Moonless Sky dungeon

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Introduction

The town of Saxondale has been under attack recently by large groups of goblins. Their raids are causing a lot of problems to the town and its mayor. After the last raid, the mage of the town, a few villagers and the mayor's daughter have been captured. The mayor sent his best knight to retrieve everyone but he hasn't come back and the mayor has decided to employ the adventurer's guild from the capital.

Your group has been selected for the mission and are sent to talk with the mayor who will explain to them where they can find the goblins. After a day of traveling, your group reaches the town of Saxondale where the mayor explains the situation and tells them where the lair is. The group spent a few hours talking with the mayor before leaving to complete the mission.

It takes an hour for your group to reach the location. Your approaches slowly until the abandoned and ruined building is in sight (Start the mini quest).

Missions :

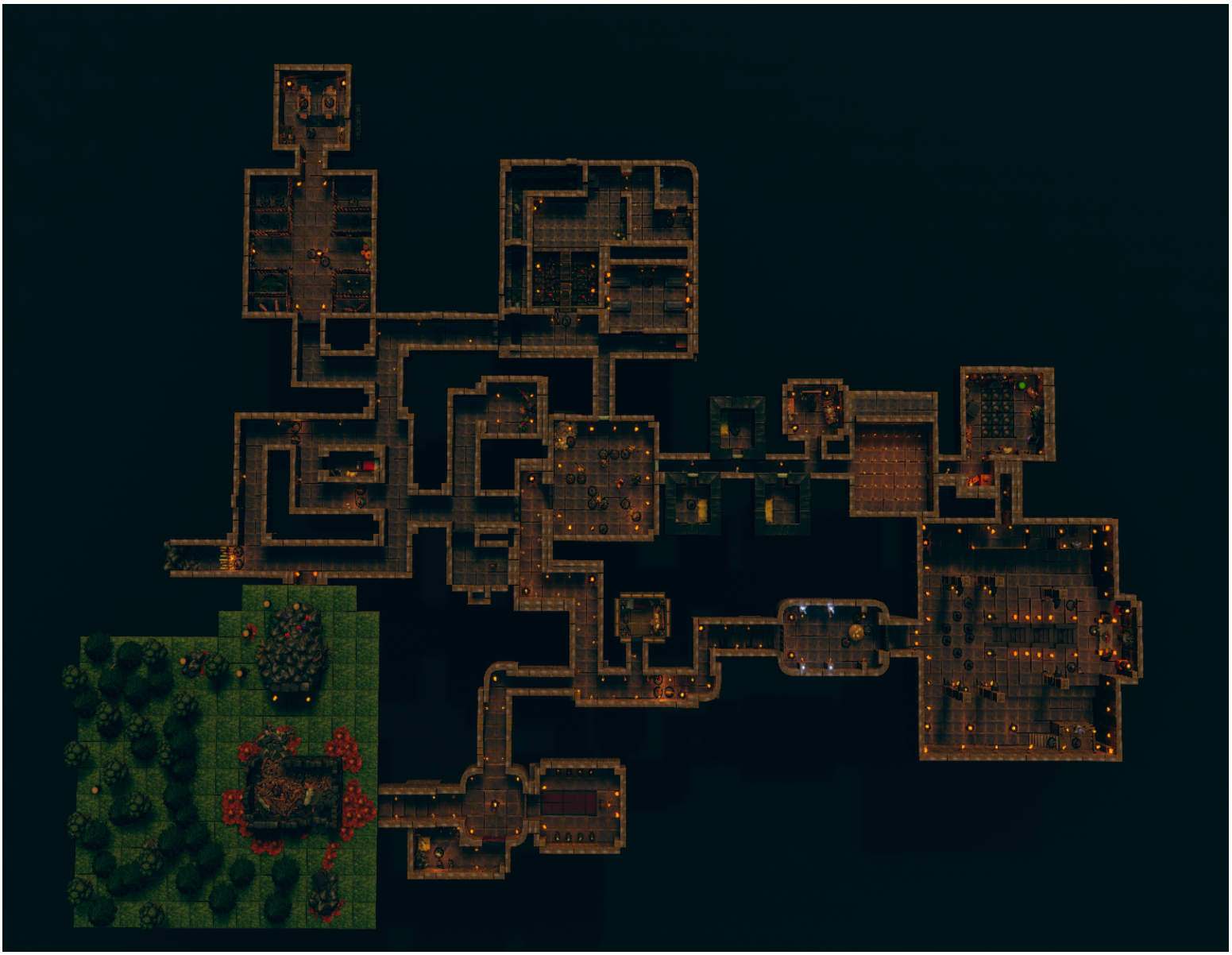
Tell the players what their objectives are :
-Kill the goblins
-Rescue the villagers, mage and daughter of the mayor
Keep it a secret that there is an underlying mission.

Notes :

I had a party of 3 players at level 5 go into the dungeon. It took them about 2 sessions of 4 hours to get through about half of the dungeon and kill the demon. Do make sure if they fight the demon to use his ability to jump away to create distance between them to make the fight more dynamic. The portal closes if the demon is killed. Do mention that this is fight intensif, there is a lot of battle and not too much time for long rest, one might do a short rest but do try to "stop" them with guards if there is any around. Letting your players know to build strong characters that are able to fight. This is the first time I ran something as a DM so the numbers might be too high or too low so feel free to tweak it. I gave every player 500 gold, 1 uncommon magic item and 2 common magic items. My friends and I had a blast playing this. They didn't get to explore the whole dungeon but still cleared about half of it.

Hope you have fun running this. :)

Map



Map sections + detail

The beginning



The start of the map displays an old house that is destroyed. Beside the house there is an entrance to the tunnels.

A : Three goblins and standing guards in the ruins, this presents the first potential fight of the quest. This will also help the DM understand how strong or weak the characters are.

B : The main entrance to the dungeon, upon closer inspection, the players can find that the installation of the door is fairly new for about a few weeks which seems to be around the same time the attacks started.

C : There is a secret entrance to the dungeon that is hiding under the leafs which the players can find and use.

D : The well still has water and if you want you can have the well has an additional entrance that leads to one of the sewer entrance in the dungeon

The main entrance



A : There are three small groups of guards. The first one is watching an old path that was collapsed to stop the spreading of spiders in the dungeon. The second and third will circle in the area. Make sure to roll perception on the guards around if your players are screaming.
B : This is the room of the apprentice, searching it, the players can find 2 healing potions and 1 magic crystal. If the players inspect the mirror and roll high enough on arcana, they can discover that the mirror can be used to teleport to other mirrors.
C : A trap room, if the player pulls the lever, the door will close behind them and water will start to fill the room. Don't know how the players can escape so be careful with it :).
D : This room is to give the player a choice, get increased power at the cost of something else. +1 magic weapon but max hp reduce by 15, more spell slot but lose one known spell, etc
E : There is a wall that is weaken that the player can inspect and try to destroy to gain access to a new section of the dungeon.

The farm



A : Where all the animals used in experiments or to feed the cult are located. Two cult members are guarding them (use acolyte stat).
B : Where the apprentice of the cult leader is doing his experiment on living creatures.

The mayor’s daughter



A : To cross over the pit of toxic mushroom (falling in the pit will cause the player to be poison for an hour on a fail constitution saving throw dc 15), the player can use the lever which will lower a bridge but the lever must be held or else the bridge will return to its original position.
B : The tomb of ancient warriors is a memorial place where the bodies of 4 great adventurers rest. The room is protected by a ghost who will only fight those that try to open the tomb. The door is boarded with wooden planks to remind the cultist to not enter this room.
C : Is a simple storage area where goods are stored.
D : Prison cell where the daughter of the mayor is being held. She was also being held with the mage of the town who is used in the ritual as a sacrifice to allow the guardian demon to come forth. The daughter may hold information about what is happening down here.
E : Small section of sewers in which some minions of the cult leader live and guard.

The lair



A : The lair of goblins that are employed by the cult leader. They are guarding the prison cells and the laboratory. When first encountered, they are asleep unless the players have made some loud noise nearby.

B : Prison cells. Inside the cells, the players will find two prisoners. The first one is a simple human that was captured in the last raid. In the second cell, the players will find Fenfir, a knight that was sent to rescue the mage and the daughter of the mayor. The third cell is empty.

C : A torture room with a human torturer inside who is cleaning his tool. On the table a human body can be seen. Inspecting it, the player will come to realize the poor soul is dead.

The mage study and the entrance



A : The room where the cult leader is studying magic, rituals and writes his journal. The players can search the room and potentially find 3 health potions and 1 magic crystal. If the players read the journal, they understand what is happening inside the dungeon.

B : There is a trap in the area. If the player steps on hit he will need to roll dex save dc 13 of fall into the pit of spike taking 4d6 dmg.

C : There is a hiding trap, if anything walks in the middle of them they get zap for 1d6 damage. Starting inside the trap deal another 1d6 damage. Behind the trap stands three guards looking out for anyone that would approach the ritual room.

The secret entrance



A ; Is the secret entrance to the dungeon. It allows you to skip quite a lot of the dungeon if the players want. The room to the bottom is home to a weapon crafters. The smiths are under a charm and are crafting a series of weapons for the goblin.

B : The door is a trap which will shoot a fire arrow at whoever is standing in front of the door. Once the arrow has been shot, the room is safe and the player can try to open the chest to find 2 health potions.

C : The section in between the torches is a trap. Sound doesn't travel through this area. When the players enter the area they must succeed on a stealth dc of 5 or get impaled by wall spikes for 4d6 damage. This trap can be deactivated with two players. On each side, the player can find a lever holding one of them down will deactivate the trap until the lever is released.

The maze and the laboratory



A : The room is covered with multiple sensor plates. Triggering a plate causes arrows to shoot around the room. Dex save dc 10 will avoid the damage other 1d4 damage (the sensor plates are in talespire, they are represented by cats that are invisible).

B : Is a magic laboratory with all kinds of magical items. If the player searches the room you can give him scrolls or potions or even magic crystals. A player reading the notes can roll an arcana check dc 18. If he succeeds, he understands how a magical item in the middle of the room works and can attempt to increase a weapon to a +1 magical. Make the player roll a 1d20. On a 15 and more the weapon gets +1 magical, on a nat 1 the weapon is destroyed and the player takes 1d10 damage and on a nat 20 the weapon becomes a +2 magical.

C : This is a secret passage that will lead directly into the ritual chamber. If the player finds it and remains somewhat stealthy, they can enter the ritual without being seen.

The ritual chamber



A : A goblin mage is concentrating on a magical orb that sits in front of him. He will not do anything else until he loses concentration. His role is to create a shield around the cult leader who is performing the ritual. The shield negates any magic to pass through. Upon breaking the concentration of the mage, the barrier will drop and it takes 10 minutes to start the barrier.

B : It's the same as A except this barrier will block physically.

C : Small group of acolyte chanting for the ritual. When the player enters the room, the acolyte will either run or try to grapple the player. Multiple acolytes can grapple a single person adding +1 to the strength roll.

D : They are the true danger in this room. They each will do everything to stop the player from approaching the cult leader. You can find their stat at the end of the document

E : The cult leader is performing the ritual protected by both barriers (magical and physical). He can be seen weakened as the ritual goes. I would give the player about 10 or 15 turns to try and stop the ritual. If they fail, every enemy in the room will die as a sacrifice to the demon. A mark on their neck will glow and kill them. The player can succeed by killing the cult leader, even if the mage on the table dies the ritual will still continue.

The ritual succeed

If the ritual succeeds, you have two choices, you can either stop the quest there explained to the players that they have failed to stop the ritual and unforeseen consequence will happen to the world or if you still have sometime and the player are willing, they can try to defeat the demon that has spawned in the middle of the town. You will find the stat at the end of the document the stats for the demon.



A : The portal from which creature will emerge the longer the fight goes on. I would spawn two Imp every 5 rounds.
B : Guards tower. The player can go there to fetch resources and health potions.
C : It's a brewery that uses holy water to make its beer (which is why it is unique). There are a lot of prepared bottles in the entrance. Throwing one can burn the demon for 1d10 every turn for 3 turns. (Roll damage at the beginning of its turn).

Monster stat

Goblin

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses Darkvision 60 Ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* (1d6 + 2) piercing damage.

I added poison arrows to the rangers on the board whenever they shoot, I rolled a d3 and on a 1 the arrow had poison on its tips. I made the poison last for about 10 minutes in the game

Goblin chief

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (Chain Mail, Shield)
Hit Points 11 (2d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses Darkvision 60 Ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage. two handed

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d8 + 1) slashing damage. one handed

Longbow. *Ranged Weapon Attack:* +3 to hit, reach 150/600 ft., one target. *Hit:* (1d8 + 1) piercing damage.

I had lowered his ac to 16 (gives the player a better chance to hit which is always more fun than missing 5 times in a row) and increased his health to around 50. I had also gave him a magical sword +1 to increase his damage and chance to hit

Death Dog

Death Dog

Medium monstrosity, neutral evil

Armor Class 12
Hit Points 39 (6d8+12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4
Senses Darkvision 120 Ft., passive Perception 15
Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0

The dogs you see on the board are all using death dogs, i removed the disease or poison to avoid having a player rolling at disadvantage for the duration of the mini-quest but feel free to leave it in if you hate your player :)

Goblin Mage

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)
~~**Hit Points 40 (9d8)**~~ **12 hp (3d6)**
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Any Four Languages
Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- Cantrips (at will): fire bolt, light, mage hand, ~~prestidigitation~~
- 1st level (4 slots): detect magic, mage armor, magic missile, shield
- ~~2nd level (3 slots): misty step, suggestion~~
- ~~3rd level (3 slots): counterspell, fireball, fly~~
- ~~4th level (3 slots): greater invisibility, ice storm~~
- ~~5th level (1 slot): cone of cold~~

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4 + 2) piercing damage.

Dagger. *Ranged Weapon Attack:* +5 to hit, reach 20/60 ft., one target. *Hit:* (1d4 + 2) piercing damage.

The goblin mage is only present in the end room of the dungeon. They aren't made to fight but they are rather used in some kind of puzzle during the fight but if they were to survive the first hit you can use the stat sheet

Apprentice Mage

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Any Four Languages
Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st level (4 slots): detect magic, mage armor, magic missile, shield
- 2nd level (3 slots): misty step, suggestion
- 3rd level (3 slots): counterspell, fireball, fly
- 4th level (3 slots): greater invisibility, ice storm
- 5th level (1 slot): cone of cold

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4 + 2) piercing damage.

Dagger. *Ranged Weapon Attack:* +5 to hit, reach 20/60 ft., one target. *Hit:* (1d4 + 2) piercing damage.

The apprentice mage fight is not made to behard but he is rather a potential source of information to understand what is going on and how to defeat the final room or at least stop the ritual. If the apprentice mage were to drop below 5 hp and allowed to play his turn, I gave him an extra ability which is Acid Arrow. The apprentice is arrogant and for him to fail is unacceptable, using the Acid Arrow spell will cost him his life but he might be able to bring someone with him. If he uses the spell, he would basically melt from the inside starting from the arm that shoots the arrow

Painting Ghost

Ghost

Medium undead, any alignment

~~Armor Class 11~~
~~Hit Points 45 (10d8)~~
Speed 0 ft., fly 40 ft. It can hover.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

~~**Damage Resistance** Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks~~
~~**Damage Immunities** Cold, Necrotic, Poison~~
~~**Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained~~
Senses Darkvision 60 Ft., passive Perception 11
Languages Any Languages It Knew In Life
Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

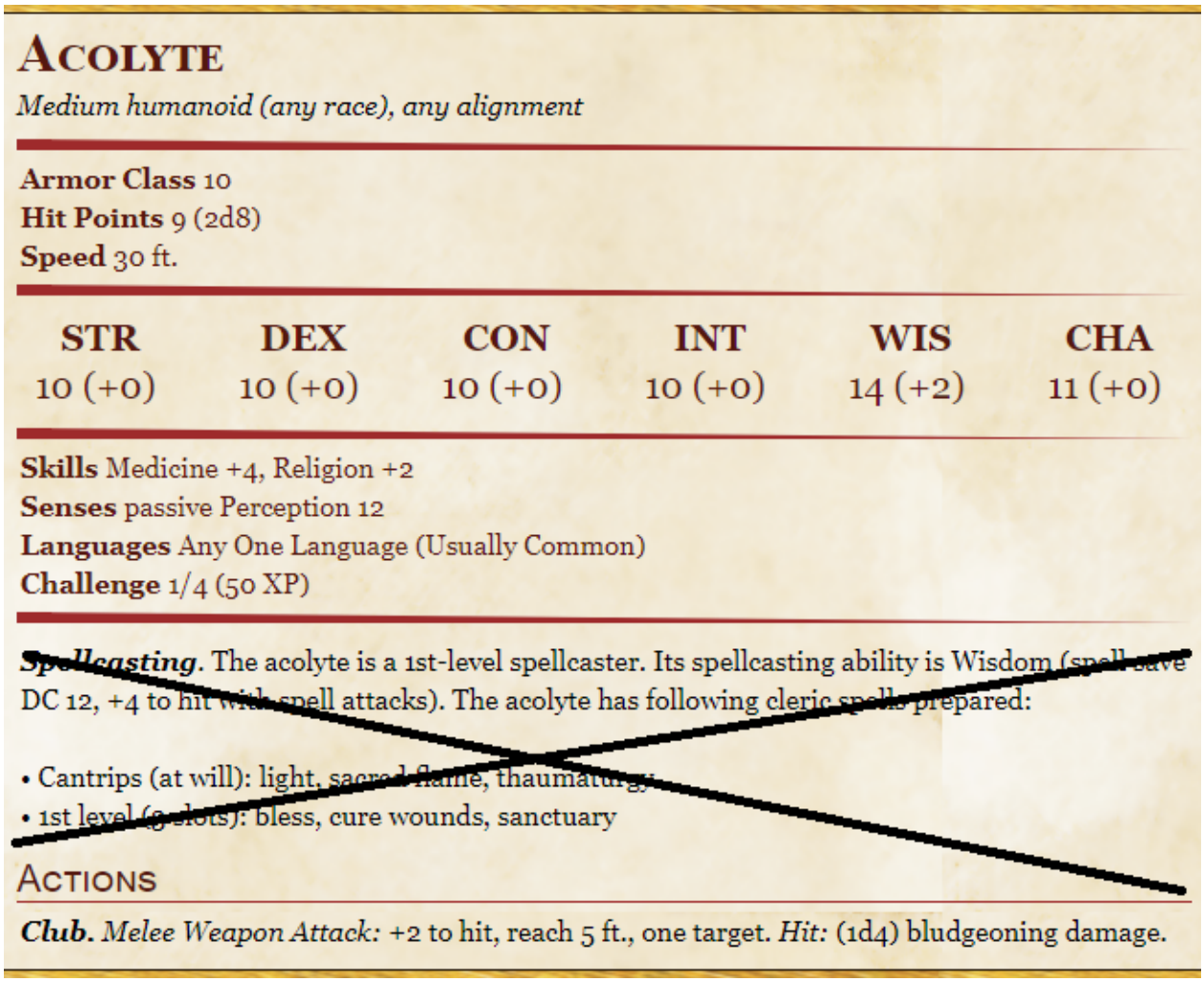
Horrifying Visage. Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

*This one is experimental, but the ghost can be targeted but will not take damage and as the DM, the player has to be informed that the ghost doesn't appear to be taking damage. The only way to kill it, is to destroy the painting in the room that represents a guard and upon inspection, its eyes are glowing whenever the ghost is visible. The ghost doesn't appear until the players try to open one of the coffing. The ghost appears in the entrance of the room to force the attention

of the player away from the painting. The painting has a 10 ac (it's a painting) and has 15 hp. Also note that the ghost guarding the tomb is restrained to the room and if all the player leave the room, the ghost will disappear using the Etherealness action*

Human



ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages Any One Language (Usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (3 slots): bless, cure wounds, sanctuary

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* (1d4) bludgeoning damage.

Fenfir the Knight (ally)

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)
Hit Points 52 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages Any One Language (Usually Common)
Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, reach 100/400 ft., one target. *Hit:* (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

The knight can follow the group if they manage to persuade him that following the group will lead to the mayor's daughter that was captured during one of the raids. If the group has the daughter with them, Fenfir will ask the group to hand her over and he will take her back to the town.

Foro Oso (Knight)

Human male, fighter, PSI warrior

AC	19
HP	61
Speed	30 ft

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16	15	18	10	15	14
+3	+2	+4	0	+2	+2

Saving throws : Strength, Constitution
Skills : Acrobatics, Athletics, Insight, Religion
Number of PSI dice : 6
PSI dice : 1d8

Features:

Defence : While wearing armor you gain +1 bonus to AC

Second wind (1 charge) : You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use your bonus action to regain 1d10+5.

Action surge (1 cahrge) : You can push yourself beyond your normal limit for a moment. On your turn, you can take one additional action on top of your regular action and bonus action.

Protective Field : When you or a creature you can see within 30 ft takes dmg, you can use your reaction to expend 1 psi die to reduce the dmg. Roll the die + your intelligence modifier and reduce the dmg by the amount by creating a force field around the target.

Psionic Strike : You can propel your weapons with spionic force. Once per turn, immediately after you hit a target within 30 ft of you with an attack and deal damage to it with a weapon, you can expend one psionic energy die, rolling it and dealing force dmg to the target equal to the number rolled plus your intelligence modifier.

Telekinectic movement : You can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If you can see the target and it is within 30 ft of you, you can move it up to 30 ft to an unoccupied space you can see. Alternatively, if it is a tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically or both. Once you take this action, you can't do so again until you do a short or long rest or expend a spionic energy die to take it again.

Extra attack :

Shield Master : You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:
• If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
• If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
• If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Weapon :

Longsword (+6 to attack, 1d8+3 if one hand or 1d10+3 is two hand but reduce ac by 2)

Akira Grojay

Human female, fighter, eldritch knight

AC	16
HP	46
Speed	30 ft

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12	11	16	17	17	17
+1	0	+3	+3	+3	+3

Saving throws : Strength, Constitution
Skills :History, Perception, Insight, Religion
Number of spell slots : 1st lvl (3)

Features:

Dual Wielder : You master fighting with two weapons, gaining the following benefits:
• You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
• You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
• You can draw or stow two one-handed weapons when you would normally b e able to draw or stow only one.

Second wind (1 charge) : You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use your bonus action to regain 1d10+5.

Action surge (1 cahrge) : You can push yourself beyond your normal limit for a moment. On your turn, you can take one additional action on top of your regular action and bonus action.

Extra attack :

Two-weapon fighting : When you engage in two-weapon fighting, you can add you ability modifier to the damage of the second attack

Weapons :
- Morningstar (+4 attack, 1d8+1 dmg)
- Short sword (+4 attack, 1d6+1 dmg)

Spell list :
- Cantrips :
  - Mind Sliver
  - Acid splash
- 1st lvl :
  - Shield
  - Burning hand
  - Absord element
  - Chromatic Orb

Kali the demon

Description : The demon stands at about 8 ft tall (still considered medium). It has four arms. Each pair of arms holds its unique weapon : a bow and a massive cleaver. He is extremely muscular, one could even believe there isn't a single ounce of fat on its body. He will try everything to protect the portal but wont simply stand there and die.

AC	17
HP	250
Speed	30 ft

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
19	17	16	15	16	12
+4	+3	+3	+2	+3	+1

Saving throws : Strength, Dexterity, Constitution
Skills : Acrobatics, Perception, Intimidation, Athletics

Features:

Natural Scale : The creatures skin is made of multiple layers of scales making it a hard shell, +4 to AC

Supercharged Bow (2 turns to recharge) : As an action, the demon can temporarily increase his strength allowing him to pull the arrow further granting it an incredible speed. The arrow is able to pierce a wall to hit its target behind. If the ability hits directly its target without piercing a wall add an extra 1d10 damage to the shot.

super swing cleaver (2 turns to recharge) : As an action, the demon will take a stance and hold the cleaver with three of its arms and swing the cleaver in a 180 degree infront of him. Every creature hit takes the weapon damage. If there is only one creature hit, the creature is pushed back 10 ft.

Extra attack :

Animate Chaines : (The demon carries those 4 chains on his waist) Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control. Each animated chain is an object with AC 20, 20 Hit Points, Resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain Attack. An animated chain can grapple one creature of its own but can't make attacks while Grappling. An animated chain reverts to its inanimate state if reduced to 0 Hit Points or if the devil is Incapacitated or dies.

Chaine attack : Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns

Super jump (2 turns to recharges**) :** As an action, the demon can jump up to 30 ft without running. Use this to create distance between you and the player and utilize the rooftop of the town.

Weapons :

- Cleaver (+7 attack, 2d10+4 dmg)
- Ancient spider bow (+6 attack, 3d6+3 dmg)

Magical crystal:

The magical crystal is an item the players will find in the dungeon. It exists to help the caster since there is a lot of fighting and little chance of resting. The crystal takes a bonus action to use once, the next spell is empowered for every dice roll, roll an extra 1d6 dmg. (if there are 3 rolls for damage add another 3d6 if the crystal was used). The crystal is a single use item.