1. 2 cultists near the fountain and the “chest” + 2 warlocks
2. Barrels with food 30 points
3. 4 warlocks
4. 2 zombie ogres, use ogre statblock but lower the health I guess
5. Crates with 400gp and 50 gems 50gp each
6. 2 floating armor defending the path
7. Lvl 5 warlock and 4 cultists (sacrificial dagger as a reward, and saved 3 peasants)

T – guillotine 3d10 dm, dc 15 Dex to evade, dc 13 perception to detect the plate, dc 18 to disarm

Warlocks lvl 3 hp = 17; ac = 12

Rasaad zu Ril level 5 warlock

Hp: 37

Ac: 13

Saves: +4 to wisdom, +4 to charisma, +4 to int, +2 to everything else

Spells: **Lvl 1:**

**Cantrips:** Eldritch Blast, Mage Hand

**Spells:** Hex, Hellish Rebuke

**Lvl 2:**

**Invocations:** Agonizing Blast, Repelling Blast

**Spells:** Charm Person

**Lvl 3:**

**Boon:** Pact of the Tome (Shocking Grasp, Spare the Dying, Thaumaturgy)

**Spells:** Misty Step, Replace Charm Person with Hold Person

**Lvl 4:**

**Cantrip:** Minor Illusion

**Spells:** Invisibility

**Lvl 5:**

**Invocations:** Devil's Sight

**Spells:** Counterspell, Replace Misty Step with Fly