead (refer to the Undead Raised table) and attacks the characters in self-defense. Once slain, the characters can claim the Caretaker's *staff of the cauldron carrier*.

Undead Raised

Average Party Level (APL)	Undead Raised
1	1 zombie
3	1 ghoul
5	4 ghouls

Success: The Caretaker lowers his guard. He explains that Isaac Mallar has been trying to drive a wedge between him and the villagers of Myreshire; though their relationship might seem unusual, nothing untoward is happening. He asks to accompany the characters back to Isaac Mallar for a final confrontation.

Aftermath: Return to Myreshire

When the characters return to Myreshire, they find Tomas leading an angry group of villagers outside Isaac Mallar's chapel. Tomas has (correctly) deduced that Isaac was responsible for raising their families as undead servants. Diplomacy has failed: the only recourse is armed conflict.

Combat Encounter: The Standoff

The nature of this encounter depends on what actions the characters have taken prior to returning to Myreshire:

- **Accompanied by the Caretaker:** Isaac Mallar rants and raves, cursing the adventurers for their betrayal. He then commands his acolytes to "kill the heretics."
- **Not Accompanied by the Caretaker:** The characters can decide for themselves whether Isaac Mallar was lying, based on the information and clues gathered over the course of play. They must pick a side.

The Standoff

Average Party Level (APL)	Tomas' Forces	Isaac's Forces
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1	Tomas (scout) and 5 commoners	Isaac (priest) and 1 acolyte
3	Tomas (bandit captain) and 5 commoners	Isaac (priest) and 3 acolytes
5	Tomas (gladiator) and 5 commoners	Isaac (priest) and 3 cult fanatics

Development: Caretaker Arrives. In the unlikely event that the characters chose to both leave the Caretaker alive and side with Isaac Mallar, the Caretaker arrives to confront the priest and his acolytes. The characters will have to fight Tomas, his mob, and the Caretaker together.

Development: Surrender. Once either Tomas or Isaac (whoever the characters have sided against) have less than a quarter of their hit points remaining, they surrender their cause and leave Myreshire to the victors.

Rewards

The rewards for the adventure depend on who the characters sided with and whether or not the Caretaker was slain in Chapter 2:

- **Sided with Tomas (Caretaker Alive):** the characters receive 50 gp per level of the adventure (their cut of the chapel's donation chest) and the Caretaker's *staff of the cauldron carrier*. Additionally, the characters can stay at the inn for free and receive a 10% discount on purchases from the general store.
- **Sided with Tomas (Caretaker Slain):** the characters receive 50 gp per level of the adventure (their cut of the chapel's donation chest). The village, however, treats them bitterly.
- **Sided with Isaac:** the characters receive 50 gp per level of the adventure (a generous donation from the chapel) and Isaac's *bane shield* or *instigator's rod* (your choice). The village, however, treats them with hostility.

Appendix B: Magic Items

Instigator's Rod

Rod, common

This rod looks like a normal torch with a brazier made of four metal prongs. While holding the rod, you can use an action to speak either of its two command words.

The first command word causes the torch's brazier to sputter and ignite, creating a small magical flame at its center. The lit torch sheds as much light as a normal torch. Using an action to speak the command word again extinguishes the light.

The second command word causes the rod to transform into a pitchfork, which functions as a magic trident. Using an action to speak the command word again returns the rod to its normal torch form. If the torch was lit when you first spoke this command word, it's extinguished as part of the transformation.

When you make a test or roll an impact die to intimidate or coerce a creature while holding the rod, you gain a bonus to the test threshold or total impact equal to the number of other creatures within 15 feet of you who are also holding an *instigator's rod*, up to a maximum bonus of +5. Once you benefit from this bonus, neither you nor any other creature that was involved in determining the bonus of that check can benefit from an *instigator's rod* again in this way for 24 hours.

Bane Shield

Armor (shield), uncommon (requires attunement)

This classic iron shield is emblazoned with the skull-like face of a demon. The shield has 3 charges and regains 1d3 expended charges daily at dawn. When you take damage from a creature within 5 feet of you while holding this shield, you can use your defensive reaction to expend 1 of its charges to curse that creature. The next time that creature makes a test or attack roll before the end of its next turn, it must roll a d4 and subtract the number rolled from the test threshold or impact total.

Staff of the Cauldron Carrier

Staff, uncommon (requires attunement by a spellcaster, 2 slots)

This iron and brass staff holds a cauldron at its end. Despite its materials, it only weighs as much as a normal staff. While you're attuned to it, you gain a +1 bonus to the threshold of any test you make using alchemy supplies, cook's utensils, or an herbalism kit.

Spells. The staff has 3 charges and regains all expended charges daily at dawn. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell save penalty and spellcasting skill: *burning hands* (1 charge), *create food and water* (3 charges), *detect poison and disease* (1 charge), *heat metal* (2 charges), or *purify food and drink* (1 charge). This version of the *create food and water* spell grants 1d6 + 4 temporary hit points to any creature that consumes a meal that it creates. The food created by the spell is delicious.

Appendix B: Monsters

When reading statblocks, use the descriptor next to each one's CR to inform how it behaves in combat. If it has Armor Dice, remember to add its Resilience Bonus (RB) and shield bonus (+1, if it's holding a shield) to the total of any Armor Die it rolls. Most monsters below have neither. Remember that an Armor Die is lost once it's rolled unless you roll a 4 or higher on the die.

Attacks always hit. Next to a weapon's or effect's damage roll, you may see a Max Impact effect listed. For instance, the Acolyte below can attack with its Club, which uses a d4. When it rolls a 4 on the damage die after hitting a creature, it would apply the Slow effect to the target creature. For a list of weapon Max Impact effects, refer to the Weapons section in the Fathomfarer rules.

Acolyte

Medium humanoid

CR ¼ Controller

50 XP

Hit Points 9 (2d8)

Armor Dice 0

Speed 30 ft.

STR	DEX	WITS	PRES
2	2	4	2

Skills: —

Interests: Medicine +2, Religion +2

RB: +0

Languages any one language

Spellcasting (Basic). The acolyte's spellcasting ability is WITS (-0 to enemy spell save tests).

The acolyte has the following spells prepared, in order of greatness:

At will: *light, sacred flame, thaumaturgy*

3/day: *bless, cure wounds, sanctuary*

Actions

Club. Melee Weapon Attack: Reach 5 ft., one target. 2 (1d4; Slow) bludgeoning damage.

Bandit Captain

Medium humanoid

CR 2 Skirmisher
450 XP

Hit Points 65 (10d8 + 20)
Armor Dice 2 (light armor)
Speed 30 ft.

STR	DEX	WITS	PRES
4	5	4	4

Skills: Fighting 3 (natural), Precision 3 (natural), Toughness 2, Attitude 2
Interests: Athletics +2
RB: +0

Languages any two languages

Actions

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

Scimitar. *Melee Weapon Attack:* Reach 5 ft., one target. 6 (1d6 + 3; Slow) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* Reach 5 ft. or range 20/60 ft., one target. 5 (1d4 + 3; Puncture) piercing damage.

Reactions

Parry. *Defensive Reaction:* The captain can take the Parry reaction using its weapons, instead of a shield.

Black Pudding

Large ooze

CR 4 Brawler
1,100 XP

Hit Points 85 (10d10 + 30)
Armor Dice 0
Speed 20 ft., climb 20 ft.

STR	DEX	WITS	PRES
5	2	2	2

Skills: Fighting 3 (natural), Toughness 3 (natural)
RB: +0

Damage Immunities acid, cold, lightning, slashing

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

Senses blindsight 60 ft. (blind beyond this radius)

Languages —

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8; Vex) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –4, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make a test.

Actions

Pseudopod. *Melee Weapon Attack:* Reach 5 ft., one target. 6 (1d6 + 3; Slow) bludgeoning damage plus 18 (4d8; Vex) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and it loses 1 Armor Die. If the armor already has 0 Armor Dice remaining, it's destroyed.

Reactions

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

Commoner

Medium humanoid

CR 0 Brawler

10 XP

Hit Points 4 (1d8)

Armor Dice 0

Speed 30 ft.

STR	DEX	WITS	PRES
2	2	2	2

Skills: —

RB: +0

Languages any one language

Actions

Club. *Melee Weapon Attack:* Reach 5 ft., one target. 2 (1d4; Slow) bludgeoning damage.

Crocodile

Large beast

CR ½ Lurker

100 XP

Hit Points 19 (3d10 + 3)

Armor Dice 1

Speed 30 ft., swim 30 ft.

STR	DEX	WITS	PRES
4	2	2	2

Skills: Fighting 2, Toughness 1, Stealth 2

RB: +0

Languages –

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

Actions

Bite. *Melee Weapon Attack:* Reach 5 ft., one creature. 7 (1d10 + 2; Puncture) piercing damage, and the target must succeed on a STR saving test or be grappled by the crocodile. A grappled creature can use its action to make an Athletics (STR) test, escaping from the grapple on a success. Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Cult Fanatic

Medium humanoid

CR 2 Controller

450 XP

Hit Points 33 (6d8 + 6)

Armor Dice 1 (light armor)

Speed 30 ft.

STR DEX WITS PRES
2 4 3 4

Skills: Fighting 2 (natural), Precision 2, Toughness 1, Attitude 2, Instinct 2

Interests: Religion +2

RB: +0

Languages any one language

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

Spellcasting (Basic). The fanatic's spellcasting ability is WITS (-0 to enemy spell save tests). The fanatic has the following spells prepared, in order greatness:

At will: *light, sacred flame, thaumaturgy*

4/day: *command, inflict wounds, shield of faith*

3/day: *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. Melee or Ranged Weapon Attack: Reach 5 ft. or range 20/60 ft., one creature. 4 (1d4 + 2; Puncture) piercing damage.

Gelatinous Cube

Large ooze

CR 2 Brawler

450 XP

Hit Points 84 (8d10 + 40)

Armor Dice 0

Speed 15 ft.

STR DEX WITS PRES
4 2 2 2

Skills: Toughness 5 (natural)

RB: +0

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

Senses blindsight 60 ft. (blind beyond this radius)

Languages —

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 test. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can use an action to pull a creature or object out of the cube. Doing so requires a successful Athletics (STR) test, and the creature making the attempt takes 10 (3d6; Sap) 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 Detection (WITS) test 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:* Reach 5 ft., one creature. 10 (3d6; Slow) 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 DEX saving test. 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 test. On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6; Vex) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6; Vex) 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 an STR test. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Ghast

Medium undead

CR 2 Lurker

450 XP

Hit Points 36 (8d8)

Armor Dice 1

Speed 30 ft.

STR	DEX	WITS	PRES
5	5	2	2

Skills: Fighting 3 (natural)

RB: +0

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft.

Languages Common

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a STR saving test or be poisoned until the start of its next turn. On a successful saving test, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving tests against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* Reach 5 ft., one creature. 12 (2d8 + 3; Puncture) piercing damage.

Claws. *Melee Weapon Attack:* Reach 5 ft., one target. 10 (2d6 + 3; Sap) slashing damage. If the target is a creature other than an undead, it must succeed on a STR saving test or be paralyzed for 1 minute. The target can repeat the saving test at the end of each of its turns, ending the effect on itself on a success.

Ghoul

Medium undead

CR 1 Lurker

200 XP

Hit Points 22 (5d8)

Armor Dice 1

Speed 30 ft.

STR DEX WITS PRES

3 4 2 2

Skills: Fighting 2 (natural)

RB: +0

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft.

Languages Common

Actions

Bite. *Melee Weapon Attack:* Reach 5 ft., one creature. 9 (2d6 + 2; Puncture) piercing damage.

Claws. *Melee Weapon Attack:* Reach 5 ft., one target. 7 (2d4 + 2; Sap) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a STR saving test or be paralyzed for 1 minute. The target can repeat the saving test at the end of each of its turns, ending the effect on itself on a success.

Giant Crocodile

Huge beast

CR 5 Lurker

1,800 XP

Hit Points 85 (9d12 + 27)

Armor Dice 2

Speed 30 ft., swim 50 ft.

STR DEX WITS PRES

7 2 2 2

Skills: Fighting 5 (natural), Toughness 3, Stealth 2

RB: +1

Languages —

Hold Breath. The crocodile can hold its breath for 30 minutes.

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* Reach 5 ft., one target. 21 (3d10 + 5; Puncture) piercing damage, and the target must succeed on a -1 STR saving test or become grappled by the crocodile. The target can use an action to make a -1 Athletics (STR) test, escaping on a success. Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* Reach 10 ft., one target not grappled by the crocodile. 14 (2d8 + 5; Push) bludgeoning damage. If the target is a creature, it must succeed on a -1 STR saving test or be knocked prone.

Giant Poisonous Snake

Medium beast

CR ¼ Lurker

50 XP

Hit Points 11 (2d8 + 2)

Armor Dice 2

Speed 30 ft., swim 30 ft.

STR DEX WITS PRES

2 6 2 2

Skills: Fighting 4 (natural), Toughness 1

RB: +0

Senses blindsight 10 ft.

Languages —

Actions

Bite. *Melee Weapon Attack:* Reach 10 ft., one target. 6 (1d4 + 4; Puncture) piercing damage, and the target must make an STR saving test, taking 10 (3d6; Sap) poison damage on a failed save, or half as much damage on a successful one.

Gladiator

Medium humanoid

CR 5 Brawler

1,800 XP

Hit Points 112 (15d8 + 45)

Armor Dice 3 (light armor, **light shield**)

Speed 30 ft.

STR	DEX	WITS	PRES
6	4	3	4

Skills: Athletics 5 (natural), Fighting 4 (natural), Precision 4 (natural), Toughness 3, Attitude 2

RB: +1

Languages any one language

Brave. The gladiator has advantage on saving tests against being frightened.

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

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* Reach 5 ft. or range 20/60 ft., one target. 11 (2d6 + 4; Puncture) piercing damage, or 13 (2d8 + 4; Puncture) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* Reach 5 ft., one creature. 9 (2d4 + 4; Push) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a STR saving test or be knocked prone.

Reactions

Shield Bash. *Offensive Reaction:* The gladiator can use its Shield Bash attack against an attack creature after using its defensive reaction to successfully Parry the attack using its shield.

Gray Ooze

Medium ooze

CR ½ Brawler

100 XP

Hit Points 22 (3d8 + 9)

Armor Dice 0

Speed 10 ft., climb 10 ft.

STR	DEX	WITS	PRES
3	2	2	2

Skills: Fighting 1, Toughness 2 (natural), Stealth 2

RB: +0

Damage Resistances acid, cold, fire

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

Senses blindsight 60 ft. (blind beyond this radius)

Languages –

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –4, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

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

Actions

Pseudopod. *Melee Weapon Attack:* Reach 5 ft., one target. 4 (1d6 + 1; Slow) bludgeoning damage plus 7 (2d6; Vex) acid damage, and if the target is wearing nonmagical metal armor, it loses 1 Armor Die. If the armor already has 0 Armor Dice remaining, it's destroyed.

Priest

Medium humanoid

CR 2 Controller

450 XP

Hit Points 27 (5d8 + 5)

Armor Dice 1

Speed 25 ft.

STR	DEX	WITS	PRES
2	2	5	3

Skills: Toughness 1, Attitude 2

Interests: Medicine +2, Religion +2

RB: +0

Languages any two languages

Spellcasting (Adept). The priest's spellcasting ability is WITS (-1 to spell save tests). The priest has the following spells prepared, in order of greatness:

At will: *light, sacred flame, thaumaturgy*

4/day: *cure wounds, guiding bolt, sanctuary*

3/day: *lesser restoration, spiritual weapon*

2/day: *dispel magic, spirit guardians*

Actions

Mace. Melee Weapon Attack: Reach 5 ft., one target. 3 (1d6; Slow) bludgeoning damage.

Bonus Actions

Divine Eminence. The priest can expend a use of its 4/day spells to cause its melee weapon attacks to magically deal extra 10 (3d6) radiant damage to a target it hits. This benefit lasts until the end of the turn. If the priest expends a use of a greater spell, the attack deals an additional 1d6 radiant damage for each daily use it has less than 4.

Scout

Medium humanoid

CR ½ Skirmisher

100 XP

Hit Points 16 (3d8 + 3)

Armor Dice 1

Speed 30 ft.

STR	DEX	WITS	PRES
2	4	3	2

Skills: Fighting 2, Precision 2, Toughness 1, Stealth 4, Detection 3

Interests: Nature +2, Survival +2

RB: +0

Languages any one language

Keen Hearing and Sight. The scout has advantage on Detection (WITS) tests that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* Reach 5 ft., one target. 5 (1d6 + 2; Vex) piercing damage.

Longbow. *Ranged Weapon Attack:* Range 150/600 ft., one target. 6 (1d8 + 2; Puncture) piercing damage.

Skeleton

Medium undead

CR ¼ Brawler

50 XP

Hit Points: 13 (2d8 + 4)

Armor Dice: 1

Speed: 30 ft.

STR	DEX	WITS	PRES
2	4	2	2

Skills: Fighting 2 (natural), Precision 2, Toughness 2 (natural)

RB: +0

Damage Vulnerabilities: Bludgeoning

Damage Immunities: Poison

Condition Immunities: Broken, Poisoned

Senses: Darkvision 60 ft.

Languages: Understands all languages it knew in life but can't speak

Actions

Shortsword. *Melee Weapon Attack:* Reach 5 ft., one target. 5 (1d6 + 2; Vex) piercing damage.

Shortbow. *Ranged Weapon Attack:* Range 80/320 ft., one target. 5 (1d6 + 2; Vex) piercing damage.

Swarm of Poisonous Snakes

Medium swarm of Tiny beasts

CR 2 Lurker

450 XP

Hit Points 36 (8d8)

Armor Dice 2

Speed 30 ft., swim 30 ft.

STR	DEX	WITS	PRES
5	6	2	2

Skills: —

RB: +0

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft.

Languages —

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 snake. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* Reach 0 ft., one creature in the swarm's space. 7 (2d6; Puncture) piercing damage, or 3 (1d6; Puncture) piercing damage if the swarm has half of its hit points or fewer. The target must make an STR saving test, taking 14 (4d6; Sap) poison damage on a failed save, or half as much damage on a successful one.

The Caretaker

Medium goblin

CR 1 Controller

200 XP

Hit Points: 27 (2d8 + 4)

Armor Dice: 2, shield

Speed: 30 ft., climb 20 ft.

STR	DEX	WITS	PRES
2	5	2	5

Skills: Toughness 2 (natural), Stealth 2

Saves: +2 WITS

RB: +0

Senses: Darkvision 60 ft.

Languages: Common, Goblin

Crafty. The Caretaker doesn't provoke opportunity attacks when he moves out of an enemy's reach.

Actions

Toxic Touch (Spell). *Melee or Ranged Spell Attack:* Reach 5 ft. or range 30 ft., one target. 7 (2d6; Vex) poison damage, and the target must succeed on a STR saving test or be poisoned for 1 minute (save ends at end of turn).

Brittle Bone Hex (Spell). The Caretaker chooses one creature he can see within 60 feet of him. The target's bones are wracked with pain until the end of its next turn. The first time the target willingly moves or uses an action, a bonus action, or a reaction before then, it must succeed on a STR saving test or take 9 (2d8) necrotic damage.

To Me! The Caretaker chooses up to two willing creatures he can see within 30 feet of him. Each creature is teleported to an unoccupied space within 5 feet of the Caretaker.

Dizzying Hex (2/Day; Spell). The Caretaker chooses one creature he can see within 60 feet of him. The target must make a WITS saving test. On a failed save, the target falls prone and can't stand back up for 1 minute (save repeats at end of turn).

Reactions

Cowardly Commander. *Defensive Reaction:* When a creature The Caretaker can see hits him with an attack, The Caretaker chooses a willing ally within 5 feet of him. The attack hits the ally instead.

Zombie

Medium undead

CR ¼ Brawler

50 XP

Hit Points: 22 (3d8 + 9)

Armor Dice: 0

Speed: 20 ft.

STR	DEX	WITS	PRES
3	2	2	2

Skills: Fighting 1, Toughness 3 (natural)

RB: +0

Damage Immunities: Poison

Condition Immunities: Poisoned

Senses: Darkvision 60 ft.

Languages: Understands all languages it knew in life but can't speak

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a +3 STR saving test unless the damage is radiant or from an attack that scored a max impact. On a success, the zombie drops to 1 hit point instead. The saving test bonus is reduced by 1 each time the zombie succeeds, to a minimum of +0.

Actions

Slam. *Melee Weapon Attack:* Reach 5 ft., one target. 4 (1d6 + 2; Topple) bludgeoning damage.