I have created a short one-shot adventure set in this setting, which is appropriate for a group of lower level players, like level 1-3. It is a heist scenario, where the adventurers are hired by a mysterious benefactor to steal the Eye of Zalazar from Lord Varnax's vault. Here is an outline of the adventure, along with some possible scenes and encounters:

**Introduction**: The adventurers are contacted by a hooded figure who speaks to them through a magic mirror. He introduces himself as a rebel leader who wants to overthrow Lord Varnax and use the Eye of Zalazar to foresee his movements. He offers them a large reward for the successful completion of the mission. He also provides them with some information about the castle, such as the location of the secret passage, the combination of the vault lock, and the schedule of the dragon's visits. He warns them to be careful and discreet, and to contact him only through the mirror when they have the artifact.

**Scene 1: The Secret Passage**: The adventurers have to find and enter the secret passage that leads to the castle. The passage is located in a nearby forest, hidden by a large boulder that can be moved by pulling a hidden lever. The passage is dark and narrow, and contains some rats, spiders, and bats that might attack or scare the adventurers. The passage also has some traps, such as tripwires, dart launchers, and pit traps that can be avoided or disarmed with a successful Perception or Thieves' Tools check. The passage ends at a cellar door that leads to the castle's basement.

**Scene 2: The Basement**: The adventurers have to make their way through the basement, which is used as a storage area for food, wine, and other supplies. The basement is guarded by a few soldiers who patrol the area or rest in a small room. The adventurers can try to sneak past them, knock them out, or fight them. They can also find some useful items in the basement, such as torches, ropes, keys, or potions. The basement has two exits: one leads to the dungeon, and the other leads to the kitchen.

**Scene 3: The Dungeon**: The adventurers have to cross the dungeon, which is where Lord Varnax keeps his prisoners and enemies. The dungeon is guarded by more soldiers who watch over the prisoners and torture them for information or amusement. The adventurers can try to avoid them, distract them, or fight them. They can also try to free some of the prisoners, who might be grateful and helpful, or angry and hostile. The dungeon also has a chance of being visited by Pyraxus, who comes to feed on some of the prisoners as part of his deal with Lord Varnax. The adventurers can try to hide from him, distract him, or fight him. The dungeon has one exit that leads to a spiral staircase that goes up to the castle.

**Scene 4: The Kitchen**: The adventurers have to pass through the kitchen, which is where Lord Varnax's cooks and servants prepare his meals and feasts. The kitchen is busy and noisy with people who work or chat in there. The adventurers can try to blend in as servants or guests, or sneak past them. They can also find some food or drink in the kitchen, which might be delicious or poisoned. The kitchen has one exit that leads to a hallway that goes to the banquet hall.

**Scene 5: The Banquet Hall**: The adventurers have to cross the banquet hall, which is where Lord Varnax hosts his parties and feasts. The banquet hall is filled with people who enjoy the food, the wine, the music, and the conversation. The adventurers can try to mingle with them, or avoid them. They can also find some clues or rumors about Lord Varnax or his guests in there. The banquet hall has two exits: one leads to another hallway that goes to the guest rooms and the west tower, and the other leads to a corridor that goes to the lord's study and the north tower.

**Scene 6: The Lord's Study**: The adventurers have to enter the lord's study, which is where Lord Varnax spends most of his time and where he keeps his vault. The study is guarded by two soldiers who stand outside the door, and by a magic ward that detects any unauthorized entry. The adventurers can try to deceive them, bribe them, or fight them. They can also try to disable or bypass the ward with a successful Arcana or Thieves' Tools check. The study is filled with books, scrolls, maps, and other documents that cover various topics, such as history, politics, magic, and dragons. The study also has some traps, such as hidden spikes, falling nets, swinging blades, and pit traps that can be avoided or disarmed with a successful Perception or Thieves' Tools check.

The study also has a chance of being visited by Lady Elora, who is engaged to Lord Varnax and who is actually a spy sent by another lord who wants to overthrow him. The adventurers can try to hide from her, distract her, or fight her.

The study also has a chance of being visited by Pyraxus, who sometimes stays for a meal or a conversation with Lord Varnax. The adventurers can try to hide from him, distract him, or fight him. The study also has a secret door that leads to the vault, which is hidden behind a bookshelf that can be opened by pulling a lever disguised as a book.

**Scene 7: The Vault**: The adventurers have to enter the vault, which is where Lord Varnax keeps his most valuable possessions and where he keeps the Eye of Zalazar. The vault is protected by a combination lock that requires four numbers to be entered in the correct order. The numbers are hidden in different places in the castle, such as in a painting, in a clock, in a statue, or in a book. The vault also has an alarm spell that alerts Lord Varnax and his guards if anyone tries to open the door without the correct combination. The vault contains several chests, cabinets, and shelves that hold various items, such as gold, jewels, weapons, armor, potions, scrolls, and artifacts. The Eye of Zalazar is kept in a glass case in the center of the room, surrounded by a guardian golem that will attack anyone who tries to touch it. The adventurers have to find the correct combination, open the door, avoid or disable the alarm, defeat or evade the golem, and grab the artifact.

**Scene 8: The Escape**: The adventurers have to escape from the castle with the artifact without being caught or killed by Lord Varnax or his forces. They can try to use the same way they entered, or they can find another exit, such as a window, a balcony, or a secret passage. They will also have to deal with any consequences of their actions inside the castle, such as angry guards, alerted traps, or damaged property. They will also have to contact their benefactor and decide whether to trust him or not. If they try to keep the artifact for themselves or sell it to someone else, they will face his wrath and his agents.

I hope you like this adventure idea. Have fun! 😊

I have generated a possible adventure for a one-shot session of Dungeons and Dragons 5th edition. Here is a summary of the plot, the main characters, and the challenges:

**Plot**: The adventurers are hired by a mysterious benefactor to infiltrate the castle of Lord Varnax, a tyrannical ruler who has amassed a vast fortune by exploiting his subjects. The benefactor wants the adventurers to steal a magical artifact from the lord’s vault, known as the Eye of Zalazar, a ruby that can grant visions of the future. However, the castle is heavily guarded by soldiers, traps, and magical wards. Moreover, the lord has a secret ally: a red dragon named Pyraxus, who lives in the nearby mountain and occasionally visits the castle to feast on its prisoners. The adventurers will have to use stealth, cunning, and combat skills to reach the vault, avoid the dragon, and escape with the artifact.

**Main Characters**:

* The benefactor: A hooded figure who contacts the adventurers through a magic mirror. He claims to be a rebel leader who wants to overthrow Lord Varnax and use the Eye of Zalazar to foresee his movements. He offers a large reward for the successful completion of the mission. However, he is actually a rival lord who wants to use the artifact for his own ambitions. He will betray the adventurers if they try to contact him after obtaining the artifact.
* Lord Varnax: A cruel and greedy noble who rules over a large territory with an iron fist. He is obsessed with collecting rare and powerful items, especially those related to dragons. He acquired the Eye of Zalazar from a group of adventurers who raided an ancient temple, and keeps it in his vault under heavy protection. He is unaware of his benefactor’s plot, but he is suspicious of any strangers who enter his domain. He has a pet wyvern that he uses as a mount and a weapon.
* Pyraxus: A red dragon who lives in a cavern in the mountain near the castle. He has a deal with Lord Varnax: in exchange for gold and food, he agrees to not attack his lands and to occasionally help him with his enemies. He is arrogant and greedy, but also curious and intelligent. He knows about the Eye of Zalazar, but he does not care much about it, as he prefers shiny and metallic objects. He might be persuaded to help or hinder the adventurers, depending on their actions and offers.

**Challenges**:

* The castle: The adventurers will have to find a way to enter the castle without raising suspicion or alerting the guards. They can try to disguise themselves as merchants, servants, or guests, or they can sneak in through a secret passage or a sewer tunnel. They will also have to deal with various obstacles inside the castle, such as locked doors, hidden traps, patrolling guards, and magical wards. They will need to locate the vault, which is hidden behind a secret door in the lord’s study, and bypass its security measures, which include a combination lock, an alarm spell, and a guardian golem.
* The dragon: The adventurers will have to avoid encountering Pyraxus, who might visit the castle at any time. They can try to hide from him, distract him, or fight him, depending on their situation and strategy. Pyraxus is a formidable foe who can breathe fire, fly, and cast spells. He will not hesitate to attack anyone who threatens his interests or insults his pride. However, he can also be reasoned with or bribed with gold or gems. He might even join forces with the adventurers if they convince him that Lord Varnax is cheating him or that the Eye of Zalazar is more valuable than he thinks.
* The escape: The adventurers will have to escape from the castle with the artifact without being caught or killed by Lord Varnax or his forces. They can try to use the same way they entered, or they can find another exit, such as a window, a balcony, or a secret passage. They will also have to deal with any consequences of their actions inside the castle, such as angry guards, alerted traps, or damaged property. They will also have to contact their benefactor and decide whether to trust him or not. If they try to keep the artifact for themselves or sell it to someone else, they will face his wrath and his agents.

I hope you enjoy this adventure idea. Have fun! 😊

The castle of Lord Varnax is a massive and imposing structure that dominates the landscape. It is built on a hill overlooking the town and the river, and surrounded by a high stone wall. The castle has four towers, each with a different function and design. The north tower is the tallest and serves as the lord's residence and study. The south tower is the second tallest and houses the vault and the treasury. The east tower is the shortest and contains the barracks and the armory. The west tower is the most ornate and hosts the guest rooms and the banquet hall.

The castle is decorated with banners, statues, tapestries, and paintings that depict the lord's achievements, wealth, and power. Many of them also feature dragons, as the lord is fascinated by these creatures and considers them his allies. The castle is also filled with various traps, such as hidden spikes, falling nets, swinging blades, and pit traps. Some of them are triggered by pressure plates, levers, or buttons, while others are activated by magic or sound. The castle also has several secret passages and hidden rooms that can be used to access different areas or to escape from danger.

The castle is guarded by hundreds of soldiers who wear red and black uniforms and carry swords, spears, crossbows, and shields. They patrol the castle grounds, the walls, and the corridors, and are loyal to the lord. They will attack any intruders or suspicious persons on sight, unless they have a valid reason to be there or a convincing disguise. The castle also has a few mages who serve as advisors, healers, or spellcasters. They wear robes of various colors and carry staffs, wands, or books. They can cast spells such as fireball, lightning bolt, hold person, or alarm.

The castle also has a few special guests who visit occasionally or stay for a while. One of them is Pyraxus, the red dragon who lives in the mountain nearby. He flies to the castle every few days to collect his tribute of gold and food from the lord. He usually lands on the roof of the north tower or on the courtyard, where he is greeted by the lord and his servants. He sometimes stays for a meal or a conversation with the lord, or he explores the castle out of curiosity. He is not hostile to anyone unless provoked or challenged, but he is also not friendly or helpful to anyone unless bribed or persuaded.

Another guest is Lady Elora, a beautiful and charming noblewoman who is engaged to Lord Varnax. She arrived at the castle a few weeks ago to prepare for their wedding, which is scheduled to take place in a month. She stays in one of the guest rooms in the west tower, where she is attended by her maidens and guards. She often visits the lord in his study or in his bedroom, where they exchange gifts and words of love. She also attends social events in the banquet hall or in the town, where she meets other nobles and commoners. She seems to be happy and content with her future husband, but she also has a secret: she is actually a spy sent by another lord who wants to overthrow Lord Varnax.

The castle of Lord Varnax is a place of danger and opportunity for adventurers who dare to enter it. They will face many challenges and enemies, but they will also find many treasures and secrets. They will have to use their skills, their wits, and their luck to survive and succeed in their mission.

Here are some of the main rooms in the castle, along with their descriptions and possible encounters:

- The lord's study: This is a large and luxurious room located in the north tower, where Lord Varnax spends most of his time. The room is filled with books, scrolls, maps, and other documents that cover various topics, such as history, politics, magic, and dragons. The room also has a fireplace, a desk, a couch, and several chairs. The secret door to the vault is hidden behind a bookshelf that can be opened by pulling a lever disguised as a book. The room is guarded by two soldiers who stand outside the door, and by a magic ward that detects any unauthorized entry. The lord is often in his study, either reading, writing, or talking to his guests or advisors. He might also be visited by Pyraxus or Lady Elora at any time.

- The vault: This is a small and secure room located in the south tower, where Lord Varnax keeps his most valuable possessions. The room is protected by a combination lock that requires four numbers to be entered in the correct order. The numbers are hidden in different places in the castle, such as in a painting, in a clock, in a statue, or in a book. The room also has an alarm spell that alerts the lord and his guards if anyone tries to open the door without the correct combination. The room contains several chests, cabinets, and shelves that hold various items, such as gold, jewels, weapons, armor, potions, scrolls, and artifacts. The Eye of Zalazar is kept in a glass case in the center of the room, surrounded by a guardian golem that will attack anyone who tries to touch it.

- The banquet hall: This is a large and splendid room located in the west tower, where Lord Varnax hosts his parties and feasts. The room has a long table that can seat up to fifty guests, along with several smaller tables for servants and musicians. The room also has a stage, a fireplace, a chandelier, and several windows that offer a view of the town and the river. The room is decorated with banners, flowers, candles, and dishes that display the lord's wealth and taste. The room is usually filled with people who enjoy the food, the wine, the music, and the conversation. The lord often invites his guests to join him in games or contests of skill or luck. He might also make speeches or announcements about his plans or achievements.

- The barracks: This is a large and crowded room located in the east tower, where Lord Varnax's soldiers live and train. The room has several rows of bunk beds that can accommodate up to two hundred soldiers at a time. The room also has a few tables, chairs, lockers, and weapons racks that hold the soldiers' belongings and equipment. The room is noisy and busy with soldiers who sleep, eat, talk, or practice their skills. The room is supervised by a sergeant who assigns tasks and duties to the soldiers. He also organizes drills and exercises to keep them in shape and ready for action.

- The dungeon: This is a dark and damp place located under the castle, where Lord Varnax keeps his prisoners and enemies. The dungeon has several cells that are locked by iron bars and chains. The cells are dirty and cold, and contain only a straw mattress and a bucket for each prisoner. The dungeon also has a torture chamber that contains various instruments of pain and suffering, such as racks, whips, spikes, hooks, and blades. The dungeon is guarded by a few soldiers who watch over the prisoners and torture them for information or amusement. The dungeon also receives occasional visits from Pyraxus who comes to feed on some of the prisoners as part of his deal with the lord.

Here are some possible monster stats for Elora, Varnax, and Pyraxus, based on the information I have about them:

\*\*Elora, Spy of Lord Zalos\*\*

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR 10 (+0) DEX 20 (+5) CON 14 (+2) INT 16 (+3) WIS 12 (+1) CHA 18 (+4)

Saving Throws Dex +9, Int +7

Skills Deception +8, Insight +5, Investigation +7, Perception +5, Persuasion +8, Stealth +9

Senses passive Perception 15

Languages Common, Draconic, Elvish

Challenge 8 (3,900 XP)

\*\*Cunning Action.\*\* On each of her turns, Elora can use a bonus action to take the Dash, Disengage, or Hide action.

\*\*Sneak Attack (1/Turn).\*\* Elora deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Elora that isn't incapacitated and Elora doesn't have disadvantage on the attack roll.

\*\*Spy Network.\*\* Elora has a network of spies and informants who work for her or Lord Zalos. She can use her action to contact one of them and ask for information about a person, place, or event. The DM determines how accurate and useful the information is, based on the spy's location and access.

Actions

\*\*Dagger.\*\* Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

\*\*Poisoned Dagger.\*\* Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage plus 24 (7d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

\*\*Lord Varnax, Tyrant of the Red Peak\*\*

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR 18 (+4) DEX 14 (+2) CON 16 (+3) INT 20 (+5) WIS 15 (+2) CHA 19 (+4)

Saving Throws Str +8, Con +7, Wis +6

Skills Arcana +9, History +9, Intimidation +8

Senses passive Perception 12

Languages Common, Draconic, Dwarvish

Challenge 12 (8,400 XP)

\*\*Dragon Affinity.\*\* Varnax has advantage on saving throws against being frightened by dragons. He also has advantage on Charisma checks when dealing with chromatic dragons.

\*\*Dragon Slayer.\*\* When Varnax hits a dragon with a weapon attack, the dragon takes an extra 10 (3d6) damage of the weapon's type. For the purpose of this feature, "dragon" refers to any creature with the dragon type.

\*\*Spellcasting.\*\* Varnax is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): fire bolt, mage hand, prestidigitation

1st level (4 slots): burning hands, detect magic, shield

2nd level (3 slots): dragon's breath^10^ , misty step

3rd level (3 slots): counterspell^11^ , fireball^12^ , fly

4th level (3 slots): fire shield^13^ , wall of fire^14^

5th level (2 slots): cone of cold^15^ , scrying^16^

Actions

\*\*Multiattack.\*\* Varnax makes two attacks with his longsword.

\*\*Longsword.\*\* Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) slashing damage plus an additional effect depending on Varnax's active dragon rune.

\*\*Dragon Rune Activation (Recharge after a Short or Long Rest).\*\* As a bonus action on his turn, Varnax can activate one of his dragon runes that he has embedded in his armor. Each rune grants him a different benefit until he uses this feature again or he dies. The runes are:

- Rune of Fire: Varnax gains resistance to fire damage and his longsword deals an extra 7 (2d6) fire damage on a hit.

- Rune of Frost: Varnax gains resistance to cold damage and his longsword deals an extra 7 (2d6) cold damage on a hit. In addition, the target's speed is reduced by 10 feet until the start of Varnax's next turn.

- Rune of Lightning: Varnax gains resistance to lightning damage and his longsword deals an extra 7 (2d6) lightning damage on a hit. In addition, the target can't take reactions until the start of Varnax's next turn.

\*\*Pyraxus, Red Dragon of the Mountain\*\*

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR 27 (+8) DEX 10 (+0) CON 25 (+7) INT 16 (+3) WIS 13 (+1) CHA 21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

\*\*Legendary Resistance (3/Day).\*\* If Pyraxus fails a saving throw, he can choose to succeed instead.

Actions

\*\*Multiattack.\*\* Pyraxus can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

\*\*Bite.\*\* Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

\*\*Claw.\*\* Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

\*\*Tail.\*\* Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

\*\*Frightful Presence.\*\* Each creature of Pyraxus's choice that is within 120 feet of him and aware of him must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Pyraxus's Frightful Presence for the next 24 hours.

\*\*Fire Breath (Recharge 5–6).\*\* Pyraxus exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Pyraxus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Pyraxus regains spent legendary actions at the start of his turn.

\*\*Detect.\*\* Pyraxus makes a Wisdom (Perception) check.

\*\*Tail Attack.\*\* Pyraxus makes a tail attack.

\*\*Wing Attack (Costs 2 Actions).\*\* Pyraxus beats his wings. Each creature within 10 feet of him must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Pyraxus can then fly up to half his flying speed.

Source: Conversation with Bing, 2023-10-30

(1) Monstershuffler - Stat Block Editor and NPC Generator for D&D 5e. https://www.monstershuffler.com/.

(2) NPC Statblock Compendium | GM Binder. https://www.gmbinder.com/share/-L7WtgGX2N9hBqsn1-7V.

(3) Mastering DnD5e NPC Statblocks: A community guide for Publishers .... https://www.fantasygroundsacademy.com/post/mastering-dnd5e-npc-statblocks-a-community-guide-for-publishers-homebrew-dms-conversions-devs.

(4) Player's Handbook NPC Statblocks | GM Binder. https://www.gmbinder.com/share/-L6xg6ouu1NQyJGelVs\_.

(5) Adult Red Dragon - Monsters - D&D Beyond. https://www.dndbeyond.com/monsters/16771-adult-red-dragon.

(6) Adult Red Dragon | D&D 5th Edition on Roll20 Compendium. https://roll20.net/compendium/dnd5e/Adult%20Red%20Dragon.

(7) Adult Red Dragon » Monster Stat Block - DnD 5e - AideDD. https://www.aidedd.org/dnd/monstres.php?vo=adult-red-dragon.

(8) Ancient Red Dragon » Monster Stat Block - DnD 5e - AideDD. https://www.aidedd.org/dnd/monstres.php?vo=ancient-red-dragon.

(9) Young Red Dragon » Monster Stat Block - DnD 5e - AideDD. <https://www.aidedd.org/dnd/monstres.php?vo=young-red-dragon>.

MONSTERS

Sure, I can provide monster stats for the different encounters described in the one-shot adventure. Here are some examples of possible monsters that you can use or modify for each scene:

- Scene 1: The Secret Passage: The rats, spiders, and bats are simple beasts that can be found in the Monster Manual¹. You can use the following stat blocks for them:

**- CR 0: Rat, Spider, Bat. These are simple beasts that can be found in the secret passage, the basement, or the dungeon. They are not very dangerous, but they might attack or scare the adventurers. You can find their stat blocks here¹.**

**- CR 1/8: Bandit, Guard, Cultist. These are humanoids that work for Lord Varnax as his soldiers, guards, or followers. They patrol the castle grounds, the walls, and the corridors, and are loyal to the lord. They will attack any intruders or suspicious persons on sight, unless they have a valid reason to be there or a convincing disguise. You can find their stat blocks here¹.**

**- CR 1/4: Acolyte, Scout, Spy. These are humanoids that serve Lord Varnax as his advisors, spies, or agents. They have some skills or spells that make them more effective than the average soldier or guard. They might also have some information or secrets that could be useful to the adventurers. You can find their stat blocks here¹.**

**- CR 1/2: Gnoll, Hobgoblin, Orc. These are humanoids that are allied with Lord Varnax as his mercenaries, raiders, or allies. They are more savage and brutal than the lord's regular forces, and they enjoy fighting and killing. They might also have some loot or trophies that they have taken from their victims. You can find their stat blocks here¹.**

**- CR 1: Bugbear, Ghoul, Mimic. These are monsters that lurk in the castle's dark corners, such as the dungeon, the basement, or the vault. They are more dangerous and unpredictable than the humanoids, and they have some abilities or features that make them more challenging to fight. They might also have some surprises or secrets that could shock or intrigue the adventurers. You can find their stat blocks here¹.**

**- CR 2: Ogre, Gargoyle, Gelatinous Cube. These are monsters that guard or inhabit some of the castle's key areas, such as the vault, the towers, or the courtyard. They are more powerful and resilient than the other monsters, and they have some traits or attacks that make them more formidable to face. They might also have some treasures or artifacts that they have acquired or protected over time. You can find their stat blocks here¹.**

**Source: Conversation with Bing, 2023-10-30**

**(1) Monsters (by Challenge) - DnD5e.info - 5th Edition System Reference .... https://dnd5e.info/monsters/monsters-by-challenge/.**

**(2) Monsters List | D&D 5th Edition on Roll20 Compendium. https://roll20.net/compendium/dnd5e/Monsters%20List.**

**(3) CR Calculator - 5etools. https://5e.tools/crcalculator.html.**

**(4) Monsters by Challenge Rating 5e Beasts CR - GameCows. https://gamecows.com/monsters-challenge-rating-5e/.**

**Rat** Tiny beast, unaligned Challenge 0 (10 XP)

AC 10 HP 1 (1d4 - 1) Speed 20 ft.  
STR 2 (-4) DEX 11 (+0) CON 9 (-1) INT 2 (-4) WIS 10 (+0) CHA 4 (-3)  
Senses darkvision 30 ft., passive Perception 10

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

**Bite** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

**Giant Spider** Large beast, unaligned Challenge 1 (200 XP)

AC 14 HP 26 (4d10 + 4) Speed 30 ft., climb 30 ft. Stealth +7  
STR 14 (+2) DEX 16 (+3) CON 12 (+1) INT 2 (-4) WIS 11 CHA 4 (-3)  
Senses blindsight 10 ft. darkvision 60 ft., passive Perception 10

**Spider Climb** The spider can climb difficult surfaces, including upside down on ceilings, without needing an ability check.

**Web Sense** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker** ignores movement restrictions caused by webbing.

**Bite** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 9 (2d8) poison damage.

**Web (Recharge 5-6)**. Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

**Spider** Tiny beast, unaligned Challenge 0 (10 XP)

AC 12 HP 1 (1d4 - 1) Speed 20 ft., climb 20 ft. Stealth +4  
STR 3 (-4) DEX 14 (+2) CON 8 (-1) INT 1 (-5) WIS 10 (+0) CHA 2 (-4)  
Senses darkvision 30 ft., passive Perception 10

**Spider Climb, Web Sense, Web Walker**

**Bite** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

**Bat** Tiny beast, unaligned Challenge 0 (10 XP)

AC 12 HP 1 (1d4 - 1) Speed 5 ft., fly 30 ft. Perception +3  
STR 2 (-4) DEX 15 (+2) CON 8 (-1) INT 2 (-4) WIS 12 (+1) CHA 4 (-3)

Senses blindsight 60 ft., passive Perception 13

**Echolocation** The bat can't use its blindsight while deafened.

**Keen Hearing** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

**Bite** Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

**Guard** Medium humanoid (any race), Challenge 1/8 (25 XP)

AC 16 (chain shirt, shield) HP 11 (2d8 + 2) Speed 30 ft.  
STR 13 (+1) DEX 12 (+1) CON 12 (+1) INT 10 WIS 11 CHA 10

Skills Perception +2; Senses passive Perception 12  
Languages any one language (usually Common)

**Spear** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used two handed.

**Crossbow** Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Soldier** Medium humanoid (any race) Challenge 1/4 (50 XP)

AC 16 (chain mail) HP16 (3d8 + 3) Speed 30 ft.  
STR 15 (+2) DEX 13 (+1) CON 13 (+1) INT 10 WIS 11 CHA 11

Skills Athletics +4, Intimidation +2 Senses passive Perception 10  
Languages any one language (usually Common)

**Longsword** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Shield Bash** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

I hope this helps you with your adventure. 😊