**Cultist dungeons**

1. 2 cultists near the fountain and the “chest” + 2 warlocks
2. Barrels with food 30 points and 2 empty cages
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

**Medusa dungeon**

See bosses and mobs for medusa stats

**Ogre Magi dungeon**

1. Two ogres sitting and playing cards. They will try to talk their way out and make party leave the house. They will try to convince the party that they are living there together and hunting sometimes. Crates contain 6 clubs, 6 bows, 100 arrows, 6 sets of giant leather armor
2. Bedroom. Some food in the barrels as well as water. 2 ogres lying on the beds.
3. Library. Few books about fire magic and summoning of the creatures from the dreams. Some history books about Mologia, Arbede and creation of Sorcery(craft) Notick is librarian in this library. He will change books for some food.
4. Trap room. Spike traps, fire rune trap and a mimic.
5. Storage room. 3 potions of healing, 2 potions of mana. 200 gold and Blood Sword (see artifacts homebrew)
6. Kitchen. Some meat, bread and water in barrels
7. Alchemy room. Ogre magi (see bosses and mobs). If alarm is triggered ogre magi will escape and start time bomb, which will explode in 20 minutes(set an alarm for this so players can see that alarm was set, if bomb explodes it will deal 4d12 dmg to all nearby units destroying the house completely) 3-5 health potions, powder, bone powder, Acid, **Alchemist's** Fire, Antitoxin, Candle, Ink, Oil, Perfume, Sealing Wax, Soap. Moor's Head, Alembic, Retort, Mortar and Pestle, Stirring Rod, Flask.