

Prelude

On the morrow is the anniversary of the university's founding, so you all go to sleep excited about the coming festivities.

Suddenly, you are all awoken by a mental message from the Archdeacon: "The Cake!". It's not even daybreak, so it takes you some time to process it but you all come to the same conclusion: something must have happened to the cake that was supposed to highlight tomorrow's feast!

You hurriedly jump out of your pajamas into your work-clothes and head towards the University. In the University doors you can see the Janitor, who delivers the following pieces of information:

- The cake arrived this morning and the Archdeacon kept it in his office.
- "Locate Object" on the cake doesn't work.
- The Archdeacon is away right now.

Explore Indoors

Main thing: Reach the room with the cake and notice it missing. Realize it's off grounds. Trying to Locate the cake directly will fail (they all know it, no need to waste the spell).

1. Head towards the Archdeacon's office. On the way there, ENCOUNTER 1.
2. The Archdeacon's door is busted
 - a. Detect Magic to realize it's recent (DS)
 - b. Investigation to realize it's recent (LA)
 - c. Survival to realize it's recent (WM)
3. Where in the Archdeacon's room?
 - a. Trial and error
 - b. Languages to read engravings on a box, it's in that one. (DLA)
4. How to open the box? Careful not to damage the cake!
 - a. Knock (LA)
 - b. Conjure up the key (C)
 - c. Rip the door off (M)
 - d. Dispel + magic (S)
5. The box is empty. Where did the cake go?
 - a. Investigation: Realize there's an ink marking in the bottom of the box, like some sort of price tag.... Maybe we can locate the price tag instead? (LA) => Outer Shroom
 - b. Perception: Realize there's unusual rustling in the Grove, heading towards the Outer Shroom. (DWM)

Explore Outdoors

Moving at Night, how to get light?

1. Survival check to realize this might be a problem (WM)
2. Improvised torches (WM) + Light them (DOC)
3. Light spell (LA)

Who moves at the front?

1. Vine traps
 - a. DC 15: Survival to evade it (WM)
 - b. DC 17: Perception to evade it (DWM)
2. ENCOUNTER 2.
3. Vine traps

The clearing with the house, but the house isn't there

1. See Invis to reveal it (DWA)
2. History (DL) or Investigation (LA) + Dispel Magic (DL)
3. Touch it + Dispel Magic (DL)
4. Go in anyway somehow

Fight!

- They're all possessed. Medicine (S) or Religion (CL) to notice. Protect from Evil to help get rid of that (S).

Encounter 1

- 3 Player: 1 Black Pudding + 1 mini-ochre jelly
- 4 Player: 1 Black Pudding + 1 Ochre Jelly
- 5 Player: 1 Black Pudding + 1 Ochre Jelly + 1 mini-ochre jelly
- 6 Player: 2 Black Pudding + 1 Ochre Jelly

BLACK PUDDING

[Pouding noir]

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

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

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

Languages —

Challenge 4 (1100 XP)

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) 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 -5, 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 an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

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.

OCHRE JELLY

[Gelée ocre]

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

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

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

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

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

An ochre jelly is a yellowish ooze that can slide under doors and through narrow cracks in pursuit of creatures to devour.

(mini one hits for 5+3 instead and has 30hp)

Encounter 2

- 3 Player: 1 mini-Shambling Mound
- 4 Player: 1 Shambling Mound
- 5 Player: 2 mini-shambling mound
- 6 Player: 2 Shambling Mound

SHAMBLING MOUND

Large Plant, Unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Weakness: Fire

Damage Immunities Acid

Condition Immunities Blinded, Deafened, Exhaustion

Senses Blindsight 60 ft. (blind beyond this radius),
Passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Acid Absorption. Whenever the shambling mound is subjected to acid damage, it takes no damage and regains a number of hit points equal to the acid damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

(mini one hits for 8 instead and has 90hp)

Boss Fight

- 3 Players: Necro only (legend occasionally maybe)
- 4 Players: Necro only (+legend)
- 5 Players: Necro + Random other (doesn't use lvl 3 spells)
- 6 Players: Necro + Random other

Dean of Illusion (Possible enemy sidekick)

Race: Wood Gnomes

- Speed: 35'
- Size: Medium

- Can speak with animals.
- Can attempt to hide when only lightly obscured by leaves, heavy rain, falling snow, mist or other natural phenomena.

Class: Wizard 5

Attributes: 8/14/10/16/16/10

HP: 25

AC: 12

Proficiencies:

- Saving Throws: Intelligence, Wisdom
- Skills: Arcana, Insight

Features:

- Spellcasting:
 - Cantrips can be casted any number of times.
 - 4/3/2
 - DC = 14 (8 + Proficiency + Int)
 - Spell Attack Modifier = 6 (Proficiency + Int)
- Arcane Recovery: Recover 2 lvl1 spells (or 1 lvl 2)
- Improved Minor Illusion: gain Minor Illusion cantrip, it produces both image and sound.

Weapons:

- Dagger (20/60; 1d4+2)

Spells:

<ul style="list-style-type: none"> • Cantrip: <ul style="list-style-type: none"> ◦ Minor Illusion ◦ Dancing Lights ◦ Fire Bolt ◦ Mold Earth 	<ul style="list-style-type: none"> • 1st: <ul style="list-style-type: none"> ◦ Color Spray ◦ Disguise Self ◦ Grease ◦ Silent Image
<ul style="list-style-type: none"> • 2nd: <ul style="list-style-type: none"> ◦ Blur ◦ Invisibility ◦ Mind Thrust 	<ul style="list-style-type: none"> • 3rd <ul style="list-style-type: none"> ◦ Fear ◦ Major Image

Dean of Death (BOSS)

Race: Wood Gnomes

- Speed: 35'
- Size: Medium
- Can speak with animals.
- Can attempt to hide when only lightly obscured by leaves, heavy rain, falling snow, mist or other natural phenomena.

Class: Wizard 6

Attributes: 8/10/14/16/16/10

HP: 41

AC: 16

Proficiencies:

- Saving Throws: Intelligence, Wisdom
- Skills: Religion, History, Arcana

Features:

- Spellcasting:
 - Cantrips can be casted any number of times.
 - 4/3/3
 - DC = 14 (8 + Proficiency + Int)
 - Spell Attack Modifier = 6 (Proficiency + Int)
- Arcane Recovery: Recover 2 lvl1 spells (or 1 lvl 2)
- Grim Harvest: Gain temporary hp equal to twice the level of the spell you killed someone with (three times if it's from the Necromancy school).
- Undead Thralls: You may target one additional corpse when using Animate Dead.
Additionally, undead you create with a spell have +6hp and +3 to weapon attack rolls.

Weapon:

- Warscythe (Reach, 1d10+3)

Spells:

<ul style="list-style-type: none">• Cantrips:<ul style="list-style-type: none">◦ Sapping sting◦ Toll the Dead◦ Chill Touch◦ Poison Spray	<ul style="list-style-type: none">• 1st:<ul style="list-style-type: none">◦ Cause Fear◦ Mage Armor◦ Ray of Sickness◦ Witch Bolt
<ul style="list-style-type: none">• 2nd:<ul style="list-style-type: none">◦ Wither and Bloom◦ Darkness◦ Darkvision	<ul style="list-style-type: none">• 3rd<ul style="list-style-type: none">◦ Bestow Curse◦ Vampiric Touch◦ Summon Undead◦ Animate Dead

Legendary Actions:

- Cantrip
- Negative Aura (2 actions) creatures within 60' can't regain hit points.
- Blood Mist (2 actions) turn into blood mist and move up to 60 feet, then revert to your normal form.