

SHEPHERDS, CROOKS

6 Players: Guz, 2 Brown Bears, 4 Wolves

GUZ
Medium humanoid (goblinoid), chaotic evil

INIT:

BROWN BEAR
Large beast, unaligned

INIT:

AC 17 (Chain Shirt, Shield) **HP** 75 (10d8 + 20)
Speed 30 ft. **CR** 2

AC 11 (Natural Armor) **HP** 44 (4d10 + 12)
Speed 40 ft., climb 30 ft. **CR** 1

Str 17 (+3) **Dex** 14 (+2) **Con** 14 (+2)
Int 8 (-1) **Wis** 11 (+0) **Cha** 8 (-1)

Str 19 (+4) **Dex** 10 (+0) **Con** 16 (+3)
Int 2 (-4) **Wis** 13 (+1) **Cha** 7 (-2)

Skills Intimidation +2, Stealth +6, Survival +3
Senses arkvision 60 ft., Passive Perception 11
Languages Common, Goblin

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

ACTIONS

- **Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).
- **Heart of Hruggkek.** The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.
- **Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

- **Multiattack.** The bear makes two attacks: one with its bite and one with its claws.
- **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.
- **Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.

BEAR #1 HIT POINTS:

ACTIONS

- **Multiattack.** The bugbear makes two melee attacks.
- **Morningstar.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8+3) piercing damage.
- **Javelin.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

GUZ HIT POINTS:

WOLF
Medium beast, unaligned

INIT:

AC 13 (Natural Armor) **HP** 15 (2d8 + 2)
Speed 40 ft. **CR** 1/4

Str 12 (+1) **Dex** 15 (+2) **Con** 12 (+1)
Int 3 (-4) **Wis** 12 (+1) **Cha** 6 (-2)

Skills Perception +3, Stealth +4
Senses Passive Perception 13
Languages -

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.

WOLF #1 HIT POINTS:

WOLF #2 HIT POINTS:

WOLF #3 HIT POINTS:

SHEPHERDS, CROOKS

6 Players: Guz, 2 Brown Bears, 4 Wolves

BLACK BEAR

Large beast, unaligned

INIT:

BEAR #2 HIT POINTS:

AC 11 (Natural Armor)

HP 24 (3d8 + 6)

Speed 40 ft., climb 30 ft.

CR 1

Str 15 (+2)

Dex 10 (+0)

Con 14 (+2)

Int 2 (-4)

Wis 12 (+1)

Cha 7 (-2)

Skills Perception +3

Senses Passive Perception 13

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

ACTIONS

· **Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

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

· **Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

THE HOUSE IN THE WOODS

6 Players: 4 Apes, 2 Brown Bears, 1 Lion

BROWN BEAR <i>Large beast, unaligned</i> <hr/> AC 11 (Natural Armor) HP 44 (4d10 + 12) Speed 40 ft., climb 30 ft. CR 1 <hr/> Str 19 (+4) Dex 10 (+0) Con 16 (+3) Int 2 (-4) Wis 13 (+1) Cha 7 (-2) <hr/> Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell. <hr/> ACTIONS <ul style="list-style-type: none"> · Multiattack. The bear makes two attacks: one with its bite and one with its claws. · Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage. · Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage. 		INIT:		LION <i>Large beast, unaligned</i> <hr/> AC 12 HP 38 (4d10 + 4) Speed 40 ft., climb 30 ft. CR 1 <hr/> Str 17 (+3) Dex 15 (+2) Con 13 (+1) Int 3 (-4) Wis 12 (+1) Cha 8 (-1) <hr/> Skills Perception +3, Stealth +6 Senses Passive Perception 13 <hr/> <ul style="list-style-type: none"> · Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell. · Pack Tactics. The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated. · Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action. · Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet. <hr/> ACTIONS <ul style="list-style-type: none"> · Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) piercing damage. · Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage. 		INIT:	
BEAR #1 HIT POINTS:		BEAR #2 HIT POINTS:		LION HIT POINTS:			
APE <i>Medium beast, unaligned</i> <hr/> AC 12 HP 25 (3d8 + 6) Speed 30 ft., climb 30 ft. CR 1/2 <hr/> Str 16 (+3) Dex 14 (+2) Con 14 (+2) Int 6 (-2) Wis 12 (+1) Cha 7 (-2) <hr/> Skills Athletics +5, Perception +3 Senses Passive Perception 13 <hr/> ACTIONS <ul style="list-style-type: none"> · Multiattack. The ape makes two fist attacks. · Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) bludgeoning damage. · Rock. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 6 (1d6+3) bludgeoning damage. 		APE #1 HIT POINTS:		APE #2 HIT POINTS:			
APE #3 HIT POINTS:		APE #4 HIT POINTS:					

CLIMAX

6 Players: Ahmed Noke, Bed Dragon Wyrmling, Gibbering Moulder

AHMED NOKE

Medium Humanoid (Human), neutral evil

INIT:

AC 12 HP 55 (7d6+14)
Speed 30 ft. CR 2

Str 9 (-1) Dex 14 (+2) Con 14 (+2)
Int 16 (+3) Wis 12 (+1) Cha 10 (+0)

Saving Throws Intelligence +5, Wisdom +4

Skills Arcana +6

Senses Passive Perception 11

Languages Common, Elven, Draconic

Spellcasting. Noke is a 7th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, spell attacks +6 to hit). He has the following spells prepared:

Cantrips (at will):	∞	<i>Ray of Frost, Mending, Prestidigitation, Message.</i>
First level (4 slots):	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<i>Expeditious Retreat, Jump, Thunderwave.</i>
Second level (3 slots):	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<i>Enlarge/Reduce, Levitate.</i>
Third level (3 slots):	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<i>Haste, Slow.</i>
Fourth level (1 slot):	<input type="checkbox"/>	<i>Polymorph.</i>

ACTIONS

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

NOKE HIT POINTS:

BED DRAGON WYRMLING

Large dragon, chaotic neutral

INIT:

AC 16 (natural armor) HP 95 (10d8+30)
Speed 30 ft., climb 30 ft., fly 30 ft. CR 4

Str 19 (+4) Dex 14 (+2) Con 17 (+3)
Int 8 (-1) Wis 8 (-1) Cha 4 (-3)

Skills Perception +2, Stealth +5

Damage Vulnerabilities fire

Senses Passive Perception 12

ACTIONS

· *Bite* Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) piercing damage.

· *Splinter Breath (Recharges 5-6)* The bed dragon wyrmling sends out a shower of wooden splinters in a 15-foot-cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) piercing damage on a failed save, or a half as much damage on a successful one.

BED DRAGON WYRMLING HIT POINTS:

CLIMAX (CONTINUED)

GIBBERING MOUTHER

Medium aberration, neutral

INIT:

AC 9 HP 80 (9d8 + 27)
Speed 10 ft., swim 10 ft. CR 2

Str 10 (+0) Dex 8 (-1) Con 16 (+3)
Int 3 (-4) Wis 10 (+0) Cha 6 (-2)

Condition Immunities Prone

Senses Darkvision 60 ft., Passive Perception 10

Languages –

· *Aberrant Ground.* The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

· *Gibbering.* The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

· *Multiattack.* The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

· *Bite.* Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

· *Blinding Spittle (Recharge 5–6).* The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

GIBBERING MOUTHER HIT POINTS: