

THE GRIMVALE

S H A D O W S O F T H E P E A K S





WELCOME BOUNTY HUNTER!

YOU STEP OFF THE AIRSHIP AT DUSK AND LOOK down on the city of Brimrock. Due to its proximity to the fiery Firetop mountain it never gets truly dark in Brimrock, though the sulfurous steam that is continuously spewed from the mountain causes sight to be limited even at the clearest of days. Graviton powered machinery, rare throughout the world, can be seen in abundance in Brimrock. Despite the stinky haze that is ever present, Brimrock is a clean city, which speaks to its prosperity and that of its denizens. As you ponder all that you left behind you set of searching for the headquarters of the Scarlet Brigade to register yourself as a bounty hunter and sign up to a crew, starting your life of adventure!

INTRODUCING THE GRIMVALE

The valley of Grimvale is a true paradise for adventures. Wealthy factions struggle for power in a land that is rich in resources and filled with dangerous monsters.

The valley is characterized by majestic natural features that give the area a unique and mysterious character.

GRIMVALE MOUNTAINS

The four peaks of the Grimvale lie within a vast desert wasteland. The desert is dry and almost devoid of life, but the Grimvale in between the mountain peaks is lush, green and teeming with life. How this can be is just one of the mysteries surrounding the grimvale. The mystery doesn't end there as the diversity of the four mountains is nothing that can be explained by science or nature and has to have a magical or even a divine origin.

DARKPEAK

This massive mountain in the north of the Grimvale rises as a dark colossus, shrouded in mystery and surrounded by a constant veil of mist. Ancient ruins can be found on the peaks of Darkpeak, which are said to be remnants of a lost civilization.

JAGGED PEAKS

The mountains in the east of the Grimvale are known for their sharp, pointed peaks that stand out against the clear sky. The Jagged Peaks are home to vultures and other birds of prey that circle high above the valley steppes that extend from the mountains.

SILENT GIANT

In the south of the Grimvale lies the imposing Silent Giant. This mountain towers above the other mountains and seems to protect the valley as a lone sentinel. Entrances to secret caves and passages deep within the rocks can be found on the slopes of the Silent Giant. The Silent Giant is the most natural of the four mountains with the lower slopes overgrown with forests that extend into the Silverwood.

FIRETOP

The western mountain of the Grimvale, named Firetop, is always bathed in a glow of reddish hues. It seems as if a fiery sunset is constantly taking place on the peaks of Firetop, as if there is constant volcanic activity.

THE LANDS OF THE VALLEY

SILVERWOOD

To the west of the Grimvale stretches the Silverwood. At the outer edges of the forest, travelers will find a friendly and inviting environment, with sunlight filtering through the leaves and gently dancing on the moss-covered paths. The trees stand at a respectful distance from each other, creating an open and welcoming atmosphere.

As you venture deeper into the Silverwood, the atmosphere gradually changes. The sun rays are filtered, and the light becomes softer, creating a mystical glow that seems to envelop the entire forest. Here, the path begins to slowly disappear among denser vegetation, and the ground is covered in a carpet of soft moss.

Deeper into the forest, you will notice that the sounds of the outside world fade away, replaced by whispering leaves and the rustling of the wind through the branches. The trees close in on each other, narrowing the path and enveloping the passage in more and more shadow.

Warnings from local residents and tales from adventurers indicate that those who venture beyond the borders of the Silverwood expose themselves to the dark and dangerous side of the forest. Here, deeper shadows and unknown creatures lurk. Those who take on the challenge are faced with overwhelming darkness, the secrets of which are known only to the most courageous and vigilant explorers.

THE ENDLESS STEPPE

On the eastern side of the Grimvale stretches the Endless Steppe. This open plain is scattered with grasslands, low hills, and occasional groups of trees. The Endless Steppe is characterized by harsh gusts of

wind and vast vistas that stretch far beyond the horizon. The grasslands are also home to some villages that have grown around the trading posts where nomadic tribes sell their goods to the merchant caravans that come to them.

The beating heart of the Grimvale is the city of Flintrock, located at the foothills of the Jagged Peaks and the Silent Giant. Flintrock is a thriving settlement where the Grimsmith family reigns. Here, the family's mines converge with the rich natural surroundings of the Grimvale. The city is surrounded by lush fields and fertile soil, where local farmers cultivate their crops and tend to their livestock.

The Grimvale is a place of wonders and dangers, where adventurers and explorers find endless opportunities to showcase their courage and skills. More information on the various locations of the Grimvale can be found in the [Lay of the Land Chapter](#) to of this book.

HISTORY OF THE GRIMVALE

GONG AGO, IN A TIME WHEN THE GRIMVALE WAS still shrouded in darkness and mystery, the Grimsmith clan, a proud and adventurous clan of dwarves, discovered a great wealth that defied imagination: the previously extremely rare graviton crystals. These shimmering gems possessed an elusive power, a mysterious connection to the elements, and an aura of magic. The discovery of Graviton sparked a frenzy, a true gold rush that flooded the valley and forever changed its fate.

Around the first mines, a settlement emerged that, over time, transformed into the majestic city now known as Flintfire. Brave souls of all races were drawn to the Grimvale, lured by the promise of wealth and adventure. Humans, elves, dwarves, and exotic creatures like Tabaxi and Genosi formed a melting pot of cultures and powers.

The mines surrounding Flintfire, on the edge of the vast Endless Steppes, the Jagged Peaks, and the Silent Giant, were the lifeblood of the Grimsmith clan and ensured they remained the ruling power in the Grimvale.

Some Graviton concentrations were also discovered at the foot of the mysterious Dark Mountain, where the Silverwood hid its dark treasures. Exploiting these places was a dangerous undertaking, as the forest is inhabited by terrifying monsters and magical beings that seek only darkness and chaos. The mines located here are, much to the chagrin of the Grimsmith clan, exploited by other clans, families and corporations, such as the Hammerfall clan and the Grimvale Mining Corporation.

Contracts were posted for hunting the beasts that harassed the mines as well as to recover valuable alchemical components from the monsters in the forest. This attracted bounty hunters to the vale. Soon a group of bounty hunters organized themselves into a guild called The Scarlet Brigade. These fearless bounty hunters dedicated their souls to hunting the creatures of the forest, driven by an insatiable desire for adventure and wealth. The Scarlet Brigade became a powerful and independent faction, disdainful of political games and focused solely on carrying out assignments for anyone who could pay.

The Grimvale became a land saturated with magic and secrets, where the Grimsmith clan ruled over the fate of the valley. But the darkness in the Silverwood remained an eternal source of intrigue and danger, a mystery that remained unsolved. While the valley developed into a center of trade and adventure, the secrets of the graviton crystals and the unknown treasures of the valley smoldered, waiting to be discovered by the brave souls who dared venture into the heart of darkness.



GRAVITON

Scattered throughout the treacherous mines of the Grimvale, the precious mineral known as graviton is a prized gem sought by all in the realm. Its mystical levitation properties defy the laws of nature, enabling ships to soar through the skies, untethered by gravity. Those who possess this extraordinary resource hold a commanding advantage in warfare and trade. The sudden abundance of graviton sparked a renaissance of exploration and spurred unparalleled industrial growth.

The undeniable value of graviton is the very reason the Grimvale has retained its autonomy over the ages. Although the Grimvale may be small in size, its control over this coveted mineral ensures it is never taken lightly. Dependent on graviton for their prosperity, no nation dares provoke the Grimvale, for the repercussions of disrupting its supply would be catastrophic.

The ethereal essence of Graviton crystals must be distilled into a mystical gas, granting it the power of levitation necessary to elevate ships into the sky. As the abundance of Graviton grew, alchemists delved into its properties, embarking on daring experiments to unlock its hidden potential.

Their endeavors unveiled a remarkable revelation: the purest form of Graviton crystals possessed an inexhaustible wellspring of energy. This groundbreaking discovery birthed a multitude of wondrous inventions, from intricate machinery to sentient constructs and marvels of automatons. Foremost among these creations were the majestic aerial vessels known as flying ships.

FACTIONS & LOCATIONS

GRIMSMITH CLAN

CHALLENGERS

HAMMERFALL CLAN

GRIMVALE MINING CORPORATION

ECHOING SIERRA CLAN

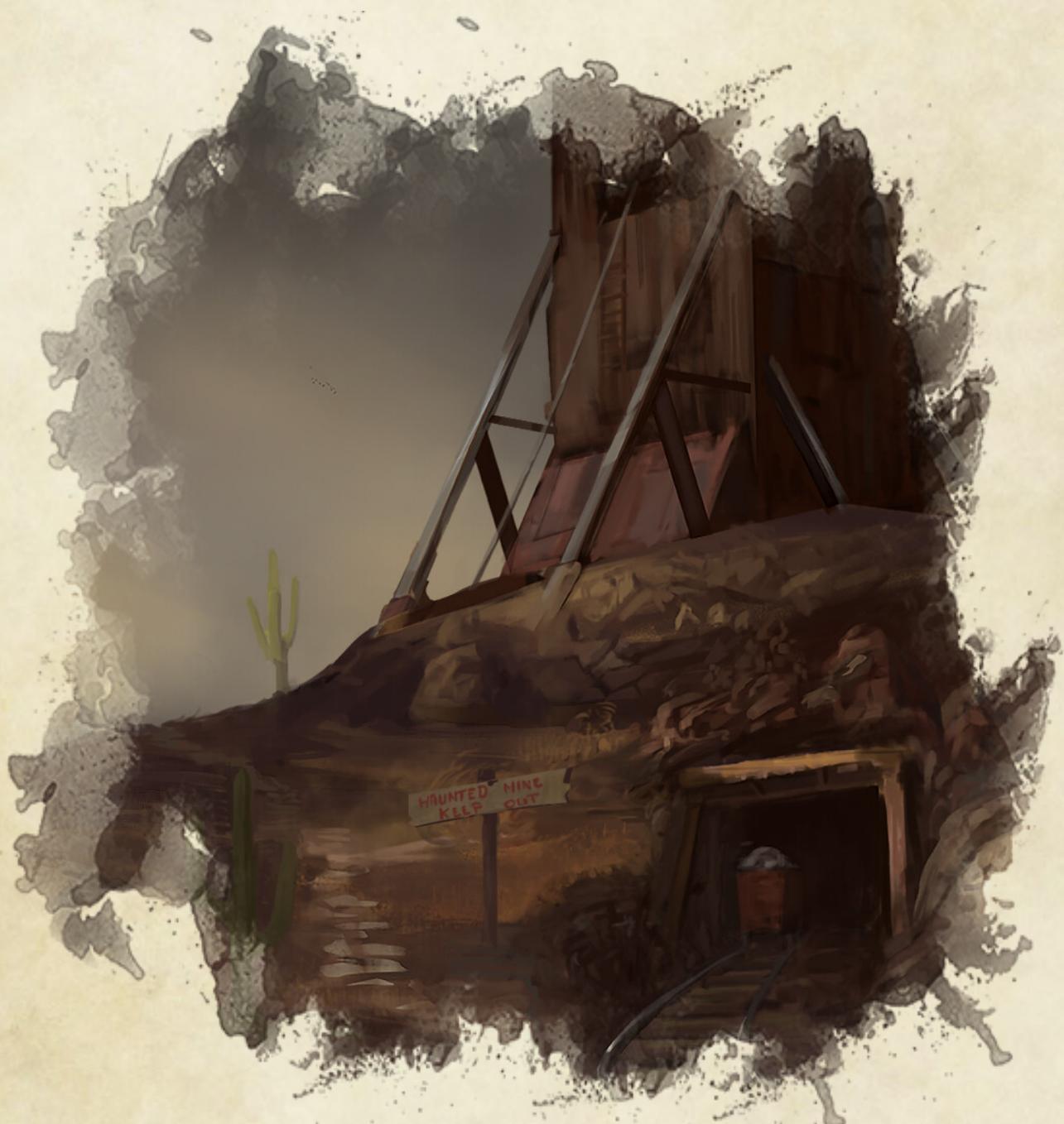
Tabaxi clan that moved from the Endless steppes into
the city

THE SCARLET BRIGADE

THE ALCHEMISTS GUILD

HAMMERFALL MINE

A GRIMVALE ONE-SHOT



PLAYER CHARACTER BRIEF

Welcome Bounty Hunters!

You have been hired to investigate a graviton mine. The mine has been abandoned after the disappearance of several miners. You need to investigate the disappearance and ensure the mine is safe again in order for mining operations to start again.

THE ADVENTURING PARTY

You are a bounty hunter and you are part of a team of bounty hunters, which in turn is part of the bounty hunter guild The Scarlet Brigade.

The team has a handler called Captain Nelson Horatio. Captain Nelson is called captain because he is the proud owner and pilot of an airship called the Silent Swallow. The airship is your base of operations and each of you has their own quarters on the ship.

Captain Nelson is the point of contact for your team and decides what assignments you take and ensures everyone gets paid. Having an airship at your disposal allows your bounty hunting team to get to locations other teams can't get to, which provides you with unique opportunities. Captain Nelson does not assist in the missions themselves as he considers himself irreplaceable, being the only one that can pilot the ship.

The team has been carefully selected by Captain Nelson, and you have been working together for several years. When assembling the team, Captain Nelson ensured that the team was complimentary on their skillsets as well as on a personal level.

Your first task as a group, is to come up with a name under which your team is known.

Next discuss your role with the other player characters and ensure that you complement each other. You are a well known bounty hunter team so min/maxing is not a problem and even expected.

CHARACTER CREATION

CHARACTER BACKGROUND

When creating your character, take the following things into account when defining your background:

- Your character is **Lvl 6**.
- How did you get to the Grimvale. Were you born there, or were you attracted by its riches?
- How did you become a bounty hunter?
- How did you end up with this team? Why did Captain Nelson draft you for the team?
- What is your role in the team? Are you a frontline fighter, a healer, a scout or a spellslinger?

STARTING EQUIPMENT

When picking your starting equipment, you get the equipment awarded to you by your class and background, plus an additional 2 health potions.

On top of that you receive 3 uncommon items, including potions. As an example, a +1 weapon is an uncommon item, and so is a greater healing potion.

RUNNING THE ADVENTURE

STAGE 1: ON ROUTE TO THE HAMMERFALL MINE

You are in your quarters on the airship and hear the bell in the mess hall sounding. Lunch is served, better get some before these other hungry bastards eat all the good stuff. When you enter the lavish mess hall, you see that your business partners are also coming in. The only one missing is the captain, but that is to be expected as he always likes to make an entrance. You notice the airship starting on the descent. This must mean that you are getting close to the destination.

Have the Players introduce their character to eachother.

After introductions have been made Captain Horatio Nelson walks in. A tall and thin human male with short dark spiky hair and a clean shaven face. The Captain has all kind of small devices and contraptions hanging on his body, these items are things he tinkered together himself and help him pilot the ship.

The Captain speaks in a bold and confident manner and says:

All right you bunch of whimps. You have all had your briefing and a map of the mine, now go get the hell off my ship and clear this mine so we can get paid. Remember, this is a 10.000 gold bounty, which is a lot of money. That means its likely gonna be dangerous down there.

The team grabs all of their gear and makes their last preparations and exits the ship.

STAGE 2: GETTING OFF THE SHIP AND ENTERING THE MINE

The ship hovers 5 feet of the ground as you climb the rope ladder down to the ground. When the last of you gets off the ladder, Captain Horatio takes says: *"I will take off and hover above the mine, too dangerous to stay on the ground, you never know what kind of predators roam these plains. Fire off one of the flares when you are done and I will come down to pick you up immediately."* And with that, the ship takes off.

You look around and you see the windy plains of the endless steppe. A small way off you see a wooden tower rise from one of the hills. The tower looks like a windmill, but without the sails. Behind the tower you see a huge metal wheel that is connected to a massive steel chain that leads into the ground. Underneath the

tower is the entrance. You see traintracks leading into the mill, which is dark and ominous. Next to the entrance you can see a hasty written sign that says: "Haunted mine, keep out"

STAGE 3: DESCENDING THE ELEVATOR

As the players enter the mine, they will soon see that the tracks lead to an elevator-platform. If the players look up, they can see a complex set of gears and counterweights above them that allows for easy ascending and descending. Lowering the elevator is easy and can be done by pulling a large lever on the platform. The lever is stuck and requires a DC15 strength check to be flipped. It can also be loosened by greasing it. Grease can be found in one of the many crates in the mine entrance by passing a DC 10 investigation check.

STAGE 4: MAIN MINE CHAMBER

The cavern the players descend into is a dark as night. The players can discern a faint blueish glow in the distance that can be identified as the glow of graviton crystals by passing a DC 10 Intelligence check.\

Across from the elevator there is a platform from which mining operations were coordinated. By passing a DC 12 investigation check, the players can find a switch that will enable the lights. Once the lights are enabled, you can share the map.

Investigating the platform further will allow the players to find an immovable rod that is discarded into a corner by passing a DC 14 Investigation Check

STAGE 5: BUGBEAR AMBUSH

In the left area of the mine map the players encounter 2 Bugbears and a Bugbear Chief. The Bugbears can be discovered with a DC 15 perception check (active or passive). If the players detect the bugbears they can surprise them. If the players are stealthing, they need to pass a team DC 12 stealth check. If they do, they will be able to engage the bugbears in a regular fight. If they do not pass the check, the bugbears will hear the players and surprise them with a round of javelin attacks. The bugbears will attack whatever they consider the biggest threat.

STAGE 6: CHASM

After fighting the bugbears the players find the deep chasm they have been told about. They are unable to see how deep the chasm is. If they drop something to check the depth, it takes 4 seconds to reach the bottom. Anyone that passes a DC 14 Intelligence check will figure out that that means the chasm is about 250 ft / 80 meters deep. If something is dropped they will also start hearing a soft humming. The humming actually sounds cheerful.

The players will now have to figure out how to get down. There is plenty of rope lying around. If they found the Immovable Rod, they can use that to tie the rope to, if they didn't, the players will need to figure something out.

STAGE 7: ANTECHAMBER

The players descend into a dark chamber. As soon as they touch the ground the torches in the walls ignite. The room has a large symbol on the stone tiled floor and has six pillars that support the ceiling. At the north end of the room there is an altar that is flanked by 2 stone statues. Each of the statue has a plaque that says *Disciples of Qai* in Dwarfish. The statues show a man in full armor holding a greatsword, and a woman in robes holding a similar greatsword. On the altar lies an ornately decorated morning star. As soon as the torches are lit, the paladin in the group will hear a voice in his head that says:

Ooh finally someone worthy of Jazmins legacy! Will you be my new master? Are you as great as Jazmin? She was the greatest that ever lived, you have some mighty big greaves to fill my friend! You are my friend aren't you?

Whisper the above message to the player. The paladin can go into a conversation with morning star. If they do, do it so everyone can hear it. The morning star should convince the paladin to pick up the weapon. As soon as the paladin does, but only if the paladin does, the paladin becomes aware of the weapons features and of the History of Jazmin Qai. The player can now attune to the weapon. The moment they do so, the sacred guardians activate and combat starts.

Upon defeating the guardians, a door opens into the wall behind the altar and the Morning star cries out in happiness that you are deemed worthy to visit Jazmins tomb and can receive her blessing!

STAGE 8: TUNNEL

The tunnel is completely dark and curves around a corner. At the end of the tunnel there is a door. The door has no locks or hinges and cannot be broken through. It does have 4 different types of gems in it. The wizard will recognize the types of gems:

- Obsidian (Obsidiaan) - Black
- Pearl (Parel) - White
- Epidote (Epitoot) - Green
- Nephrite (Nefriet) - Green

As soon as they press the Onyx gem, it starts giving off a slight glow. If they then press the wrong gem the light dims again and anyone standing within 10 feet of the door is hit with 1d4 radiant damage. Only if the players light up the gems in the right order will the door open.

STAGE 9: BURIAL CHAMBER

When the door opens the players will enter Jazmins Burial chamber. (Show the map). The room is dimly lit, though there is no visible lightsource. The room has 4 major pillars and features 4 alcoves each with a half rotted coffin. Each coffin has 2 braziers next to it. The braziers are not lit. There are also braziers in each of the corners of the room.

At the other end of the room than where you entered, there is a slightly raised section where another, more ornately decorated coffin rests. The coffins lid is slightly opened.

You see a middle-aged dwarven female sitting on the steps to the coffin that you assume is Jazmins. The figure is not moving and it seems dead. The figure is wearing steel halfplate armor and has a shield strapped to their back. The steel armor has turned black over time. The figure has long white hair and a skin that is utterly pale.

The figure, slowly raises its head and regards you with a lifeless look. As soon as the Morningstar sees the face of the figure it cries out in happiness and flies out of the hands of the wielder to Jazmin.

Once Jazmin holds the weapon, it will cry out in despair. Before she died Jazmin had been cursed with undeath and has been locked inside this tomb ever since. She longs for death and sees it as something precious and in her endless mercy sees it as her mission to give the gift of death to everything that lives. Roll for initiative!

APPENDIX: NPCs AND MONSTERS



CAPTAIN NELSON HORATIO

Lvl 6 Human Artificer

Armor Class 15 (chain mail)

Hit Points 51(6d8 + 18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	18 (+4)	15 (+2)	15 (+2)

Senses passive Perception 12

Languages Common, Dwarfish, Undercommon

Spellcasting Captain Nelson Horation is a 6th level artificer.

His spellcasting ability is Intelligence. (spell save DC 15, +7 to hit with spell attacks). He has the following spells:

Cantrips: Message, Mending

1st level spells(4 slots): Sanctuary, Alarm(R), Identify(R), Expeditious Retreat, Cure Wounds

2nd level spells(2 slots): Heat Metal, Enlarge/Reduce, Invisibility

ACTIONS

Multi-attack Captain Nelson Horation can cast a spell or attack twice when he takes the attack action

+1 Dagger Swipe *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit 8 (1d6 + 5)*

+1 Hand Crossbow *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit 8 (1d6 + 5)*

BOKITO

(CAPTAIN NELSON HORATIOS STEEL DEFENDER)

Medium Construct

Armor Class 15 (natural armor)

Hit Points 36 (2 + your Intelligence modifier + five times your artificer level (the defender has a number of Hit Dice [d8s] equal to your artificer level))

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Dex 14, Con 15

(Dex +1 plus PB, Con +2 plus PB)

Skills Athletics +2 plus PB, Perception +0 plus PB x 2

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 + (PB x 2)

Languages understands the languages you speak

Challenge - Proficiency Bonus equals your bonus

Vigilant. The defender can't be surprised.

ACTIONS

Force-Empowered Rend. *Melee Weapon Attack:* +7 (your spell attack modifier) to hit, reach 5 ft., one target you can see. *Hit: 1d8 + 3 force damage.*

Repair (3/Day). The magical mechanisms inside the defender restore 2d8 + 3 (PB) hit points to itself or to one construct or object within 5 feet of it.

REACTIONS

Deflect Attack. The defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the defender.

JAZMIN QAI

Jazmin Qai lived and died long before the Cataclysm. She was known as a bringer of light in an era of darkness and oppression. She got taken in by the orphanage of the temple to Berronar Truesilver, a dwarven deity of safety, home, and family. As she grew older, her powers as a cleric manifested and she used those powers to help the oppressed. At that time the Dwarves of **Vul Garom** were ruled by an oppressive ruler whose name has been lost to time. What is known of this ruler is that he conscripted his people to building a great city under the mountain. Jazmin led the rebellion against this ruler, but died in the final uprising that brought him down, killed by the ruler himself who was a powerful necromancer. She was laid to rest in a tomb by the people she freed who revered her and ensured no-one could ever disturb her in death.



JAZMIN QAI

Medium Humanoid (Cleric), Chaotic Neutral

Armor Class Armor Class 17 (Half Plate, Shield)

Hit Points 115 (14d8 + 28)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	10 (0)	18 (+4)	10 (0)

Saving Throws Wisdom +7, Charisma +3

Damage Resistances Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses darkvision 60 ft., passive Perception 17

Languages Dwarvish, Common

Deathless Nature.

You have escaped death, a fact represented by the following benefits:

- Jazmin has advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- Jazmin doesn't need to eat, drink, or breathe.
- Jazmin doesn't need to sleep, and magic can't put you to sleep.

Spellcasting

Spellcasting. Jazmin Qai is a 8-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Jazmin has following cleric spells prepared:

Cantrips (at will): Chill Touch, Toll the Dead, Resistance

1st level (4 slots): Ray of Sickness, Bane, Inflict Wounds

2nd level (3 slots): Blindness/Deafness,Calm

Emotions,Spiritual Weapon, Ray of Enfeeblement

3rd level (3 slots): Spirit Guardians,Vampiric Touch

4th level (1 slot): Blight

Channel Divinity (2/short rest)

Channel Divinity (2/short rest): Touch Of Death (add 19 hp necrotic damage to melee hit)

Inescapable

Inescapable Destruction (ignore target's necrotic resistance)

Reaper

When Jazmin casts Inflict Wounds she can target 2 creatures instead of one provided they are within range.

Legendary Resistance (2/Day)

If the Jazmin fails a saving throw, it can choose to succeed instead.

ACTIONS

Action Melee Attack

Morningstar of Qai: +8 to hit, reach 5 ft.

Hit: 10 (1d8 + 5) bludgeoning damage.

LEGENDARY ACTIONS

Jazmin can take 1 legendary action per turn. With this legendary action she can take the attack action, move, or raise 2 skeletons.

LAIR ACTIONS

Buried with Jazmin were some of her closest companions that died with her during the final battle of the rebellion. Many skeletons can be seen around the room and art pieces made of bones decorate the crypt. Jazmin's crypt counts as desecrated ground giving all undead (including herself) advantage on all saving throws

On initiative count 20 (losing initiative ties), Jazmin takes a lair action to cause one of the following effects; Jazmin can't use the same effect two rounds in a row:

- Raise a skeletal mage from one of the piles of bones
- Every creature within 5 ft of a pile of bones or an art piece must make

QAI MORNINGSTAR

Morning star, rare (requires attunement)

This morningstar was wielded by the legendary cleric Jasmin Qai during her rebellion against the dwarven oppressors.

This morning star is not just a weapon; it possesses a powerful and sentient personality.

ATTUNEMENT

The morningstar will reach out to anyone who they think can help it get reunited with Jazmin. Due to the eagerness of the morningstar to attune, attuning takes only 1 minute.

SENTIENCE

The Morning Star of Qai is a sentient neutral good weapon with an Intelligence of 10, Wisdom of 18, and Charisma of 10. It can speak and understand Dwarvish and Common. The weapon has hearing out to 120 feet and truesight out to 60 feet.

PERSONALITY

The Sentient Morning Star has a strong purpose as it wants to enter the Tomb of Qai and in order to be reunited with its Jazmin. Upon being attuned to the Morning Star of Qai will explain to the wielder that it contains part of the soul of Jazmine Qai. Upon attunement the wielder is instantly filled with the knowledge of the history of Jazmin Qai.

TRAITS

While wielding and when attuned to this weapon, you have a +2 bonus to attack and damage rolls made it.

The morning star also sheds a bright light in a 10ft. radius and dim light for another 10ft.



SKELETAL MAGE

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 16(3d8 + 3)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (0)	13 (+1)	14 (+2)	11 (0)	6 (-2)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands all languages it used to know in life, but can't speak

Challenge 1/2 (100 XP)

Spellcasting.

The Skeletal Mage is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC12, +4 to hit with spell attacks). It has the following wizard spells prepared:

- Cantrips (at will): fire bolt, minor illusion, shocking grasp
- 1st level (2 slots): burning hands, sleep, Tasha's hideous laughter

ACTIONS

Crooked Staff Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit 5 (1d8) bludgeoning damage.

DWARVEN SKELETON

Medium undead, chaotic evil

Armor Class 13 (armor scraps)

Hit Points 13(2d8 + 4)

Speed 30ft.

STR DEX CON INT WIS CHA	10 (0) 14 (+2) 15 (+2) 6 (-2) 8 (-1) 5 (-3)
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Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands all languages it used to know in life, but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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



BUGBEAR CHIEF

Medium Humanoid (Goblinoid), Chaotic Evil

Armor Class Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8 + 20)

Speed 30ft.

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

Skills Intimidation +2, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

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

Heart of Hruggek: 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.

ACTIONS

Multiaction: The bugbear makes two melee attacks.

Morningstar: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 3) piercing damage.\\

Javelin: Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 3) piercing damage in melee or 5 (1d6 + 3) piercing damage at range.

BUGBEAR

Medium Humanoid (Goblinoid), Chaotic Evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+2)	8 (-1)	11 (0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

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.

ACTIONS

Morningstar: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.\\

Javelin: Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.



SACRED GUARDIAN STATUE

Large Construct, Lawful Good

Armor Class 18 Natural Armor

Hit Points 90 (12d8 + 36)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (0)	10 (0)	10 (0)

Skills Perception +2

Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Stunned

Senses Blindsight 60ft, Passive Perception 12

Languages –

Challenge 4 (1100 XP)

Magic Resistance: The guardian statue has advantage on saving throws against spells and other magical effects.

Spell Immunity: Spell Immunity. The guardian statue is immune to three spells chosen by its creator. The three most common spells chosen are magic missile, scorching ray, and shatter.

ACTIONS

Multiaction: The guardian statue makes two greatsword or sword throw attacks.

Greatsword of Returning: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Sword Throw: Ranged Weapon Attack: +7 to hit, range 20/60 ft. one target. Hit 12 (2d6 + 5) piercing damage. The weapon returns to the guardian statue's hand after each throw. This only happens when the guardian statue throws the Greatsword of Returning.

