

### 3.11 – BEDROOM

This secret bedroom is used by the witch in room 9. Currently, it is inhabited only by her pet giant lizards.

#### 3 GIANT LIZARDS

*Large beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 19 (3d10 + 3)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (–4)	10 (+0)	5 (–3)

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

**Variant: Spider Climb.** The lizard can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Treasure: 10,000gp, Treasure Map (leads to a forgotten room containing 10,000sp, 12,000gp, 28 Gems (1 value: 10gp, 4 value: 50gp, 11 value: 100gp, 7 value: 500gp, 3 value: 1000gp, 2 value: 5000gp))

### 3.12 – PUDDING ANYONE?

The room is empty save for a particularly dark and hungry grey pudding.

#### GRAY PUDDING

*Medium ooze, unaligned*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (–2)	16 (+3)	1 (–5)	6 (–2)	2 (–4)

**Skills** Stealth +2

**Damage Resistances** acid, cold, fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

**False Appearance.** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

#### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

### 3.13 – LIBRARY

This library, well stocked with both scrolls and books, has become the haunt of wraiths. A good reason for the Referee to have a table of random books to roll on. There are some special scrolls detailed below.

#### 2 WRAITHS

*Medium undead, neutral evil*

**Armor Class** 14

**Hit Points** 60 (8d8 + 24)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 5 (1,800 XP)

**Incorporeal Movement.** The 2 wraiths 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.

**Sunlight Sensitivity.** While in sunlight, the 2 wraiths has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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