

Vault of the Dracolich Bestiary

This document contains all the statistics necessary to run the D&D Game Day adventure, *Vault of the Dracolich*, which will be available to play in certain Wizards Play Network locations on June 15. You can find a location by searching the [Wizards store locator](#), or asking your local WPN store if it is participating.

The monsters presented here are, for the most part, identical to those presented in the bestiary file.

About Monsters

A monster can use its special actions at will, unless its description notes otherwise. Exceptions include actions that can be used only a specified number of times per day and actions that recharge in certain circumstances.

(Recharge #-#): The action has a random chance of recharging during each round of combat. At the start of the monster's turn, roll a d6. If the roll is one of the die results shown in parentheses, the monster regains the use of that action. The action also recharges when the monster takes a short rest.

Amphibious Giant Snake

Large Beast

Armor Class 12

Hit Points 22 (3d10 + 6)

Speed 30 ft., climb 15 ft., swim 30 ft.

Str 15 (+2)

Dex 16 (+3)

Con 14 (+2)

Int 2 (-4)

Wis 12 (+1)

Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Diverse: Giant snakes come in many varieties. As a result, the DM can customize a giant snake by choosing one or more optional traits and actions (see sidebar) to best reflect the nature of the creature.

Hold Breath: The snake can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or checks.

ACTIONS

Melee Attack—Poisonous Bite: +5 to hit (reach 5 ft.; one creature). Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

ENCOUNTER BUILDING

Level 3 XP 70

Dark Acolyte

Medium Humanoid (Human)

Armor Class 16 (ring mail, shield)

Hit Points 6 (1d8 + 2)

Speed 25 ft.

Str 12 (+1) Dex 11 (+0) Con 13 (+1)

Int 10 (+0) Wis 15 (+2) Cha 10 (+0)

Alignment chaotic evil

Languages Common

ACTIONS

Melee Attack—Mace: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

Ranged Attack—Sling: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

Spellcasting: The acolyte can cast the following spell once per day.

Cure Wounds: One living creature within 25 feet of the acolyte regains 8 (1d8 + 4) hit points. The acolyte can make a melee or a ranged attack as part of the same action.

ENCOUNTER BUILDING

Level 1 XP 20

Dark Adept

Medium Humanoid (Human)

Armor Class 16 (ring mail, shield)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 12 (+1) Dex 11 (+0) Con 13 (+1)

Int 10 (+0) Wis 15 (+2) Cha 10 (+0)

Alignment chaotic evil

Languages Common

ACTIONS

Melee Attack—Mace: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

Ranged Attack—Sling: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

Spellcasting: The adept casts one of the following spells. It can cast each spell once per day.

Cure Wounds: One living creature within 25 feet of the adept regains 8 (1d8 + 4) hit points. The adept can make a melee or a ranged attack as part of the same action.

Inflict Wounds: One living creature within 25 feet of the adept must make a DC 12 Constitution saving throw. *Failed Save:* 18 (4d8) necrotic damage. *Successful Save:* Half damage. *Special:* If the adept targets an undead creature, the target instead regains 8 (1d8 + 4) hit points.

ENCOUNTER BUILDING

Level 2 XP 60

Dark Priest

Medium Humanoid (Human)

Armor Class 17 (banded)

Hit Points 22 (4d8 + 4)

Speed 25 ft.

Str 12 (+1) **Dex** 11 (+0) **Con** 13 (+1)

Int 10 (+0) **Wis** 16 (+3) **Cha** 12 (+1)

Alignment chaotic evil

Languages Common

ACTIONS

Melee Attack—Mace: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

Ranged Attack—Sling: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

Spellcasting: The priest casts one of the following spells. It can cast each spell once per day.

Bless: The priest chooses any number of creatures in a 20-foot-radius sphere within 50 feet of it. Each of those creatures gains a +1 bonus to attack rolls and saving throws for 1 minute. The priest can make a melee or a ranged attack as part of the same action.

Inflict Wounds: One living creature within 25 feet of the priest must make a DC 13 Constitution saving throw. *Failed Save:* 18 (4d8) necrotic damage. *Successful Save:* Half damage. *Special:* If the priest targets an undead creature, the target instead regains 8 (1d8 + 4) hit points.

Heightened Inflict Wounds: One living creature within 25 feet of the priest must make a DC 13 Constitution saving throw. *Failed Save:* 22 (5d8) necrotic damage. *Successful Save:* Half damage. *Special:* If the priest targets an undead creature, the target instead regains 8 (1d8 + 4) hit points.

Silence: The priest chooses a point it can see within 100 feet of it. For 10 minutes, no sound can be created within a 20-foot-radius sphere centered on that point. Creatures within the area are deafened.

ENCOUNTER BUILDING

Level 4 XP 150

Drow (Stryke)

Medium Humanoid (Elf)

Armor Class 15 (drow chain)

Hit Points 27 (6d8)

Speed 30 ft.

Senses darkvision 120 ft.

Str 10 (+0) **Dex** 15 (+2) **Con** 10 (+0)

Int 13 (+1) **Wis** 14 (+2) **Cha** 12 (+1)

Alignment chaotic evil

Languages Common, Elvish, Undercommon

TRAITS

Light Sensitivity: While in sunlight, the drow has disadvantage on attack rolls.

Magic Resistance: The drow has advantage on saving throws against magical effects.

Stealthy +5: The drow gains a +5 bonus to all checks to avoid detection.

ACTIONS

Multiattack: The drow makes two short sword attacks, two hand crossbow attacks, or one short sword attack and one hand crossbow attack.

Melee Attack—Short Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Ranged Attack—Hand Crossbow: +7 to hit (range 30/120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* The target takes a 5-foot penalty to speed and a –1 penalty to AC and Dexterity saving throws for 1d6 hours.

This is a poison effect. Multiple applications of the poison are cumulative. If the speed penalty reaches 20 feet or greater, the target falls unconscious for 1d8 hours.

Spellcasting: The drow casts one of the following spells: 1/day—*darkness*, *faerie fire*.

ENCOUNTER BUILDING

Level 4 XP 160

Flesh Golem

Medium Construct

Armor Class 9

Hit Points 57 (6d8 + 30); see Traits below

Speed 30 ft.

Senses darkvision 50 ft.

Str 19 (+4) **Dex** 9 (–1) **Con** 20 (+5)

Int 3 (–4) **Wis** 10 (+0) **Cha** 1 (–5)

Alignment neutral

Languages understands Common

TRAITS

Berserk: While the golem is in combat, roll a d6 at the start of each of the golem's turns. If the result is 6, the golem goes berserk until the end of the encounter. On its turn, a berserk golem attacks the nearest creature or some object smaller than itself if no creature is within reach, and it deals 5 extra bludgeoning damage when it hits with a melee attack.

The berserk golem's creator can, if it is within 60 feet of the golem and can be seen and heard by the golem, calm it by speaking firmly and persuasively, which requires an action and a DC 16 Charisma check. If the check succeeds, the golem is no longer berserk, although it may go berserk again.

Immunities: The golem is immune to nonmagical weapons except those made of adamantine, as well as disease, cold, lightning, poison, and psychic damage. It cannot be charmed, paralyzed, petrified, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

Whenever the golem would take lightning damage, it instead regains hit points equal to half the damage dealt.

Magic Resistance: The golem has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The golem makes two slam attacks.

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8+ 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 7 XP 1,320

Gargoyle

Medium Monstrosity

Armor Class 13

Hit Points 30 (4d8 + 12); see Traits below

Speed 40 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 16 (+3)

Int 6 (–2) **Wis** 11 (+0) **Cha** 7 (–2)

Alignment lawful evil

Languages Common, Terran

TRAITS

Hide in Plain Sight: The gargoyle can hold itself so still that it appears to be an inanimate statue. A DC 17 Intelligence or Wisdom check reveals that the statue is, in fact, a gargoyle.

Resistance: The gargoyle is resistant to nonmagical weapons except those made of adamantine.

ACTIONS

Multiattack: The gargoyle makes one bite attack, one claws attacks, and one gore attack.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Melee Attack—Gore: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

ENCOUNTER BUILDING

Level 5 XP 330

Giant Lizard

Medium Beast

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Str 16 (+3) Dex 12 (+1) Con 14 (+2)

Int 2 (–4) Wis 12 (+1) Cha 6 (–2)

Alignment unaligned

Languages —

TRAITS

Diverse: Giant lizards come in many varieties. As a result, the DM can customize a giant lizard by choosing one or more optional traits and actions (see sidebar) to best reflect the nature of the creature.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 30

Green Dracolich (Dretchroyaster)

Huge Undead

Armor Class 16

Hit Points 136 (13d12 + 52); see Traits below

Speed 60 ft., fly 150 ft., swim 60 ft.

Senses darkvision 100 ft.

Str 23 (+6) Dex 13 (+1) Con 18 (+4)

Int 13 (+1) Wis 13 (+1) Cha 14 (+2)

Alignment lawful evil

Languages Common, Draconic

TRAITS

Frightful Presence: A creature that starts its turn within sight of the dracolich must make a DC 14 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute; while frightened, the target must use its movement to move away from the dracolich. As an action, the frightened target can make a DC 14 Wisdom or Charisma check to end this effect. *Successful Save:* The target is immune to the dracolich's frightful presence for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The dracolich is immune to disease and poison. It cannot be charmed, frightened, paralyzed, or polymorphed against its will, and it cannot be put to sleep. It does not need to eat or breathe.

Keen Senses: The dracolich gains a +5 bonus to all checks to detect hidden creatures.

Magic Resistance: The dracolich has advantage on saving throws against magical effects.

Resistance: The dracolich is resistant to piercing damage.

Turn Resistance: The dracolich's hit points are doubled for the purpose of resisting turn undead effects.

ACTIONS

Multiattack: The dracolich makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +7 to hit (reach 10 ft.; one creature). *Hit:* 19 (2d12 + 6) piercing damage and 7 (2d6) necrotic damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature). *Hit:* 15 (2d8 + 6) slashing damage and 7

(2d6) necrotic damage, and the target must make a DC 14 Constitution saving throw. *Failed Save:* The target is paralyzed for 1 minute but can use its action while paralyzed to make a DC 14 Constitution check. If the check succeeds, the effect ends.

Melee Attack—Tail: +7 to hit (reach 10 ft.; one creature). *Hit:* 15 (2d8 + 6) bludgeoning damage and, if the target is Large or smaller, the dracolich either pushes the target up to 10 feet away or knocks it prone (dracolich's choice).

Poison Breath (Recharge 5–6): The dracolich breathes poisonous gas in a 60-foot cone. Each creature in the area must make a DC 14 Constitution saving throw. *Failed Save:* 22 (4d8 + 4) poison damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 14 **XP 11,440**

The Dracolich's Phylactery

A dracolich's spirit returns to its magic phylactery 1d10 days after the dracolich is destroyed. A dracolich's phylactery usually takes the form of a gem, statuette, or amulet. The only way to get rid of a dracolich permanently is to destroy its phylactery.

A dracolich spirit is trapped in its phylactery and remains dormant until the phylactery comes into contact with another dragon's corpse, at which point the dracolich's spirit can immediately take possession of the corpse, becoming a "proto-dracolich." In this new form, it loses its Dominate Undead trait and its dreadful gaze and poison breath actions until it consumes at least a portion of its original body.

Human Warrior

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 12 (+1) **Dex** 12 (+1) **Con** 12 (+1)

Int 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment any

Languages Common

ACTIONS

Melee or Ranged Attack—Spear: +4 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Disciplined: The warrior chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has the disciplined action has advantage.

ENCOUNTER BUILDING

Level 1 **XP 20**

Human Witch Doctor (Urbone)

Medium Humanoid (Troglodyte)

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

Str 16 (+3) Dex 14 (+2) Con 15 (+2)

Int 9 (–1) Wis 9 (–1) Cha 12 (+1)

Alignment neutral evil

Languages Draconic

TRAITS

Light Sensitivity: While in sunlight, the troglodyte has disadvantage on attack rolls.

Stench: When a creature without this trait starts its turn within 5 feet of the troglodyte, it has disadvantage on attack rolls and checks until it is no longer within 5 feet of a creature with this trait. This is a poison effect.

ACTIONS

Multiattack: The lizardfolk makes one bite attack and one claws attacks.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature) *Hit:* 6 (1d6 + 3) piercing damage.

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature) *Hit:* 8 (2d4 + 3) slashing damage.

Shocking Grasp: The witch doctor chooses one creature in its reach. The target must succeed on a DC 14 Dexterity saving throw. Otherwise, the target takes 4 (1d8) lightning damage, and it cannot take reactions until its next turn.

Ray of Enfeeblement (2/day): The witch doctor chooses a creature within 50 feet. The target must make a DC 14 Dexterity save. *Failed Save:* 14 (4d6) necrotic damage, and, if the target's hit point maximum is 25 or less, the target's melee attacks deal only half damage, and the target has disadvantage on Strength and Dexterity checks and saving throws. This effect lasts for 1 minute.

ENCOUNTER BUILDING

Level 4 XP 210

Hydra

Huge Monstrosity

Armor Class 12

Hit Points 80 (7d12 + 35)

Speed 30 ft., swim 30 ft.

Senses darkvision 60 ft.

Str 17 (+3) Dex 12 (+1) Con 20 (+5)

Int 2 (–4) Wis 10 (+0) Cha 9 (–1)

Alignment unaligned

Languages —

TRAITS

Aquatic: The hydra can breathe underwater, and being underwater imposes no penalty on its attack rolls or checks.

Decapitation: If the hydra takes 15 or more damage from a single attack or effect, the attacker can choose to kill one of the hydra's heads instead of dealing damage. When the hydra has no heads remaining, it dies.

Reactive: The hydra can take any number of reactions.

ACTIONS

Multiattack: The hydra makes as many bite attacks as it has heads. (A hydra typically begins a fight with five heads.)

Melee Attack—Bite: +5 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage.

Regrow Heads (Recharge 5–6): If the hydra has fewer than five living heads, it grows two heads. The hydra then makes as many bite attacks as it has heads.

The hydra cannot use this action if it has taken fire damage since its last turn.

ENCOUNTER BUILDING

Level 7 XP 1,050

Lizardfolk

Medium Humanoid (Lizardfolk)

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 13 (+1) Dex 10 (+0) Con 13 (+1)

Int 7 (–2) Wis 11 (+0) Cha 8 (–1)

Alignment neutral

Languages Draconic

TRAITS

Hold Breath: The lizardfolk can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or checks.

ACTIONS

Multiattack: The lizardfolk makes one bite attack and one claws attacks.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature) *Hit:* 4 (1d6 + 1) piercing damage.

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature) *Hit:* 6 (2d4 + 1) slashing damage.

ENCOUNTER BUILDING

Level 2 XP 30

Customization Options

Some lizardfolk employ shields (AC 14), stone greatclubs, and blowguns, using the following action options.

Multiattack: The lizardfolk makes two greatclub attacks.

Melee Attack—Greatclub: +5 to hit (reach 5 ft.; one creature) *Hit:* 5 (1d8 + 1) bludgeoning damage.

Ranged Attack—Blowgun: +5 to hit (range 50 ft./150 ft.; one creature) *Hit:* 2 (1d4) piercing damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

Mummy

Medium Undead

Armor Class 13

Hit Points 27 (6d8); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 16 (+3) Dex 10 (+0) Con 11 (+0)

Int 6 (–2) Wis 14 (+2) Cha 15 (+2)

Alignment lawful evil

Languages Common

TRAITS

Immunities: The mummy is immune to disease and poison. It cannot be charmed, frightened, paralyzed, stunned, or put to sleep. It does not need to eat, breathe, or sleep.

Resistances: The mummy is resistant to bludgeoning, piercing, necrotic, and slashing damage.

Vulnerability: The mummy is vulnerable to fire.

ACTIONS

Melee Attack—Rotting Touch: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage, and the target must make a DC 13 Constitution saving throw. *Failed Save:* The target is cursed with mummy rot. While cursed, it cannot regain hit points, and its hit point maximum drops by 10 for every 24 hours that elapse. If its hit point maximum drops to 0 or lower, the target dies. A *remove curse* spell cast on the target ends the curse.

ENCOUNTER BUILDING

Level 5 XP 370

Roper

Large Monstrosity

Armor Class 11

Hit Points 153 (18d10 + 54)

Speed 10 ft., climb 10 ft.

Senses darkvision 30 ft., tremorsense 50 ft.

Str 18 (+4) **Dex** 8 (–1) **Con** 17 (+3)

Int 7 (–2) **Wis** 16 (+3) **Cha** 6 (–2)

Alignment neutral evil

Languages Common, Terran

TRAITS

Hide in Plain Sight: The roper can hold itself so still that it appears to be a stalagmite, a stalactite, or another rock formation. A DC 17 Intelligence or Wisdom check reveals that the rock formation is, in fact, a roper.

Spider Climb: The roper can climb on smooth walls and upside down on horizontal surfaces.

Stealthy +8: The roper gains a +8 bonus to all checks to avoid detection.

ACTIONS

Multiattack: The roper makes two tendril attacks and one reel attack.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). *Hit:* 22 (4d8 + 4) piercing damage.

Melee Attack—Tendrils: +6 to hit (reach 50 ft.; one creature). *Hit:* The target is grappled. While grappled, the target's Strength is 1 (–5). The roper can grapple up to six creatures at a time.

Reel: The roper pulls a creature it is grappling up to 25 feet toward it in a straight line. If the grappled creature is adjacent to the roper at the end of this movement, the roper can make a bite attack with advantage against the grappled creature as a part of this same action.

ENCOUNTER BUILDING

Level 7 XP 1,190

Skeleton

Medium Undead

Armor Class 13 (armor scraps, shield)

Hit Points 9 (2d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 11 (+0) **Dex** 10 (+0) **Con** 10 (+0)

Int 6 (–2) **Wis** 8 (–1) **Cha** 3 (–4)

Alignment lawful evil

Languages understands Common

TRAITS

Immunities: The skeleton is immune to disease and poison. It cannot be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe.

Resistance: The skeleton is resistant to piercing damage.

Vulnerability: The skeleton is vulnerable to bludgeoning damage.

ACTIONS

Melee Attack—Long Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d8) slashing damage.

Ranged Attack—Shortbow: +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Stirge

Small Beast

Armor Class 13

Hit Points 3 (1d6)

Speed 10 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 4 (–3) **Dex** 14 (+2) **Con** 11 (+0)

Int 2 (–4) **Wis** 7 (–2) **Cha** 6 (–2)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one living creature). The attack automatically hits a creature to which the stirge is attached. *Hit:* 2 (1d4) piercing damage, and the stirge attaches to the target.

An attached stirge's speed drops to 0, and it moves with the target. A stirge can be removed with a DC 10 Strength check as an action.

ENCOUNTER BUILDING

Level 1 XP 10

Treant (Ironbark)

Huge Plant

Armor Class 14

Hit Points 80 (7d12 + 35); see Traits below

Speed 30 ft.

Senses tremorsense 100 ft.

Str 23 (+6) **Dex** 8 (–1) **Con** 21 (+5)

Int 12 (+1) **Wis** 16 (+3) **Cha** 12 (+1)

Alignment chaotic good

Languages Common, Elvish, Sylvan

TRAITS

Hide in Plain Sight: The treant can hold itself so still that it appears to be a tree. A DC 18 Intelligence or Wisdom check reveals that the tree is, in fact, a treant.

Resistance: The treant is resistant to bludgeoning damage.

Siege Monster: The treant and its animated trees deal double damage to objects and structures.

Vulnerability: The treant is vulnerable to fire.

ACTIONS

Melee Attack—Slam: +8 to hit (reach 15 ft.; one creature). *Hit:* 23 (5d6 + 6) bludgeoning damage.

Ranged Attack—Rock: +3 to hit (range 100 ft./200 ft.; one creature). *Hit:* 19 (3d8 + 6) bludgeoning damage.

Animate Trees (1/day): The treant animates one or two trees within 100 feet of it. These trees have the same statistics as a treant, with the following exceptions: They do not have the animate trees action, they have an Intelligence of 1, and they cannot be charmed. A tree remains animated until the treant dies or moves more than 100 feet away from it, or until the treant ends this effect as part of its action on its turn.

ENCOUNTER BUILDING

Level 7 XP 1,320

Troglodyte

Medium Humanoid (Troglodyte)

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Senses darkvision 90 ft.

Str 11 (+0) **Dex** 9 (–1) **Con** 14 (+2)

Int 5 (–3) **Wis** 10 (+0) **Cha** 6 (–2)

Alignment chaotic evil

Languages Draconic

TRAITS

Light Sensitivity: While in sunlight, the troglodyte has disadvantage on attack rolls.

Stealthy +5: The troglodyte gains a +5 bonus to all checks to avoid detection.

Stench: When a creature without this trait starts its turn within 5 feet of the troglodyte, it has disadvantage on attack rolls and checks until it is no longer within 5 feet of a creature with this trait. This is a poison effect.

ACTIONS

Multiattack: The troglodyte makes one bite attack and one claws attack, or two greatclub attacks.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) piercing damage.

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (2d4) slashing damage.

Melee Attack—Greatclub: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d8) bludgeoning damage.

Ranged Attack—Javelin: +6 to hit (range 30 ft./120 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 30

Weapon Use

About half of the troglodytes in a given group use weapons. The others attack with their teeth and claws.

Wolf

Medium Beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Senses low-light vision

Str 13 (+1) **Dex** 15 (+2) **Con** 13 (+1)

Int 2 (–4) **Wis** 12 (+1) **Cha** 6 (–2)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The wolf gains a +5 bonus to all checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 1 piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 1 XP 20

Wraith

Medium Undead

Armor Class 13

Hit Points 20 (3d8 + 6); see Traits below

Speed 60 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 6 (–2) **Dex** 16 (+3) **Con** 14 (+2)

Int 10 (+0) **Wis** 11 (+0) **Cha** 12 (+1)

Alignment neutral evil

Languages Common, Infernal

TRAITS

Immunity: The wraith is immune to disease, necrotic, and poison. It cannot be charmed, frightened, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Incorporeal: When the wraith takes damage that is not force damage or radiant damage, or from an ethereal source, halve the damage. The wraith can willingly pass through solid objects, but it is blinded and cannot target anything but the object while doing so.

Light Sensitivity: While in sunlight, the wraith has disadvantage on attack rolls.

ACTIONS

Melee Attack—Life Drain: +6 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) necrotic damage, and the target must make a DC 11 Constitution saving throw. *Failed Save:* The target's hit point maximum is reduced by the damage dealt by this attack. This reduction lasts 24 hours.

A creature whose hit point maximum is reduced to 0 by this attack dies. The wraith can choose to raise the creature as a specter under its control, but a wraith can have no more than seven specters under its control at one time.

A *remove curse* spell restores the target's hit point maximum to its full amount.

ENCOUNTER BUILDING

Level 4 XP 240