

D&D® Next Monster Statistics for Against the Slave Lords (A0 – A5)

This file contains D&D Next statistical conversions for the monsters encountered in the recently re-released product, *Against the Slave Lords*™, as well as for the adventure *The Last Slave Lord*, available in June 2013 in *Dungeon*® magazine. Click [here](#) for more information on the D&D Next playtest.

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Worg
Zombie

Adhu Nazaryet, Hobgoblin Shaman

Medium Humanoid (Goblinoid)

Armor Class 18 (chain mail, shield)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

Senses darkvision 50 ft.

Str 13 (+1) **Dex** 10 (+0) **Con** 12 (+1)

Int 10 (+0) **Wis** 14 (+2) **Cha** 13 (+1)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Channel Divinity—Divine Wrath [2/day]: When Adhu hits with a morningstar attack, he can expend a use of this trait to deal 11 (2d10) extra damage.

Spellcasting: Adhu has the following spells (save DC 14; +4 to attack).

Cantrips: *guidance, resistance*

1st Level (3/day): *cure wounds, detect magic, healing word, inflict wounds*

2nd Level (2/day): *spiritual weapon*

3rd Level (2/day): *dispel magic, prayer*

Steadfast: Adhu cannot be frightened while he can see a friendly creature within 30 feet of him that also has this trait.

ACTIONS

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

ENCOUNTER BUILDING

Level 5 XP 300

Ajakstu

Medium Humanoid (Human)

Armor Class 15 (*mage armor*)

Hit Points 40 (9d6 + 9)

Speed 30 ft.

Str 13 (+1) **Dex** 17 (+3) **Con** 12 (+1)

Int 18 (+4) **Wis** 10 (+0) **Cha** 14 (+2)

Alignment lawful evil

Languages Abyssal, Common, Draconic, Infernal, Orcish

TRAITS

Abjurer's Armor: Whenever Ajakstu takes damage, he can apply half to his *mage armor*. His *mage armor* effect can absorb no more than 20 points of damage per day.

Spellcasting: Ajakstu has the following spells (save DC 16; +6 to attack).

Cantrips: *mage armor, light, prestidigitation*

1st Level (4/day): *charm person, magic missile, shield*

2nd Level (3/day): *flaming sphere, invisibility*

3rd Level (3/day): *dispel magic, lightning bolt*

4th Level (3/day): *confusion, wall of fire*

5th Level (1/day): *dominate person*

ACTIONS

Melee Attack—Dagger + 1: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Shield [1st-Level Spell]: When he is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, Ajakstu can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of his next turn.

ENCOUNTER BUILDING

Level 7 XP 1,000

Ant Queen, Giant

Large Beast

Armor Class 8

Hit Points 65 (10d10 + 10)

Speed 10 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 6 (–2) **Con** 13 (+1)

Int 1 (–5) **Wis** 12 (+1) **Cha** 6 (–2)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 9 (2d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 200

Ant Warrior, Giant

Medium Beast

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft., climb 40 ft.

Senses darkvision 50 ft.

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

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

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).
Hit: 5 (1d6 + 2) piercing damage, and the ant makes a sting attack against the same target as part of the same action.

Melee Attack—Sting: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 9 saving throw or take 5 (1d8 + 1) poison damage.

ENCOUNTER BUILDING

Level 3 XP 70

Ant Worker, Giant

Small Beast

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

Senses darkvision 50 ft.

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

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

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).
Hit: 3 (1d4 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 **XP** 10

Aspis Cow

Large Monstrosity

Armor Class 10

Hit Points 55 (10d10)

Speed 10 ft.

Senses darkvision 50 ft.

Str 16 (+3) **Dex** 6 (–2) **Con** 11 (+0)

Int 5 (–2) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment neutral

Languages Aspis

TRAITS

Acidic Slime: The cow exudes an acidic slime that eats through 1 inch of metal or wood after 1 minute of contact. A creature whose flesh is exposed to the slime takes 4 (1d8) acid damage at the end of each of its turns until it takes an action to wash or scrape off the slime.

Immunities: The cow is immune to acid.

ACTIONS

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 12 (2d8 + 3) piercing damage.

ENCOUNTER BUILDING

Level 5 **XP** 300

Aspis Drone

Medium Monstrosity

Armor Class 15 (two shields)

Hit Points 27 (6d8)

Speed 40 ft.

Senses darkvision 50 ft.

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

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

Alignment neutral

Languages Aspis (some also speak Common)

TRAITS

Damage Resistance: The drone has resistance against cold, fire, and lightning.

ACTIONS

Multiattack: The drone makes two attacks.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) slashing damage.

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

ENCOUNTER BUILDING

Level 3 XP 120

Aspis Larva

Small Monstrosity

Armor Class 10

Hit Points 7 (2d6)

Speed 20 ft., swim 20 ft.

Senses blindsight 25 ft.

Str 7 (–2) **Dex** 10 (+0) **Con** 11 (+0)

Int 1 (–5) **Wis** 3 (–4) **Cha** 3 (–4)

Alignment unaligned

Languages —

TRAITS

Immunities: The larva is immune to acid, gaze effects, and any effects that rely on the target being able to see. It cannot be blinded.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 XP 10

Ayares the Cutpurse

Medium Humanoid (Human)

Armor Class 14 (leather)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

Str 10 (+0) **Dex** 17 (+3) **Con** 12 (+1)

Int 11 (+0) **Wis** 9 (–1) **Cha** 11 (+0)

Alignment neutral evil

Languages Common, Thieves' Cant

TRAITS

Expertise: Ayares rolls an extra 1d6 on Dexterity checks and Charisma checks.

Sneak Attack: Once per turn, if Ayares attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 1d6 extra damage. Ayares also deals this extra damage if he has advantage on the attack roll.

ACTIONS

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

Pick Pockets: Ayares chooses a creature and makes a Dexterity check to steal a small object from the creature, provided the creature is not holding the object. If Ayares is hidden, he has advantage on the check. Ayares's check is opposed by the creature's Wisdom check. If he wins the contest, Ayares steals the object. If the creature wins, it notices the attempt.

ENCOUNTER BUILDING

Level 2 **XP 30**

Badger, Giant

Small Beast

Armor Class 11

Hit Points 13 (3d6 + 3)

Speed 30 ft., climb 30 ft.

Senses low-light vision

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

Int 3 (–4) **Wis** 13 (+1) **Cha** 6 (–2)

Alignment unaligned

Languages —

ACTIONS

Multiattack: The badger makes one bite attack and one claws attack.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

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

ENCOUNTER BUILDING

Level 2 **XP 30**

Bat, Giant

Medium Beast

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 10 ft., fly 60 ft.

Senses blindsight 50 ft., darkvision 50 ft.

Str 11 (+0) **Dex** 15 (+2) **Con** 13 (+1)

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

Alignment unaligned

Languages —

TRAITS

Aggressive Flyby: If the bat makes an attack against a creature, the bat provokes no opportunity attacks from that creature if the bat flies out of the creature's reach.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 XP 20

Bear, Brown

Large Beast

Armor Class 10

Hit Points 37 (5d10 + 10)

Speed 40 ft., climb 20 ft.

Senses low-light vision

Str 19 (+4) **Dex** 10 (+0) **Con** 14 (+2)

Int 3 (–4) **Wis** 13 (+1) **Cha** 7 (–2)

Alignment unaligned

Languages —

TRAITS

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

ACTIONS

Multiattack: The bear makes one bite attack and one claws attack.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).
Hit: 7 (1d6 + 4) piercing damage.

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage.

ENCOUNTER BUILDING

Level 4 XP 200

Beetle, Cave

Medium Beast

Armor Class 15

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Senses darkvision 60 ft.

Str 10 (+0) Dex 10 (+0) Con 14 (+2)

Int 1 (–5) Wis 12 (+1) Cha 4 (–3)

Alignment unaligned

Languages —

ACTIONS

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

ENCOUNTER BUILDING

Level 1 XP 10

Black Pudding

Large Ooze

Armor Class 8

Hit Points 85 (10d10 + 30)

Speed 30 ft. (climb)

Senses blindsight 50 ft.

Str 16 (+3) Dex 7 (–2) Con 16 (+3)

Int 1 (–5) Wis 6 (–2) Cha 1 (–5)

Alignment unaligned

Languages —

TRAITS

Formless: The pudding can move through gaps that are at least 1 inch wide, and it is not considered to be squeezing when it does so. It cannot fall prone.

Immunities: The pudding is immune to acid, cold, gaze effects, poison, and any effects that rely on the target being able to see. It cannot be blinded, charmed, or frightened.

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

ACTIONS

Melee Attack—Slam: +4 to hit (reach 5 ft.; one creature). *Hit:* 14 (3d8) acid damage.

REACTIONS

Split: When a black pudding with 10 hit points or more takes lightning or weapon damage, it splits into two puddings, each with hit points equal to half of the pudding's current hit points. These newly formed puddings are one size smaller than the pudding from which they formed (minimum Small).

ENCOUNTER BUILDING

Level 6 XP 650

Dissolve Wood and Metal: The black pudding can dissolve up to 2 inches of wood and 1 inch of metal per minute. Magical material takes twice as long to dissolve, plus another minute per magical plus the item has.

Blackthorn, Ogre Mage

Large Giant (Ogre Mage)

Armor Class 13 (studded leather)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

Senses darkvision 50 ft.

Str 18 (+4) **Dex** 10 (+0) **Con** 14 (+2)

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

Alignment lawful evil

Languages Common, Giant

TRAITS

Regeneration: At the start of each of its turns, if the ogre has at least 1 hit point, it regains 5 hit points.

Spellcasting: The ogre has the following spells (save DC 11).

1st Level (2/day): *charm person*, *sleep*

2nd Level (2/day): *darkness*, *invisibility*

3rd Level (2/day): *fly*, *gaseous form*

5th Level (1/day): *cone of cold*

ACTIONS

Melee Attack—Glaive: +7 to hit (reach 10 ft.; one creature). *Hit:* 15 (2d10 + 4) slashing damage.

Change Shape: The ogre polymorphs to appear to be a Medium humanoid or Large giant, or back to its normal ogre form. The ogre's statistics, other than size, remain the same in the new shape. Although the ogre can remain in a new shape indefinitely, it reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 5 XP 450

Gaseous Form: The ogre polymorphs into a 10-foot-diameter cloud of green gas. In this form, the ogre has a fly speed of 20 feet (hover), can take actions only to use Change Shape (to take a shape other than its normal form) or to rush, and can pass through any gap that is not airtight. An ogre in gaseous form cannot be harmed, but is subject to wind. The ogre can resume its normal form at will, and the ogre can otherwise remain in gaseous form for up to 1 hour.

Boar

Medium Beast

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Int 3 (–4) **Wis** 13 (+1) **Cha** 6 (–2)

Alignment unaligned

Languages —

TRAITS

Relentless: If the boar takes damage that drops it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the boar drops to 1 hit point instead. If the boar has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Gore: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d10 + 1) slashing damage, or if the boar moved 20 or more feet during the same turn before making the attack, 10 (1d10 + 5) slashing damage and the target falls prone.

ENCOUNTER BUILDING

Level 2 XP 40

Boggle

Small Fey

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 25 ft.

Senses darkvision 50 ft.

Str 8 (–1) **Dex** 17 (+3) **Con** 12 (+1)

Int 7 (–2) **Wis** 10 (+0) **Cha** 11 (+0)

Alignment chaotic neutral

Languages Common, Sylvan

TRAITS

Boggle Oil: The boggle secretes black oil that gives the creature resistance against fire damage. The oil also grants the boggle advantage on ability checks made to avoid or escape being grappled.

If the boggle is alive and does not move on its turn, this oil slicks the ground in the boggle's space. Any creature that enters the slick's area must succeed on a DC 10 Dexterity saving throw or fall prone. The oil remains slippery for 10 minutes.

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

Rubbery: The boggle can stretch or contract its body, or any portion thereof, doubling or halving its size. It can do so as part of another action.

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

Steal: The boggle chooses a creature that it can see within 10 feet of it or its linked portal and tries to snatch an object from the creature. The boggle makes a Dexterity check, and it has advantage on its check if it is hidden from the target or the target is prone. If the target is aware of the boggle, the target opposes the boggle's check with a Dexterity check. If the target is unaware of the boggle, the target opposes the boggle's check with a Wisdom check.

If the boggle wins the contest, the boggle takes the item from the creature. If the creature wins, it keeps the item and, if unaware of the boggle, becomes aware of the boggle. The target always notices the boggle if the boggle attempts to steal something the target is holding.

ACTIONS

Melee Attack—Claws: +5 to hit (reach 10 ft.; one creature). *Hit:* 8 (2d4 + 3) slashing damage. If the boggle has advantage on the attack roll, it can make a bite attack as part of the same action.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage.

Linked Portal: The boggle creates two linked portals, one located next to it and another located up to 25 feet away. The destination portal must be formed within a frame, such as a hole, a doorway, or between another creature's legs. The portals last until the boggle stops concentrating on them. As part of the action used to create the portal, and as an action, the boggle can reach through one portal to grab something within 10 feet of the other. As part of its movement, the boggle can step through one portal and appear within 10 feet of the other portal.

ENCOUNTER BUILDING

Level 3 XP 70

Bookworm

Tiny Beast

Armor Class 14

Hit Points 2 (1d4 – 2)

Speed 30 ft.

Str 1 (–5) **Dex** 18 (+4) **Con** 7 (–2)

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

Alignment unaligned

Languages —

TRAITS

Hard to Detect: Other creatures have disadvantage on Wisdom checks made to spot a bookworm.

Sense Paper: A bookworm can sense paper, leather, parchment, and vellum within 50 feet of it.

ACTIONS

Devour: Choose one wooden or leather object or one piece of paper or paperlike substance within 1 foot of the bookworm. The bookworm chews through 1 inch of wood or leather or devours one page of paper.

ENCOUNTER BUILDING

Level 1 **XP** 10

Brother Kerin

Medium Humanoid (Human)

Armor Class 16 (mindful defense)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

Str 15 (+2) **Dex** 17 (+3) **Con** 16 (+3)

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

Alignment lawful evil

Languages Common, Draconic

TRAITS

Expertise: Kerin rolls an extra 1d8 on Dexterity and Wisdom checks and saving throws.

ACTIONS

Multiattack: Kerin makes three unarmed strike attacks.

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

ENCOUNTER BUILDING

Level 5 **XP** 380

Brother Milerjoi

Medium Humanoid (Human)

Armor Class 17 (mindful defense)

Hit Points 49 (9d8 + 9)

Speed 50 ft.

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

Int 14 (+2) **Wis** 15 (+2) **Cha** 11 (+0)

Alignment lawful evil

Languages Common, Draconic, Orcish

TRAITS

Expertise: Milerjoi rolls an extra 1d8 on Dexterity and Wisdom checks and saving throws.

Lethal Critical: Whenever Milerjoi scores a critical hit, he deals triple maximum damage for the attack instead of normal critical hit damage. A creature that drops to 0 hit points due to this damage also receives one death saving throw failure.

ACTIONS

Multiattack: Milerjoi makes three attacks.

Melee Attack—Unarmed Strike: +7 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

Melee or Ranged Attack—Dagger: +7 to hit (reach 5 ft. or ranged 30 ft./120 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

Stunning Strike [2/day]: Milerjoi makes an unarmed strike attack. On a hit, he can expend a use of this ability, forcing the target to succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. While stunned in this way, the target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

REACTIONS

Deflect Missiles: If hit by a ranged weapon attack, Milerjoi can use his reaction to roll 1d8 and add it to his AC against the attack. If the attack then misses, Milerjoi can catch the projectile, provided it is small enough to hold in his hand.

ENCOUNTER BUILDING

Level 5 XP 470

Brubgrok

Medium Humanoid (Half-Orc)

Armor Class 18 (chain mail, shield)

Hit Points 22 (3d10 + 6)

Speed 25 ft.

Str 18 (+4) **Dex** 12 (+1) **Con** 15 (+2)

Int 9 (–1) **Wis** 10 (+0) **Cha** 11 (+0)

Alignment neutral evil

Languages Common

TRAITS

Action Surge: Brubgrok can take an extra action on his turn. He cannot use this trait again until after benefiting from a rest.

Commander +2: Friendly creatures that can see or hear Brubgrok and are within 30 feet of him gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

Menacing: Brubgrok has advantage on Charisma checks to intimidate.

Relentless: If Brubgrok takes damage that drops him to 0 hit points, he can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, Brubgrok drops to 1 hit point instead. If Brubgrok has only 1 hit point at the end of his next turn, he drops to 0 hit points.

ACTIONS

Melee Attack—Long Sword: +7 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d8 + 4) slashing damage.

Ranged Attack—Longbow: +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 120

Cari

Medium Aberration (Caveling)

Armor Class 14

Hit Points 15 (2d8 + 6)

Speed 40 ft.; climb 40 ft.

Senses darkvision 50 ft.

Str 16 (+3) **Dex** 16 (+3) **Con** 16 (+3)

Int 4 (–3) **Wis** 4 (–3) **Cha** 4 (–3)

Alignment neutral

Languages understands Common

TRAITS

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

ACTIONS

Multiattack: Cari makes a mace attack and a stinger attack.

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

Melee Attack—Stinger: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target is poisoned for 1 minute unless it succeeds on a DC 11 Constitution saving throw. A creature poisoned in this way itches badly, cannot maintain concentration on spells, and has disadvantage on attack rolls, Strength checks, and Dexterity checks. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Trip: Cari makes a Strength check, which her target opposes with a Strength check. If Cari wins the contest, her target falls prone. Cari can then make a melee attack against the target as part of this action.

ENCOUNTER BUILDING

Level 3 XP 70

Carlstar Wiorfether

Medium Humanoid (Human)

Armor Class 13 (studded leather)

Hit Points 19 (3d10 + 3)

Speed 30 ft.

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

Int 14 (+2) **Wis** 12 (+1) **Cha** 9 (–1)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—War Pick: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Ranged Attack—Heavy Crossbow: +3 to hit (range 100 ft./400 ft.; one creature). *Hit:* 7 (1d10 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 30

Caryatid Column

Medium Construct

Armor Class 15

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Senses darkvision 50 ft.

Str 16 (+3) **Dex** 13 (+1) **Con** 13 (+1)

Int 1 (–5) **Wis** 10 (+0) **Cha** 7 (–2)

Alignment unaligned

Languages —

TRAITS

Resilient: The column has a +5 bonus to all saving throws.

Weapon Breaker: If hit by an attack with a nonmagical weapon, the column takes half damage and the weapon is destroyed if the d20 rolled for the attack shows an odd number greater than 10.

ACTIONS

Multiattack: The caryatid column makes two long sword attacks.

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

ENCOUNTER BUILDING

Level 4 XP 250

Cave Fisher

Medium Beast

Armor Class 13

Hit Points 13 (3d8)

Speed 10 ft., climb 10 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 10 (+0) **Con** 11 (+0)

Int 2 (–4) **Wis** 10 (+0) **Cha** 4 (–3)

Alignment unaligned

Languages —

TRAITS

Grapppler: The fisher has advantage on Strength checks to maintain a grapple, and it has advantage on attack rolls against grappled creatures.

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

Stability: The fisher cannot be knocked prone.

ACTIONS

Multiattack: The cave fisher makes two claw attacks.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Ranged Attack—Fisher Filament: +6 to hit (range 50 ft.; one creature). *Hit:* The creature is grappled and pulled 15 feet toward the fisher. At the end of each of the grappled creature's turns, it is pulled 15 feet toward the fisher. The fisher can grapple only one creature at a time.

The filament is immune to nonmagical damage, but it breaks if it takes any damage. High-alcohol liquid, including the fisher's blood, dissolves the filament's adhesive, releasing the grappled creature. It takes an action to apply such a liquid.

ENCOUNTER BUILDING

Level 2 XP 60

Caveling

Medium Aberration

Armor Class 10

Hit Points 4 to 13 (1d8 to 3d8)

Speed 30 ft.

Senses darkvision 50 ft.

Str 12 (+1) **Dex** 11 (+0) **Con** 10 (+0)

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

Alignment neutral

Languages Common

TRAITS

Mutations: A caveling has one or more mutations at the DM's discretion. Most cavelings have physical variations that offer no mechanical benefit, but some have abilities like those of other monsters.

ACTIONS

Melee Attack—Club: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage.

Ranged Attack—Rock: +3 to hit (range 10 ft./25 ft.; one creature). *Hit:* 3 (1d2 + 1) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10–20

VARIATIONS

Inner Markessa: AC 14 (stone breastplate), hp 9 (HD 2d8)

Jabber: hp 13 (HD 3d8); *Melee Attack—Spear Hand:* (1d6 + 1) piercing damage.

Raker: AC 12; hp 9 (HD 2d8); Dex 14 (+2)

Rat Master: AC 11, Dex 13 (+1)

Cifal

Medium Monstrosity

Armor Class 11

Hit Points 36 (8d8)

Speed 0 ft., fly 20 ft. (maximum altitude 0 ft.)

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

Int 1 (–5) **Wis** 3 (–4) **Cha** 1 (–5)

Alignment unaligned

Languages —

TRAITS

Swarm Form: Whenever the cifal takes piercing or slashing damage, it takes the minimum possible damage.

The cifal can move through gaps that are at least 1 inch wide, and it is not considered to be squeezing when it does so.

ACTIONS

Melee Attack—Swarm of Bites: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d12 + 1) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 140

Cloaker

Large Aberration

Armor Class 12

Hit Points 39 (6d10 + 6)

Speed 10 ft., fly 50 ft.

Senses darkvision 50 ft.

Str 17 (+3) **Dex** 15 (+2) **Con** 12 (+1)

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

Alignment chaotic neutral

Languages Undercommon

TRAITS

Hide in Plain Sight: Until the cloaker moves or takes an action, other creatures must succeed on a DC 17 Wisdom check to spot that the cloaker is a creature.

Light Sensitivity: While in sunlight, the cloaker cannot use Shadow Shift and has disadvantage on attack rolls.

ACTIONS

Melee Attack—Engulf: +6 to hit (reach 5 ft.; one Large or smaller creature). *Hit:* The cloaker enters the target's space, and the target is grappled and is restrained while grappled in this way. When it first grapples the target and as part of its action on each of its turns while grappling, the cloaker bites the target for 6 (1d6 + 3) piercing damage. The creature grappled by the cloaker takes half the damage the cloaker takes from any physical attack or effect.

Melee Attack—Tail: +6 to hit (reach 10 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage.

Moan: Creatures other than aberrations within 50 feet of the cloaker must succeed on a DC 12 Wisdom saving throw or become frightened and unable to willingly leave their spaces until the end of the cloaker's next turn. If a creature fails six such saving throws, it becomes stunned until the moaning stops.

Shadow Shift: The cloaker weaves shadows in a way that mimics the silent image effect of the *minor illusion* cantrip or the *mirror image* spell. It can have only one of these effects active at any one time.

ENCOUNTER BUILDING

Level 5 XP 300

Coffer Corpse

Medium Undead

Armor Class 10

Hit Points 15 (2d8 + 6)

Speed 30 ft.

Senses darkvision 50 ft.

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

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

Alignment chaotic evil

Languages —

TRAITS

Corpselike: Until the corpse moves or takes an action, other creatures must succeed on a DC 17 Wisdom check to spot that the corpse is a creature.

Immunities: The corpse is immune to damage from nonmagical weapons. It is also immune to disease and poison, and it cannot be put to sleep. It does not need to sleep, eat, or breathe.

Turn Resistance: The corpse is considered to have double its current hit points when determining the effect of Turn Undead.

ACTIONS

Melee Attack—Slam: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) bludgeoning damage, and a Medium or smaller target is grappled and is restrained while grappled. While it has a creature grappled, the corpse can slam only that creature.

REACTIONS

Feign Death: When the corpse is hit by an attack, it can fall prone and seem slain. The corpse's Corpselike trait then applies to all who think the corpse is destroyed.

MOVEMENT

Frightful Stand: When the corpse stands up after using Feign Death, any creature that thought the corpse was slain must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature can take an action to make a DC 11 Wisdom check to end the condition. The creature that saves or succeeds on the check is immune to the corpse's Frightful Stand for 24 hours.

ENCOUNTER BUILDING

Level 2 XP 50

Cook

Medium Humanoid (Half-Orc)

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 30 ft.

Str 13 (+1) **Dex** 15 (+2) **Con** 12 (+1)

Int 9 (–1) **Wis** 7 (–2) **Cha** 4 (–3)

Alignment chaotic neutral

Languages Common, Orcish

ACTIONS

Melee or Ranged Attack—Cleaver: +3 to hit (reach 5 ft. or ranged 10 ft./25 ft.; one creature). *Hit:* 5 (1d6 + 2) slashing damage.

ENCOUNTER BUILDING

Level 1 **XP** 20

Crabfolk

Medium Humanoid (Crabfolk)

Armor Class 12

Hit Points 13 (3d8)

Speed 30 ft. (swim)

Senses darkvision 50 ft.

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

Int 8 (–1) **Wis** 10 (+0) **Cha** 7 (–1)

Alignment neutral

Languages Aquan

TRAITS

Aquatic: The crabfolk can breathe underwater, and being underwater imposes no penalty to its attack rolls or ability checks.

ACTIONS

Multiattack: The crabfolk makes two claw attacks.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) slashing damage.

ENCOUNTER BUILDING

Level 2 **XP** 30

Crayfish, Giant

Large Beast

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 20 ft., swim 40 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 12 (+1) **Con** 13 (+1)

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

Alignment unaligned

Languages —

TRAITS

Aquatic: The crayfish can breathe underwater, and being underwater imposes no penalty to its attack rolls or ability checks.

ACTIONS

Multiattack: The crayfish makes two claw attacks.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled. While using a claw to grapple a creature, the crayfish can use that claw to attack only that creature.

ENCOUNTER BUILDING

Level 3 XP 120

Dakon

Medium Humanoid

Armor Class 12

Hit Points 7 (1d8 + 3)

Speed 30 ft. (climb)

Senses low-light vision

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

Int 9 (–1) **Wis** 12 (+1) **Cha** 9 (–1)

Alignment lawful neutral

Languages Common

ACTIONS

Multiattack: The dakon makes two attacks.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Rock: +4 to hit (range 20 ft./50 ft.; one creature). *Hit:* 6 (1d8 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 30

Dog, Wild

Medium Beast

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 40 ft.

Senses low-light vision

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

Int 3 (–4) **Wis** 12 (+1) **Cha** 6 (–2)

Alignment unaligned

Languages —

TRAITS

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

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

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature).

Hit: 1d4 + 1 piercing damage. If the attack deals 4 or more damage, the target also falls prone.

ENCOUNTER BUILDING

Level 1 **XP 10**

Drow Guard

Medium Humanoid (Drow Elf)

Armor Class 16 (*drow chain shirt +1*)

Hit Points 27 (6d8)

Speed 30 ft.

Senses darkvision 100 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.

Spellcasting: The drow has the following spells (save DC 12).

Cantrips: *minor illusion*

1st Level (1/day): *faerie fire*

2nd Level (1/day): *darkness*

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

ACTIONS

Multiattack: The drow makes two short sword attacks.

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

Ranged Attack—Javelin: +5 to hit (range 30 ft./120 ft.; one creature). **Hit:** 3 (1d6) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage.

ENCOUNTER BUILDING

Level 4 **XP 180**

Drow Guard Leader

Medium Humanoid (Drow Elf)

Armor Class 21 (*drow chain shirt +2, shield +1*)

Hit Points 55 (10d10)

Speed 30 ft.

Senses darkvision 100 ft.

Str 10 (+0) **Dex** 17 (+3) **Con** 11 (+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.

Spellcasting: The drow has the following spells (save DC 12).

Cantrips: *minor illusion*

1st Level (1/day): *faerie fire*

2nd Level (1/day): *darkness*

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

ACTIONS

Multiattack: The drow makes two melee attacks.

Melee Attack—*Short Sword* +2: +9 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d6 + 5) piercing damage.

Melee or Ranged Attack—*Dagger* +1: +8 to hit (reach 5 ft. or ranged 30 ft./120 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

ENCOUNTER BUILDING

Level 6 XP 800

Drow Merchant

Medium Humanoid (Drow Elf)

Armor Class 18 (*drow chain shirt +3*)

Hit Points 48 (4d8 + 4d10 + 8)

Speed 30 ft.

Senses darkvision 100 ft.

Str 15 (+2) **Dex** 15 (+2) **Con** 12 (+1)

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

Alignment chaotic evil

Languages Common, Elvish, Undercommon

TRAITS

Channel Divinity—*Magical Might* [2/day]: When the drow uses an action to cast a spell, the drow can expend a use of this trait to give one target of the spell disadvantage on saving throws against the spell this turn.

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

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

Spellcasting: The drow has the following spells (save DC 14).

Cantrips: *guidance, minor illusion, spare the dying*

1st Level (4/day): *cure wounds, detect magic, faerie fire, healing word*

2nd Level (3/day): *darkness, hold person, speak with animals*

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

ACTIONS

Multiattack: The drow makes two morningstar attacks.

Melee Attack—*Morningstar* +2: +8 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

ENCOUNTER BUILDING

Level 7 XP 1,000

Edralve

Medium Humanoid (Drow Elf)

Armor Class 17 (studded leather, shield)

Hit Points 54 (4d8 + 5d10 + 9)

Speed 30 ft.

Senses darkvision 100 ft.

Str 15 (+2) **Dex** 15 (+2) **Con** 12 (+1)

Int 13 (+1) **Wis** 17 (+3) **Cha** 12 (+1)

Alignment chaotic evil

Languages Common, Elvish, Undercommon

TRAITS

Channel Divinity—Magical Might [2/day]: When Edralve uses an action to cast a spell, she can expend a use of this trait to give one target of the spell disadvantage on saving throws against the spell this turn.

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

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

Spellcasting: Edralve has the following spells (save DC 15).

Cantrips: *minor illusion, prestidigitation, resistance, spare the dying*

1st Level (4/day): *charm person, detect magic, faerie fire, healing word*

2nd Level (3/day): *darkness, levitate, silence*

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

ACTIONS

Multiattack: Edralve makes two long sword attacks.

Melee Attack—Long Sword +2: +8 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) slashing damage.

ENCOUNTER BUILDING

Level 6 XP 850

Elemental Cleric

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

TRAITS

Spellcasting: The cleric has the following spells (save DC 13).

Cantrips: *resistance, spare the dying*

1st Level (3/day): *cause fear, command, cure wounds*

ACTIONS

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

Ranged Attack—Sling: +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 50

Estelrath Tancred

Medium Humanoid (Human)

Armor Class 18 (chain mail, shield)

Hit Points 32 (5d10 + 5)

Speed 25 ft.

Str 14 (+2) **Dex** 11 (+0) **Con** 12 (+1)

Int 10 (+0) **Wis** 12 (+1) **Cha** 14 (+2)

Alignment lawful evil

Languages Common, Orcish

TRAITS

Action Surge: Estelrath can take an extra action on his turn. He cannot use this trait again until after benefiting from a rest.

Alertness: Estelrath rolls an extra 1d8 when making a Wisdom or Intelligence check to listen, search, or spot.

ACTIONS

Multiattack: Estelrath makes two long sword attacks.

Melee Attack—Long Sword: +5 to hit (reach 5 ft.; one creature); Estelrath scores a critical if he rolls a natural attack roll of 19 or 20. *Hit:* 6 (1d8 + 2) slashing damage.

Second Wind [1/day]: Estelrath regains 16 hit points. He cannot use this action again until after benefiting from a long rest.

ENCOUNTER BUILDING

Level 4 XP 240

Executioner

Large Giant (Ogre)

Armor Class 16 (chain mail)

Hit Points 37 (5d10 + 10)

Speed 35 ft.

Senses darkvision 50 ft.

Str 18 (+4) **Dex** 12 (+1) **Con** 14 (+2)

Int 10 (+0) **Wis** 12 (+1) **Cha** 6 (–2)

Alignment chaotic evil

Languages Common, Giant

ACTIONS

Melee Attack—Long Sword: +6 to hit (used in two hands; reach 5 ft.; one creature). *Hit:* 15 (2d10 + 4) slashing damage.

Melee Attack—Disarming Strike: +6 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d4 + 4) bludgeoning damage, and Executioner can make a Strength check that is opposed by the target's Strength check. A target that loses the contest drops a weapon it is holding.

ENCOUNTER BUILDING

Level 4 XP 260

Feetla

Medium Humanoid (Human)

Armor Class 21 (*chain mail +2, shield +2*)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

Str 18 (+4) **Dex** 15 (+2) **Con** 16 (+3)

Int 15 (+2) **Wis** 12 (+1) **Cha** 18 (+4)

Alignment neutral evil

Languages Common, Giant, Orcish

TRAITS

Action Surge: Feetla can take an extra action on his turn. He cannot use this trait again until after benefiting from a rest.

Superior Critical: Feetla scores a critical if he rolls a natural attack roll of 18–20.

ACTIONS

Multiattack: Feetla makes two cutlass attacks.

Melee Attack—Cutlass +2: +10 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d6 + 6) slashing damage.

Ranged Attack—Handaxe: +7 to hit (range 20 ft./60 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage.

Melee Attack—Heavy Crossbow: +7 to hit (range 100 ft./400 ft.; one creature). *Hit:* 7 (1d10 + 2) piercing damage.

Second Wind [1/day]: Feetla regains 37 hit points. He cannot use this action again until after benefiting from a long rest.

ENCOUNTER BUILDING

Level 8 XP 2,300

Filch

Medium Aberration (Caveling)

Armor Class 14

Hit Points 9 (2d8)

Speed 40 ft.; climb 40 ft.

Senses darkvision 50 ft.

Str 12 (+1) **Dex** 16 (+3) **Con** 11 (+0)

Int 4 (–3) **Wis** 4 (–3) **Cha** 4 (–3)

Alignment neutral evil

Languages understands Common

TRAITS

Natural Grappler: Filch can use his prehensile tail to start a grapple, and he has advantage on Strength checks to start and maintain a grapple. In addition, he has advantage on attack rolls against creatures grappled by him.

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

ACTIONS

Multiattack: Filch makes two dagger attacks.

Melee Attack—Dagger: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage.

Prehensile Tail: Filch can use his tail to take a small object from a creature, provided the creature isn't holding the item. To do so, Filch makes a Dexterity check with advantage, opposed by Dexterity check of one creature within 5 feet of him. On a success, Filch takes the item.

ENCOUNTER BUILDING

Level 2 XP 40

Fyndax/Kyvin Trist

Medium Humanoid (Human)

Armor Class 10

Hit Points 3 (1d8 – 1)

Speed 30 ft.

Str 10 (+0) Dex 11 (+0) Con 9 (–1)
Int 11 (+0) Wis 10 (+0) Cha 11 (+0)

Alignment neutral evil

Languages Common

ACTIONS

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

ENCOUNTER BUILDING

Level 1 XP 10

Geoffrey

Medium Humanoid (Human)

Armor Class 14 (*mage armor*)

Hit Points 40 (9d6 + 9)

Speed 30 ft.

Str 8 (–1) Dex 14 (+2) Con 13 (+1)
Int 15 (+2) Wis 12 (+1) Cha 10 (+0)

Alignment lawful evil

Languages Common, Draconic

TRAITS

Spellcasting: Geoffrey has the following spells (save DC 15).

Cantrips: *mage armor, light, shocking grasp*

1st-Level (4/day): *burning hands, magic missile, shield*

2nd-level (3/day): *invisibility, levitate*

3rd-level (3/day): *dispel magic, fireball*

4th-level (3/day): *confusion, dimension door*

5th-level (1/day): *cone of cold*

ACTIONS

Melee Attack—Quarterstaff: +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

REACTIONS

Shield [1st-Level Spell]: When hit by an attack or targeted with *magic missile*, Geoffrey can gain a +2 bonus to AC and immunity to *magic missile* until the start of his next turn.

ENCOUNTER BUILDING

Level 5 XP 440

Ghoul

Medium Undead

Armor Class 12

Hit Points 15 (2d8 + 6); see Traits

Speed 30 ft.

Senses darkvision 50 ft.

Str 13 (+1) **Dex** 15 (+2) **Con** 17 (+3)

Int 7 (–2) **Wis** 12 (+1) **Cha** 8 (–1)

Alignment chaotic evil

Languages Common

TRAITS

Immunities: The ghoul is immune to disease and poison. It cannot be put to sleep. It is not a living creature and does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The ghoul makes one claws attack followed by a bite attack.

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage, and a target other than an elf must succeed on a DC 11 Constitution saving throw or become paralyzed for 1 minute. While paralyzed in this way, the target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 70

Lacedon: A lacedon is a ghoul that has a swim speed of 30 ft.

Ghoul, Ghast

Medium Undead

Armor Class 13

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

Speed 30 ft.

Senses darkvision 50 ft.

Str 14 (+2) **Dex** 16 (+3) **Con** 17 (+3)

Int 10 (+0) **Wis** 12 (+1) **Cha** 8 (–1)

Alignment chaotic evil

Languages Common

TRAITS

Immunities: The ghast is immune to disease and poison. It cannot be put to sleep. It is not a living creature and does not need to sleep, eat, or breathe.

Stench: A creature without this trait that starts its turn within 10 feet of the ghast is poisoned unless it succeeds on a DC 11 Constitution save. A creature poisoned in this way has disadvantage on attack rolls and ability checks until the start of its next turn. A creature that succeeds on the save is immune to any ghast's stench for 1 hour.

ACTIONS

Multiattack: The ghast makes one claws attack followed by a bite attack.

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) slashing damage, and a target other than an elf must succeed on a DC 11 Constitution saving throw or become paralyzed for 1 minute. While paralyzed in this way, the target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

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

ENCOUNTER BUILDING

Level 4 XP 230

Gibberling

Small Humanoid

Armor Class 10

Hit Points 3 (1d6)

Speed 25 ft.

Senses darkvision 50 ft.

Str 8 (–1) **Dex** 10 (+0) **Con** 10 (+0)

Int 7 (–2) **Wis** 8 (–1) **Cha** 6 (–2)

Alignment chaotic neutral

Languages —

TRAITS

Fear of Fire: If a gibberling takes fire damage or sees a friendly creature take fire damage, it becomes frightened until the end of its next turn. A gibberling does not willingly move or stay within 5 feet of a fire.

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

Sunlight Sensitivity: While in sunlight, a gibberling is frightened.

ACTIONS

Melee Attack—Short Sword: +2 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Glyrthiel

Medium Humanoid (High Elf)

Armor Class 14 (*mage armor*)

Hit Points 14 (3d6 + 4)

Speed 30 ft.

Senses low-light vision

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

Int 17 (+3) **Wis** 9 (–1) **Cha** 13 (+1)

Alignment neutral evil

Languages Common, Elvish, Goblin, Orcish

TRAITS

Immunities: Glyrthiel cannot be charmed or put to sleep.

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

Spellcasting: Glyrthiel has the following spells (save DC 14).

Cantrips: *light, mage armor, mage hand, minor illusion, prestidigitation*

1st Level (4/day): *magic missile, shield, sleep*

2nd Level (2/day): *mirror image*

ACTIONS

Melee Attack—Long Sword: +4 to hit (used in two hands; reach 5 ft.; one creature). *Hit:* 6 (1d10 + 1) slashing damage.

Ranged Attack—Longbow: +5 to hit (range 150 ft./600 ft.; one creature). *Hit:* 7 (1d10 + 2) piercing damage.

REACTIONS

Shield [1st-Level Spell]: When she is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, Glyrthiel can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of her next turn.

ENCOUNTER BUILDING

Level 2 XP 60

Goat, Giant

Large Beast

Armor Class 11

Hit Points 25 (3d10 + 9)

Speed 50 ft.

Senses low-light vision

Str 17 (+3) **Dex** 12 (+1) **Con** 16 (+3)

Int 2 (–4) **Wis** 8 (–1) **Cha** 5 (–3)

Alignment unaligned

Languages —

TRAITS

Sure-Footed: Whenever the goat would be knocked prone, if it succeeds on a DC 10 Dexterity saving throw, it does not fall prone.

ACTIONS

Multiattack: The goat makes a horns attack followed by a hooves attack.

Melee Attack—Horns: +5 to hit (reach 5 ft.; one creature). *Hit:* 2d6 + 3 bludgeoning damage, or 2d6 + 8 bludgeoning damage if the giant goat moved 25 feet or more during the same turn before making the attack. If the attack deals 11 or more damage, the target also falls prone.

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

ENCOUNTER BUILDING

Level 4 XP 160

Golem, Decrepit Armored Flesh

Medium Construct

Armor Class 16

Hit Points 45 (6d8 + 18)

Speed 30 ft.

Senses darkvision 50 ft.

Str 17 (+3) **Dex** 9 (–1) **Con** 16 (+3)

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

Alignment neutral

Languages understands Common

TRAITS

Berserk: Whenever the golem starts its turn in combat, roll a d6. If the result is 6, or 4 to 6 if the golem took fire damage since its last turn, the golem goes berserk. As its first action on its turn, the berserk golem attacks a creature or, if no creature is within reach, an object.

The golem remains berserk until it goes for 1 minute without taking damage. If the berserk golem can see and hear its creator, the creator can take an action to make a DC 15 Charisma check to calm the golem. The golem's berserk state ends on a success.

Damage Resistance: The golem has resistance against damage from nonmagical weapons.

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

Lightning Healing: Whenever the golem is dealt lightning damage, it regains hit points equal to half the damage dealt.

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

Temperature Sensitivity: Whenever the golem is dealt cold or fire damage, it takes a 15-foot penalty to its speed and cannot take the Multiattack action until the end of its next turn.

ACTIONS

Multiattack: The golem makes two slam attacks.

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d8 + 3) bludgeoning damage, or 17 (2d8 + 8) bludgeoning damage if the golem is berserk.

ENCOUNTER BUILDING

Level 7 XP 1,000

Gorbin Stalworth

Medium Humanoid (Human)

Armor Class 17 (studded leather, shield)

Hit Points 32 (5d10 + 5)

Speed 30 ft.

Str 14 (+2) **Dex** 15 (+2) **Con** 12 (+1)

Int 13 (+1) **Wis** 9 (–1) **Cha** 14 (+2)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Action Surge: Gorbin can take an extra action on his turn. He cannot use this trait again until after benefiting from a rest.

ACTIONS

Multiattack: Gorbin makes two short sword attacks.

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

REACTIONS

Defender: If a creature attacks Gorbin or a creature within 5 feet of Gorbin while he is wielding a shield, Gorbin can use his reaction to give the attacking creature disadvantage on the attack roll.

ENCOUNTER BUILDING

Level 4 XP 200

Grimlock

Medium Humanoid

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses blindsight 30 ft.

Str 12 (+1) **Dex** 10 (+0) **Con** 12 (+1)

Int 9 (–1) **Wis** 8 (–1) **Cha** 7 (–2)

Alignment neutral evil

Languages Undercommon

TRAITS

Camouflage: A grimlock has advantage on Dexterity checks made to become hidden in rocky terrain.

Immunities: The grimlock is immune to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded.

Sense Sensitivity: If a grimlock is deafened or rendered unable to smell, its blindsight is reduced to 10 feet. If deafened and unable to smell, the grimlock is blinded until it can hear or smell again.

ACTIONS

Melee Attack—Great Axe: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d12 + 1) slashing damage.

ENCOUNTER BUILDING

Level 2 XP 30

Grimlock Leader

Medium Humanoid

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 30 ft.

Senses blindsight 30 ft.

Str 15 (+2) Dex 12 (+1) Con 13 (+1)

Int 10 (+0) Wis 10 (+0) Cha 9 (–1)

Alignment neutral evil

Languages Undercommon

TRAITS

Camouflage: A grimlock has advantage on Dexterity checks made to become hidden in rocky terrain.

Immunities: The grimlock is immune to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded.

Sense Sensitivity: If a grimlock is deafened or rendered unable to smell, its blindsight is reduced to 10 feet. If deafened and unable to smell, the grimlock is blinded until it can hear or smell again.

ACTIONS

Melee Attack—Great Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

ENCOUNTER BUILDING

Level 2 XP 50

Guliyet

Small Humanoid (Goblin, Goblinoid)

Armor Class 18 (*chain mail* +2)

Hit Points 22 (5d6 + 5)

Speed 25 ft.

Senses darkvision 50 ft.

Str 10 (+0) Dex 10 (+0) Con 12 (+1)

Int 11 (+0) Wis 12 (+1) Cha 4 (–3)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Sneaky: Guliyet can take an extra action on her turn to attempt to hide.

Spellcasting: Guliyet has the following spells (save DC 13).

Cantrips: *minor illusion*, *prestidigitation*

1st Level (3/day): *cause fear*, *cure wounds*, *shield*

2nd Level (2/day): *darkness*, *invisibility*

3rd Level (1/day): *prayer*

ACTIONS

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

REACTIONS

Shield [1st-Level Spell]: When she is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, Guliyet can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of her next turn.

ENCOUNTER BUILDING

Level 3 XP 80

Half-Orc

Medium Humanoid (Half-Orc)

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 30 ft.

Senses darkvision 50 ft.

Str 12 (+1) **Dex** 10 (+0) **Con** 12 (+1)

Int 10 (+0) **Wis** 10 (+0) **Cha** 9 (–1)

Alignment neutral evil

Languages Common, Orcish

ACTIONS

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 **XP 10**

Half-Orc Assassin

Medium Humanoid (Half-Orc)

Armor Class 15 (leather)

Hit Points 32 (5d6 + 15)

Speed 30 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 18 (+4) **Con** 16 (+3)

Int 11 (+0) **Wis** 13 (+1) **Cha** 11 (+0)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Assassinate: The assassin has advantage on attack rolls against creatures that have not yet acted in the combat. If such a creature is surprised and the attack hits the creature, the attack is considered to be a critical hit.

Expertise: The assassin rolls an extra 1d6 on Dexterity checks and Intelligence checks.

Sneak Attack: Once per turn, if the assassin attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 2d6 extra damage. The assassin also deals this extra damage if the assassin has advantage on the attack roll.

ACTIONS

Multiattack: The assassin makes two short sword attacks.

Melee Attack—Short Sword +1: +7 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d6 + 5) piercing damage.

REACTIONS

Roll with the Blow: When a creature within 5 feet of the assassin that the assassin can see or hear hits the assassin with an attack, the assassin can use a reaction to halve the attack's damage.

ENCOUNTER BUILDING

Level 5 **XP 400**

Half-Orc Cleric 4/Fighter 5

Medium Humanoid (Half-Orc)

Armor Class 14 (leather)

Hit Points 63 (4d8 plus 5d10 + 18)

Speed 30 ft.

Senses darkvision 50 ft.

Str 13 (+1) Dex 17 (+3) Con 15 (+2)

Int 8 (–1) Wis 14 (+2) Cha 12 (+1)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Action Surge: The half-orc can take an extra action on its turn. It cannot use this trait again until after benefiting from a rest.

Channel Divinity—Divine Wrath [2/day]: When the half-orc hits with a short sword attack, it can expend a use of this trait to deal 11 (2d10) extra damage.

Spellcasting: The half-orc has the following spells (save DC 14).

Cantrips: *resistance, spare the dying*

1st Level (3/day): *command, cure wounds, inflict wounds*

2nd Level (2/day): *hold person, silence*

ACTIONS

Multiattack: The half-orc makes three short sword attacks.

Melee Attack—Short Sword +1: +8 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 7 XP 1,200

Half-Orc Cleric 4/Rogue (Assassin) 5

Medium Humanoid (Half-Orc)

Armor Class 14 (leather)

Hit Points 53 (4d8 plus 5d6 + 18)

Speed 30 ft.

Senses darkvision 50 ft.

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

Int 9 (–1) Wis 15 (+2) Cha 13 (+1)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Assassinate: The assassin has advantage on attack rolls against creatures that have not yet acted in the combat. If such a creature is surprised and the attack hits the creature, the attack is considered to be a critical hit.

Channel Divinity—Divine Wrath [2/day]: When the assassin hits with a short sword attack, it can expend a use of this trait to deal 11 (2d10) extra damage.

Expertise: The assassin rolls an extra 1d6 on Dexterity checks and Intelligence checks.

Sneak Attack: Once per turn, if the assassin attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 2d6 extra damage. The assassin also deals this extra damage if the assassin has advantage on the attack roll.

Spellcasting: The assassin has the following spells (save DC 14).

Cantrips: *guidance, resistance*

1st Level (3/day): *cause fear, cure wounds, inflict wounds*

2nd Level (2/day): *hold person, silence*

ACTIONS

Multiattack: The assassin makes two short sword attacks.

Melee Attack—Short Sword: +7 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

Roll with the Blow: When a creature within 5 feet of the assassin that the assassin can see or hear hits the assassin with an attack, the assassin can use a reaction to halve the attack's damage.

ENCOUNTER BUILDING

Level 7 XP 1,000

Half-Orc Fighter 3

Medium Humanoid (Half-Orc)

Armor Class 18 (plate)

Hit Points 19 (3d10 + 3)

Speed 25 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 11 (+0) **Con** 13 (+1)

Int 8 (–1) **Wis** 12 (+1) **Cha** 8 (–1)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Action Surge: The half-orc can take an extra action on its turn. It cannot use this trait again until after benefiting from a rest.

ACTIONS

Melee Attack—Glaive: +5 to hit (reach 10 ft.; one creature). *Hit:* 1d10 + 2 slashing damage, and if the attack deals 8 or more damage, the target falls prone.

Second Wind [1/day]: The half-orc regains 9 hit points. It cannot use this action again until after benefiting from a long rest.

ENCOUNTER BUILDING

Level 3 XP 80

Half-Orc Fighter 4

Medium Humanoid (Half-Orc)

Armor Class 16 (chain mail)

Hit Points 26 (4d10 + 4)

Speed 25 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 11 (+0) **Con** 13 (+1)

Int 10 (+0) **Wis** 12 (+1) **Cha** 8 (–1)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Action Surge: The half-orc can take an extra action on its turn. It cannot use this trait again until after benefiting from a rest.

ACTIONS

Melee Attack—Great Axe: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

Second Wind [1/day]: The half-orc regains 13 hit points. It cannot use this action again until after benefiting from a long rest.

ENCOUNTER BUILDING

Level 4 XP 140

Half-Orc Fighter 5

Medium Humanoid (Half-Orc)

Armor Class 16 (chain mail)

Hit Points 32 (5d10 + 5)

Speed 25 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 11 (+0) **Con** 13 (+1)

Int 10 (+0) **Wis** 12 (+1) **Cha** 8 (–1)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Action Surge: The half-orc can take an extra action on its turn. It cannot use this trait again until after benefiting from a rest.

ACTIONS

Multiattack: The half-orc makes two great axe attacks.

Melee Attack—Great Axe: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Second Wind [1/day]: The half-orc regains 16 hit points. It cannot use this action again until after benefiting from a long rest.

ENCOUNTER BUILDING

Level 5 XP 340

Half-Orc Fighter 3/Rogue 3

Medium Humanoid (Half-Orc)

Armor Class 16 (studded leather, shield)

Hit Points 33 (3d10 plus 3d6 + 6)

Speed 30 ft.

Senses darkvision 50 ft.

Str 14 (+2) **Dex** 13 (+1) **Con** 12 (+1)

Int 8 (–1) **Wis** 11 (+0) **Cha** 8 (–1)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Action Surge: The half-orc can take an extra action on its turn. It cannot use this trait again until after benefiting from a rest.

Assassinate: The half-orc has advantage on attack rolls against creatures that have not yet acted in the combat. If such a creature is surprised and the attack hits the creature, the attack is considered to be a critical hit.

Expertise: The half-orc rolls an extra 1d6 on Dexterity checks and Intelligence checks.

Sneak Attack: Once per turn, if the half-orc attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 1d6 extra damage. The half-orc also deals this extra damage if the half-orc has advantage on the attack roll.

ACTIONS

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

Second Wind [1/day]: The half-orc regains 16 hit points. It cannot use this action again until after benefiting from a long rest.

ENCOUNTER BUILDING

Level 4 XP 200

Half-Orc Officer

Medium Humanoid (Half-Orc)

Armor Class 17 (scale mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 12 (+1) **Con** 13 (+1)

Int 9 (–1) **Wis** 12 (+1) **Cha** 11 (+0)

Alignment lawful evil

Languages Common, Orcish

ACTIONS

Melee Attack—Long Sword: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

ENCOUNTER BUILDING

Level 2 **XP** 30

Half-Orc Smith (Fighter 3)

Medium Humanoid (Half-Orc)

Armor Class 13 (leather)

Hit Points 19 (3d10 + 3)

Speed 25 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 13 (+1)

Int 12 (+1) **Wis** 12 (+1) **Cha** 8 (–1)

Alignment neutral

Languages Common, Orcish

TRAITS

Action Surge: The half-orc can take an extra action on its turn. It cannot use this trait again until after benefiting from a rest.

ACTIONS

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

Second Wind [1/day]: The half-orc regains 9 hit points. It cannot use this action again until after benefiting from a long rest.

ENCOUNTER BUILDING

Level 2 **XP** 60

Half-Orc Warrior

Medium Humanoid (Half-Orc)

Armor Class 15 (scale mail)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

Senses darkvision 50 ft.

Str 15 (+2) **Dex** 12 (+1) **Con** 13 (+1)

Int 9 (–1) **Wis** 11 (+0) **Cha** 8 (–1)

Alignment neutral evil

Languages Common, Orcish

ACTIONS

Melee Attack—Halberd: +4 to hit (reach 10 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing or piercing damage.

ENCOUNTER BUILDING

Level 1 **XP 10**

Halfling

Small Humanoid (Halfling)

Armor Class 11

Hit Points 3 (1d6)

Speed 25 ft.

Str 8 (–1) **Dex** 12 (+1) **Con** 11 (+0)

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

Alignment chaotic good

Languages Common, Halfling

TRAITS

Brave: The halfling has advantage on saving throws against being frightened.

Halfling Nimbleness: The halfling can move through the space of any creature that is of a size larger than it.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 **XP 10**

Haunt

Medium Undead

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 0 ft., fly 30 ft.

Senses darkvision 50 ft.

Str 1 (–5) **Dex** 13 (+1) **Con** 14 (+2)

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

Alignment any

Languages Common

TRAITS

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

Incorporeal: The haunt is incorporeal.

Resolute: When the haunt fulfills its task, it disappears and never returns. If it drops to 0 hit points before completing its task, the haunt vanishes but re-forms one week later.

ACTIONS

Melee Attack—Touch: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d6 + 1) necrotic damage.

Possession [Recharge 5–6]: The haunt chooses a living creature within 5 feet of it. The target must succeed on a DC 10 Charisma saving throw or the haunt vanishes into the target. For the next 24 hours, the haunt controls the target's actions and decides how the target moves. While possessing a target, the haunt cannot recharge this action.

The haunt can end the possession at any time (no action required). A turn undead effect, a *hold person* spell, or a *lesser restoration* spell that targets the possessed creature automatically ends the possession. When the possession ends, the haunt reappears in a space within 5 feet of the possession target.

If the possession attempt fails or the haunt leaves the target, the target is immune to this haunt's possession for 24 hours.

ENCOUNTER BUILDING

Level 4 XP 180

Hobgoblin Leader/Sub-Chief

Medium Humanoid (Goblinoid)

Armor Class 16 (ring mail, shield)

Hit Points 16 (3d8 + 3)

Speed 25 ft.

Senses darkvision 50 ft.

Str 13 (+1) **Dex** 10 (+0) **Con** 12 (+1)

Int 10 (+0) **Wis** 10 (+0) **Cha** 13 (+1)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Steadfast: The hobgoblin cannot be frightened while it can see a friendly creature within 30 feet of it that also has this trait.

ACTIONS

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

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

ENCOUNTER BUILDING

Level 2 XP 30

Human Assassin

Medium Humanoid (Human)

Armor Class 15 (leather)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

Str 13 (+1) **Dex** 18 (+4) **Con** 14 (+2)

Int 14 (+2) **Wis** 10 (+0) **Cha** 11 (+0)

Alignment any evil

Languages Common, plus one other

TRAITS

Assassinate: The assassin has advantage on attack rolls against creatures that have not yet acted in the combat. If such a creature is surprised and the attack hits the creature, the attack is considered to be a critical hit.

Expertise: The assassin rolls an extra 1d6 on Dexterity checks and Intelligence checks.

Sneak Attack: Once per turn, if the assassin attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 1d6 extra damage. The assassin also deals this extra damage if the assassin has advantage on the attack roll.

ACTIONS

Multiattack: The assassin makes two short sword attacks.

Melee Attack—Short Sword: +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

Ranged Attack—Hand Crossbow: +6 to hit (range 30 ft./120 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

ENCOUNTER BUILDING

Level 4 XP 165

Human Bandit (Brigand)

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

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

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

Alignment any evil

Languages Common

TRAITS

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

ACTIONS

Melee Attack—Long Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) slashing damage.

Ranged Attack—Light Crossbow: +3 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Human Cleric (Priest)

Medium Humanoid (Human)

Armor Class 18 (chain mail, shield)

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 any

Languages Common

TRAITS

Spellcasting: The priest has the following spells (save DC 15; +5 to attack).

Cantrips: *resistance*, *spare the dying*

1st Level (3/day): *cause fear*, *command*, *cure wounds*

2nd Level (2/day): *silence*, *spiritual weapon*

ACTIONS

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

Ranged Attack—Sling: +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 3 XP 80

Human Cleric 6

Medium Humanoid (Human)

Armor Class 18 (studded dragon leather, shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

Str 14 (+2) **Dex** 15 (+2) **Con** 13 (+1)

Int 11 (+0) **Wis** 15 (+2) **Cha** 12 (+1)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Channel Divinity—Divine Wrath [3/day]: When the cleric hits with a mace attack, it can expend a use of this trait to deal 11 (2d10) extra damage.

Spellcasting: The cleric has the following spells (save DC 14; +4 to attack).

Cantrips: *resistance*, *sacred flame*

1st Level (3/day): *command*, *healing word*

2nd Level (2/day): *silence*, *spiritual weapon*

3rd Level (2/day): *dispel magic*, *prayer*

ACTIONS

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

ENCOUNTER BUILDING

Level 5 XP 400

Human Guard

Medium Humanoid (Human)

Armor Class 14 (ring mail)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 14 (+2) **Dex** 10 (+0) **Con** 12 (+1)

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

Alignment any

Languages Common

ACTIONS

Melee Attack—Long Sword: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Shortbow: +3 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 **XP** 20

Human Guard Sergeant

Medium Humanoid (Human)

Armor Class 14 (ring mail)

Hit Points 22 (4d8 + 4)

Speed 25 ft.

Str 14 (+2) **Dex** 10 (+0) **Con** 12 (+1)

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

Alignment any

Languages Common

ACTIONS

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

Ranged Attack—Shortbow: +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 2 **XP** 40

Human Mage

Medium Humanoid (Human)

Armor Class 14 (*mage armor*)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

Str 10 (+1) **Dex** 14 (+2) **Con** 13 (+1)

Int 15 (+2) **Wis** 12 (+1) **Cha** 10 (+0)

Alignment any

Languages Common, Draconic

TRAITS

Spellcasting: The mage has the following spells (save DC 14; +4 to attack).

Cantrips: *mage armor*, *minor illusion*, *ray of frost*

1st Level (4/day): *charm person*, *magic missile*, *shield*, *thunderwave*

2nd Level (3/day): *sound burst*, *web*

3rd Level (3/day): *fireball*

ACTIONS

Melee Attack—Quarterstaff: +2 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) bludgeoning damage.

REACTIONS

Shield [1st-Level Spell]: When it is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, the mage can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of its next turn.

ENCOUNTER BUILDING

Level 4 XP 250

Human Merchant

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

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

Alignment any

Languages Common, plus one other

ACTIONS

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

ENCOUNTER BUILDING

Level 1 XP 10

Human Rake

Medium Humanoid (Human)

Armor Class 13 (leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

Str 14 (+2) **Dex** 15 (+2) **Con** 13 (+1)

Int 10 (+0) **Wis** 9 (–1) **Cha** 14 (+2)

Alignment neutral evil

Languages Common

ACTIONS

Multiattack: The rake makes two long sword attacks.

Melee Attack—Long Sword: +6 to hit (reach 5 ft.; target). *Hit:* 11 (2d8 + 2) slashing damage.

Taunt and Slash: The rake chooses a creature within 25 feet of the rake that can see, hear, and understand it. The target must succeed on a DC 10 Wisdom saving throw or, on the target's next turn, it must move toward the rake and attack it. The rake can then make a long sword attack.

ENCOUNTER BUILDING

Level 5 XP 350

Human Rogue (Thief) 7

Medium Humanoid (Human)

Armor Class 16 (dragon leather, *ring of protection* +2)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

Str 13 (+1) **Dex** 15 (+2) **Con** 12 (+1)

Int 11 (+0) **Wis** 10 (+0) **Cha** 13 (+1)

Alignment neutral evil

Languages Common

TRAITS

Expertise: The thief rolls an extra 1d6 on Dexterity checks and Intelligence checks.

Sneak Attack: Once per turn, if the thief attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 2d6 extra damage. The thief also deals this extra damage if the thief has advantage on the attack roll.

ACTIONS

Multiattack: The thief makes two short sword attacks.

Melee Attack—Short Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Sling: +5 to hit (range 30 ft./120 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

REACTIONS

Roll with the Blow: When a creature within 5 feet of the thief that the thief can see or hear hits the thief with an attack, the thief can use a reaction to halve the attack's damage.

ENCOUNTER BUILDING

Level 5 XP 300

Human Ruffian (Davis)

Medium Humanoid (Human)

Armor Class 11 (leather)

Hit Points 6 (1d8 + 2)

Speed 30 ft.

Str 14 (+2) **Dex** 11 (+0) **Con** 14 (+2)

Int 9 (–1) **Wis** 10 (+0) **Cha** 9 (–1)

Alignment any evil

Languages Common

TRAITS

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

ACTIONS

Melee Attack—Dagger: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

ENCOUNTER BUILDING

Level 1 **XP** 10

Human Slave Lord

Medium Humanoid (Human)

Armor Class 17 (banded)

Hit Points 49 (9d8 + 9)

Speed 25 ft.

Str 16 (+3) **Dex** 10 (+0) **Con** 12 (+1)

Int 14 (+2) **Wis** 11 (+0) **Cha** 15 (+2)

Alignment neutral evil

Languages Common, Goblin, Orcish

ACTIONS

Multiattack: The lord makes two attacks.

Melee Attack—Great Sword: +7 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

Ranged Attack—Longbow: +4 to hit (range 150 ft./600 ft.; one creature). *Hit:* 9 (2d8) piercing damage.

ENCOUNTER BUILDING

Level 5 **XP** 430

Human Slaver

Medium Humanoid (Human)

Armor Class 15 (studded leather)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

Str 14 (+2) **Dex** 15 (+2) **Con** 12 (+1)

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

Alignment any evil

Languages Common, plus one other language

ACTIONS

Melee Attack—Morningstar: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Melee Attack—Whip: +4 to hit (reach 10 ft.; one creature). *Hit:* 2 (1d4) slashing damage.

Ranged Attack—Hand Crossbow: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Net: The slaver chooses a point in space within 25 feet of it. Each creature within 5 feet of that point must succeed on a DC 10 Dexterity saving throw or become restrained by the net. A creature can end the condition by using its action to succeed on a DC 10 Strength check or to deal 5 slashing damage to the net.

ENCOUNTER BUILDING

Level 2 XP 40

Human Thief

Medium Humanoid (Human)

Armor Class 11

Hit Points 4 (1d8)

Speed 30 ft.

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

Int 13 (+1) **Wis** 9 (–1) **Cha** 12 (+1)

Alignment any non-good

Languages Common, Thieves' Cant

TRAITS

Expertise: The thief rolls an extra 1d6 on Dexterity checks.

Sneak Attack: Once per turn, if thief attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 1d6 extra damage. The thief also deals this extra damage if it has advantage on the attack roll.

ACTIONS

Melee or Ranged Attack—Dagger: +4 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

Pick Pockets: The thief chooses a creature and makes a Dexterity check to steal a small object from the creature, provided the creature is not holding the object. If the thief is hidden, it has advantage on the check. The thief's check is opposed by the creature's Wisdom check. If it wins the contest, the thief steals the object. If the creature wins, it notices the attempt.

ENCOUNTER BUILDING

Level 1 XP 10

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 Warrior Veteran

Medium Humanoid (Human)

Armor Class 18 (chain mail, shield)

Hit Points 32 (5d8 + 10)

Speed 25 ft.

Str 15 (+2) **Dex** 11 (+0) **Con** 14 (+2)

Int 10 (+0) **Wis** 13 (+1) **Cha** 12 (+1)

Alignment any

Languages Common

ACTIONS

Multiattack: The veteran makes two long sword attacks.

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

Ranged Attack—Heavy Crossbow: +3 to hit (range 100 ft./400 ft.; one creature). *Hit:* 11 (2d10) piercing damage.

ENCOUNTER BUILDING

Level 4 **XP 180**

Hyena, Giant (Hyaenodon)

Large Beast

Armor Class 12

Hit Points 32 (5d10 + 5)

Speed 40 ft.

Senses low-light vision

Str 17 (+3) **Dex** 14 (+2) **Con** 13 (+1)

Int 2 (–4) **Wis** 9 (–1) **Cha** 7 (–2)

Alignment unaligned

Languages —

TRAITS

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

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 130

Icar

Medium Humanoid (Human)

Armor Class 18 (plate armor)

Hit Points 52 (7d10 + 14)

Speed 25 ft.

Senses blindsight 25 ft.

Str 17 (+3) **Dex** 16 (+3) **Con** 15 (+2)

Int 14 (+2) **Wis** 15 (+2) **Cha** 16 (+3)

Alignment lawful evil

Languages Common, Orcish, Giant

TRAITS

Action Surge: Icar can take an extra action on his turn. He cannot use this trait again until after benefiting from a rest.

Immunities: Icar is immune to gaze effects and to any effects that rely on the target being able to see. He cannot be blinded.

Ring of Fire Resistance: Icar has resistance against fire damage.

Superior Critical: Icar scores a critical if he rolls a natural attack roll of 18–20.

ACTIONS

Multiattack: Icar makes two great sword attacks.

Melee Attack—Great Sword +1: +7 to hit (reach 5 ft.; one creature). *Hit:* 10 (1d12 + 4) slashing damage.

Second Wind [1/day]: Icar regains 26 hit points. He cannot use this action again until after benefiting from a long rest.

ENCOUNTER BUILDING

Level 6 XP 840

Jea-ki, Human Monk

Medium Humanoid (Human)

Armor Class 16 (mindful defense)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

Str 14 (+2) **Dex** 17 (+3) **Con** 16 (+3)

Int 12 (+1) **Wis** 16 (+3) **Cha** 11 (+0)

Alignment lawful good

Languages Common, Goblin, Orcish

ACTIONS

Multiattack: Jea-ki makes two unarmed strike attacks.

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

Stunning Strike [2/day; Magic]: Jea-ki makes an unarmed strike attack. On a hit, he can expend a use of this ability, forcing the target to succeed on a DC 11 Constitution saving throw or be stunned for 1 minute.

While stunned in this way, the target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

ENCOUNTER BUILDING

Level 3 XP 110

Kairn

Medium Humanoid (Half-Orc)

Armor Class 16 (chain mail)

Hit Points 19 (3d10 + 3)

Speed 25 ft.

Senses darkvision 50 ft.

Str 16 (+3) **Dex** 11 (+0) **Con** 13 (+1)

Int 9 (–1) **Wis** 10 (+0) **Cha** 8 (–1)

Alignment neutral evil

Languages Common, Orcish

ACTIONS

Melee Attack—Great Sword: +5 to hit (reach 10 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

ENCOUNTER BUILDING

Level 2 XP 60

Klobt-a-lozn

Small Humanoid (Kobold)

Armor Class 14 (leather, shield)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

Senses darkvision 50 ft.

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

Int 8 (–1) **Wis** 10 (+0) **Cha** 9 (–1)

Alignment neutral evil

Languages Common, Draconic

TRAITS

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

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

ACTIONS

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

REACTIONS

Shield Block: When a creature makes a melee or ranged attack against Klobt or a creature within 5 feet of Klobt, Klobt can use his reaction to cause the attacker to have disadvantage on the attack roll.

ENCOUNTER BUILDING

Level 1 **XP** 20

Lady Morwin Elissar

Medium Humanoid (Human)

Armor Class 10

Hit Points 6 (1d8 + 2)

Speed 30 ft.

Str 10 (+0) **Dex** 11 (+0) **Con** 14 (+2)

Int 11 (+0) **Wis** 7 (–2) **Cha** 13 (+1)

Alignment neutral

Languages Common

TRAITS

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

ACTIONS

Melee Attack—Short Sword: +2 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 **XP** 10

Lamonsten

Medium Humanoid (Human)

Armor Class 13

Hit Points 44 (8d6 + 16)

Speed 30 ft.

Str 7 (–2) Dex 17 (+3) Con 15 (+2)

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

Alignment lawful evil

Languages Common, Draconic, Orcish, Sylvan

TRAITS

Avoidance: Whenever Lamonsten makes a saving throw to take half damage from a damage source, he instead takes no damage on a successful saving throw, and only half damage on a failed saving throw.

Displacement: While he wears his cloak, attack rolls made against Lamonsten have disadvantage unless the attacker is under the effects of a *true seeing* spell. If Lamonsten takes damage, this trait ceases to function until the start of his next turn. This trait also ceases to function while Lamonsten is paralyzed, restrained, unconscious, or otherwise unable to move.

Spellcasting: Lamonsten has the following spells (save DC 15).

Cantrips: *minor illusion*, *prestidigitation*, *shocking grasp*

1st Level (4/day): *cause fear*, *color spray*, *fog cloud*

2nd Level (4/day): *invisibility*, *mirror image*, *phantasmal force*

3rd Level (3/day): *dispel magic*, *slow*

4th Level (2/day): *confusion*

ACTIONS

Melee Attack—Dagger + 1: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

ENCOUNTER BUILDING

Level 6 XP 500

Leprechaun

Small Fey

Armor Class 12

Hit Points 4 (1d6 + 1)

Speed 40 ft.

Str 3 (–4) Dex 15 (+2) Con 12 (+1)

Int 14 (+2) Wis 10 (+0) Cha 13 (+1)

Alignment neutral

Languages Common, Halfling

TRAITS

Spellcasting: The leprechaun has the following spells (save DC 11).

Cantrips: *minor illusion*

2nd Level (at-will): *invisibility*, *polymorph objects*

3rd Level (1/day): *blink*

Vigilant: A leprechaun has advantage on Wisdom and Intelligence checks made to listen, search, and spot.

Weakness for Wine: If a creature gives a leprechaun wine, the creature has advantage on Charisma checks to interact with the leprechaun.

ACTIONS

Melee Attack—Dagger: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

Steal: The leprechaun chooses a creature and makes a Dexterity check to steal a small object from the creature, provided the creature is not holding the object. If the leprechaun is hidden or invisible, it has advantage on the check. The leprechaun's check is opposed by the creature's Wisdom check. If it wins the contest, the leprechaun steals the object. If the creature wins, it notices the attempt.

ENCOUNTER BUILDING

Level 1 XP 10

Leucrotta

Large Beast

Armor Class 11

Hit Points 45 (6d10 + 12)

Speed 40 ft.

Senses darkvision 50 ft.

Str 16 (+3) **Dex** 13 (+1) **Con** 15 (+2)

Int 9 (–1) **Wis** 12 (+1) **Cha** 8 (–1)

Alignment chaotic evil

Languages Common, Leucrotta

TRAITS

Mimicry: The leucrotta can imitate animal noises and humanoid voices. If a creature that hears the leucrotta doing so succeeds on a DC 17 Intelligence or Wisdom check, the hearer realizes the sound is a mimicked one.

False Tracks: The leucrotta's tracks look like those of a stag. It takes a successful DC 25 Wisdom or Intelligence check to tell the difference.

ACTIONS

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 13 (3d6 + 3) slashing damage.

Melee Attack—Kick: +6 to hit (reach 5 ft.; one creature).
Hit: 10 (2d6 + 3) bludgeoning damage.

Withdrawing Kick: The leucrotta can make a kick attack and then take the disengage action.

ENCOUNTER BUILDING

Level 4 XP 210

Lizard, Giant Fire

Huge Beast

Armor Class 11

Hit Points 85 (10d12 + 20)

Speed 30 ft.

Str 20 (+5) **Dex** 8 (–1) **Con** 14 (+2)

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

Alignment unaligned

Languages —

TRAITS

Damage Resistance: The lizard has resistance against fire.

ACTIONS

Multiattack: The lizard makes one claws attack and one bite attack.

Melee Attack—Claws: +6 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d6 + 5) slashing damage.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 22 (5d6 + 5) piercing damage.

Fire Breath [Recharge 5–6]: The lizard breathes fire in a 15-foot cone. Each creature in the cone must make a DC 10 Dexterity saving throw, taking 21 (6d6) fire damage on a failure, or half that much on a success.

ENCOUNTER BUILDING

Level 7 XP 960

Lizard, Minotaur

Large Beast

Armor Class 14

Hit Points 52 (8d10 + 8)

Speed 30 ft.

Str 17 (+3) Dex 16 (+3) Con 13 (+1)

Int 2 (–4) Wis 10 (+0) Cha 4 (–3)

Alignment unaligned

Languages —

ACTIONS

Multiattack: The lizard makes one claws attack and one bite attack.

Melee Attack—Claws: +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d4 + 3) slashing damage.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 5 XP 380

Lycanthrope: Wereboar

Medium Humanoid (Shapechanger)

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft.; or in boar or hybrid form 40 ft.

Senses in boar or hybrid form low-light vision

Str 17 (+3) Dex 12 (+1) Con 15 (+2)

Int 9 (–1) Wis 11 (+0) Cha 10 (+0)

Alignment neutral (50%) or neutral evil (50%)

Languages Common (cannot speak in boar form)

TRAITS

Damage Resistance: The wereboar has resistance against damage from nonmagical weapons except those made of silver.

Relentless: If the wereboar takes damage that drops it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the wereboar drops to 1 hit point instead. If the wereboar has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Gore [boar and hybrid forms only]: +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) slashing damage, or if the wereboar moved 20 or more feet during the same turn before making the attack 15 (3d6 + 5) slashing damage and the target falls prone. A hit target must succeed on a DC 12 Constitution saving throw or be cursed with lycanthropy.

Melee Attack—Battleaxe [humanoid and hybrid form only]: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) slashing damage.

Change Shape: The wereboar polymorphs into a Medium boar-humanoid hybrid or a Medium boar and can remain in this form for up to 24 hours.

While in boar form, its speed becomes 40 feet. In hybrid and boar form, the wereboar gains low-light vision.

The wereboar reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 4 XP 250

Madman

Medium Humanoid (Human)

Armor Class 13 (thick hide)

Hit Points 42 (5d12 + 10)

Speed 40 ft.

Str 16 (+3) **Dex** 13 (+1) **Con** 14 (+2)

Int 10 (+0) **Wis** 7 (–2) **Cha** 12 (+1)

Alignment chaotic neutral

Languages Common

TRAITS

Feral Instinct: When the madman rolls for initiative, he rolls an extra d20 and chooses which result to use.

Rage: As part of his action, the madman can enter a rage. While raging, he has advantage on Strength attack rolls, checks, and saving throws. He gains resistance to bludgeoning, piercing, and slashing damage. He cannot take reactions, and if he fails to attack on his turn, the rage ends. The madman must benefit from a rest to use this trait again.

Relentless: If the madman takes damage that drops him to 0 hit points, he can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the madman drops to 1 hit point instead. If the madman has only 1 hit point at the end of his next turn, he drops to 0 hit points.

ACTIONS

Melee Attack—Dagger: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d4 + 3) piercing damage, or 12 (2d4 + 7) piercing damage while raging.

Reckless Attack: When not raging, the madman makes a dagger attack with advantage on the attack roll, but attackers gain advantage on attack rolls against him until the start of his next turn.

ENCOUNTER BUILDING

Level 5 **XP** 400

Magmin

Small Elemental

Armor Class 13

Hit Points 9 (2d6 + 2)

Speed 25 ft.

Str 10 (+0) **Dex** 16 (+3) **Con** 13 (+1)

Int 7 (–2) **Wis** 10 (+0) **Cha** 10 (+0)

Alignment chaotic neutral

Languages Ignan

TRAITS

Destroy Weapons: If hit by an attack with a nonmagical weapon, the magmin takes half damage and the weapon is destroyed. If the magmin takes cold damage, this trait ceases to destroy nonmagical weapons until the magmin takes an action to reignite itself.

Immunity: The magmin is immune to fire.

ACTIONS

Melee Attack—Burning Touch: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) fire damage, and the target bursts into flames. Until the target takes an action to put out the flames, the target takes 3 (1d6) fire damage at the start of each of its turns.

ENCOUNTER BUILDING

Level 2 **XP** 50

Markessa

Medium Humanoid (High Elf)

Armor Class 17 (*dragon leather +1*)

Hit Points 75 (5d10 + 15 plus 5d6 + 15)

Speed 30 ft.

Senses low-light vision

Str 14 (+2) **Dex** 18 (+4) **Con** 17 (+3)

Int 16 (+3) **Wis** 12 (+1) **Cha** 14 (+2)

Alignment chaotic evil

Languages Common, Elvish, Giant, Orcish, Sylvan

TRAITS

Immunities: Due to her armor, Markessa is immune to damage from nonmagical ranged weapons. As an elf, she cannot be charmed or put to sleep.

Keen Senses: Markessa has advantage on all Wisdom checks to listen and spot.

Spellcasting: Markessa has the following spells (save DC 15).

Cantrips: *light, mage hand, prestidigitation, shocking grasp*

1st Level (4/day): *cause fear, magic missile, shield*

2nd Level (3/day): *darkness, mirror image*

3rd Level (2/day): *lightning bolt*

ACTIONS

Multiattack: Markessa makes two short sword attacks or three dart attacks. She can draw three darts as part of making the dart attacks.

Melee Attack—Short Sword of Speed +1: +8 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d6 + 5) piercing damage.

Ranged Attack—Dart: +7 to hit (range 30 ft./120 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Shield [1st-Level Spell]: When she is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, Markessa can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of her next turn.

ENCOUNTER BUILDING

Level 8 XP 2,000

Markessa's Double

Medium Humanoid (High Elf)

Armor Class 15 (*dragon leather*)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

Senses low-light vision

Str 12 (+1) **Dex** 16 (+3) **Con** 15 (+2)

Int 14 (+2) **Wis** 8 (–1) **Cha** 14 (+2)

Alignment neutral evil

Languages Common, Elvish, Giant, Sylvan

TRAITS

Immunities: The double cannot be charmed or put to sleep.

Keen Senses: The double has advantage on all Wisdom checks to listen and spot.

Spellcasting: The double has the following spells (save DC 13).

Cantrips: *light, prestidigitation, shocking grasp*

1st Level (3/day): *magic missile, shield*

ACTIONS

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

Ranged Attack—Dart: +5 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Shield [1st-Level Spell]: When she is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, the double can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of her next turn.

ENCOUNTER BUILDING

Level 3 XP 80

Markessa's Experiment

Medium Humanoid (Elf)

Armor Class 16 (leather, shield)

Hit Points 39 (6d10 + 6)

Speed 30 ft.

Senses low-light vision

Str 18 (+4) **Dex** 16 (+3) **Con** 12 (+1)

Int 10 (+0) **Wis** 9 (–1) **Cha** 17 (+3)

Alignment neutral evil

Languages Common, Elvish

TRAITS

Action Surge: The experiment can take an extra action on his turn. He cannot use this trait again until after benefiting from a rest.

Immunities: The experiment cannot be charmed or put to sleep.

Keen Senses: The experiment has advantage on all Wisdom checks to listen and spot.

ACTIONS

Multiattack: The experiment makes two long sword attacks.

Melee Attack—Long Sword: +7 to hit (reach 5 ft.; target). *Hit:* 8 (1d8 + 4) slashing damage.

ENCOUNTER BUILDING

Level 5 **XP 370**

Mordrammo/Stalman Klim

Medium Humanoid (Human)

Armor Class 18 (*bracers of defense* [AC 15])

Hit Points 60 (11d8 + 11)

Speed 30 ft.

Str 15 (+2) **Dex** 17 (+3) **Con** 13 (+1)

Int 14 (+2) **Wis** 17 (+3) **Cha** 11 (+0)

Alignment neutral evil

Languages Common, Draconic, Orcish

TRAITS

Channel Divinity [4/day]: Mordrammo can expend a use of this trait to use *Fury of the Earth Dragon* (see Actions) or *Scales of the Earth Dragon* (see Reactions).

Spellcasting: Mordrammo has the following spells (save DC 16; +6 to hit).

Cantrips: *guidance, resistance*

1st-level (3/day): *cause fear, command, cure wounds, inflict wounds*

2nd-level (2/day): *hold person, spiritual weapon*

3rd-level (2/day): *dispel magic, remove curse*

4th-level (2/day): *divine power*

5th-level (2/day): *commune, flame strike*

6th-level (1/day): *word of recall*

ACTIONS

Multiattack: Mordrammo makes two morningstar attacks.

Melee Attack—Morningstar +2: +8 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

Fury of the Earth Dragon: Mordrammo makes a morningstar attack, and if he hits, he can expend a use of Channel Divinity to deal the target an additional 22 (4d10) damage.

REACTIONS

Scales of the Earth Dragon: When Mordrammo takes damage, he can use his reaction to expend a use of Channel Divinity to reduce the damage by 30.

ENCOUNTER BUILDING

Level 10 **XP 2,800**

Mouth

Medium Aberration (Caveling)

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 25 ft.

Senses darkvision 60 ft.

Str 10 (+0) **Dex** 12 (+1) **Con** 12 (+1)

Int 7 (–2) **Wis** 5 (–3) **Cha** 4 (–3)

Alignment neutral

Languages Common

ENCOUNTER BUILDING

Level 1 XP —

Mudtiger

Medium Elemental (Earth, Water)

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.; burrow

Senses blindsight 25 ft., darkvision 50 ft.

Str 15 (+2) **Dex** 12 (+1) **Con** 13 (+1)

Int 2 (–4) **Wis** 10 (+0) **Cha** 8 (–1)

Alignment unaligned

Languages —

TRAITS

Aquatic: The mudtiger can breathe underwater, and being underwater imposes no penalty to its attack rolls and ability checks.

Burrow: The mudtiger can burrow through mud at its normal swim speed.

Immunities: The mudtiger is immune to lightning and poison.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).
Hit: 5 (1d6 + 2) piercing damage.

Lightning Burst [Recharge 5–6]: The mudtiger discharges a 10-foot-radius sphere of lightning. Each creature in the sphere must make a DC 9 Dexterity saving throw. On a failed save, the target takes 5 (2d4) lightning damage, a target in iron or steel heavy armor takes a –2 penalty to attack rolls, and the target's speed is reduced by 10 feet until the end of the target's next turn. On a successful save, the target takes half damage.

ENCOUNTER BUILDING

Level 2 XP 30

Myconid Adult

Medium Plant

Armor Class 10

Hit Points 22 (4d8 + 4)

Speed 25 ft.

Senses darkvision 100 ft.

Str 10 (+0) Dex 10 (+0) Con 12 (+1)

Int 10 (+0) Wis 13 (+1) Cha 9 (–1)

Alignment lawful neutral

Languages Rapport Spores

TRAITS

Averse to Sunlight: While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. If the myconid spends more than an hour in direct sunlight, it dies.

Poisonous Skin: A living creature that touches the myconid's skin takes 3 (1d4 + 1) poison damage. Plants are immune to this poison.

ACTIONS

Melee Attack—Slam: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (3d4) bludgeoning damage and 2 (1d4) poison damage.

Pacifying Spores [4/day]: The myconid chooses a creature within 5 feet of it and releases poisonous spores at the creature. The target must succeed on a DC 9 Constitution saving throw or be stunned for 1 minute. While stunned in this way, the target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

Rapport Spores [4/day]: A 10-foot-radius sphere centered on the myconid fills with spores that allow the creatures to communicate with myconids and other affected creatures via telepathy at a range of up to 50 feet for 6 hours. An unwilling creature can resist the effect with a successful DC 9 Charisma saving throw.

REACTIONS

Distress Spores [4/day]: When the myconid experiences any harm, a 50-foot-radius sphere centered on the myconid fills with spores, expanding to a maximum radius of 100 feet by the end of the myconid's next turn. Myconids in the area can pinpoint the location where the spores were released.

ENCOUNTER BUILDING

Level 4 XP 100

Myconid Juvenile

Small Plant

Armor Class 10

Hit Points 7 (2d6)

Speed 20 ft.

Senses darkvision 100 ft.

Str 7 (–2) Dex 11 (+0) Con 10 (+0)

Int 8 (–1) Wis 11 (+0) Cha 7 (–2)

Alignment lawful neutral

Languages Rapport Spores

TRAITS

Averse to Sunlight: While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. If the myconid spends more than an hour in direct sunlight, it dies.

Poisonous Skin: A living creature that touches the myconid's skin takes 2 (1d4) poison damage. Plants are immune to this poison.

ACTIONS

Melee Attack—Slam: +3 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage, and 2 (1d4) poison damage.

Rapport Spores [2/day]: As the myconid adult, but with a DC 8 saving throw.

REACTIONS

Distress Spores [2/day]: As the myconid adult, but the sphere starts at 25 feet and expands to 50 feet.

ENCOUNTER BUILDING

Level 1 XP 10

Myconid Sovereign

Large Plant

Armor Class 10

Hit Points 33 (6d10 + 12)

Speed 30 ft.

Senses darkvision 100 ft.

Str 12 (+1) **Dex** 11 (+0) **Con** 14 (+2)

Int 13 (+1) **Wis** 15 (+2) **Cha** 16 (+3)

Alignment lawful neutral

Languages Rapport Spores

TRAITS

Averse to Sunlight: While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. If the myconid spends more than an hour in direct sunlight, it dies.

Poisonous Skin: A living creature that touches the myconid's skin takes 4 (1d4 + 2) poison damage. Plants are immune to this poison.

ACTIONS

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 13 (5d4 + 1) bludgeoning damage 4 (1d4 + 2) poison damage.

Animating Spores [6/day]: The myconid chooses the corpse of a Large or smaller beast or humanoid within 5 feet of it and releases spores at the corpse. At the start of the myconid's next turn, the corpse rises as a creature under the myconid's control. The corpse remains animated for 1d4 + 1 weeks, or until destroyed, and cannot be animated again in this way.

Hallucination Spores [6/day]: The myconid chooses a creature within 5 feet of it and releases poisonous spores at the creature. The target must succeed on a DC 10 Constitution saving throw against poison or suffer hallucinations for 1 minute. While hallucinating, the target cannot take reactions and its actions on its turn are determined randomly by rolling a d20: 1–10, the target is frightened; 11–15, the target is stunned; 16–18, the target moves and then rushes in a random direction; 19–20, the target attacks the creature nearest it. The target can repeat the saving throw at the end of each of its turns, ending the hallucinations on a success.

Pacifying Spores [4/day]: The myconid chooses a creature within 5 feet of it and releases poisonous spores at the creature. The target must succeed on a DC 10 Constitution saving throw or be stunned for 1 minute. While stunned in this way, the target can repeat the

saving throw at the end of each of its turns, ending the condition on a success.

Rapport Spores [4/day]: A 10-foot-radius sphere centered on the myconid fills with spores that allow the creatures to communicate with myconids and other affected creatures via telepathy at a range of up to 50 feet for 6 hours. An unwilling creature can resist the effect with a successful DC 10 Charisma saving throw.

REACTIONS

Distress Spores [4/day]: When the myconid experiences any harm, a 50-foot-radius sphere centered on the myconid fills with spores, expanding to maximum radius of 100 feet by the end of the myconid's next turn. Myconids in the area can pinpoint the location where the spores were released.

ENCOUNTER BUILDING

Level 5 XP 400

Animated Corpses: When animating spores animate a creature, it has the most basic statistics for that sort of creature. For example, a human has the statistics of a human commoner. The corpse also has the following differences from the original creature.

The creature's type becomes Plant.

Senses remove all, then add blindsight 25 ft.

Int 1 (–5) **Wis** 1 (–5) **Cha** 1 (–5)

Alignment unaligned

Languages —

TRAITS

Immunities: The corpse is immune to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded, charmed, frightened, paralyzed, or stunned.

Nerelas

Medium Humanoid (Human)

Armor Class 17 (*mithral shirt +1*)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

Str 16 (+3) **Dex** 17 (+3) **Con** 14 (+2)

Int 14 (+2) **Wis** 17 (+3) **Cha** 15 (+2)

Alignment neutral evil

Languages Common, Orcish, Thieves' Cant

TRAITS

Expertise: Nerelas rolls an extra 1d8 on Dexterity checks and saving throws, as well as Intelligence checks.

Immunities: Nerelas is immune to poison.

Improved Assassinate: Nerelas has advantage on attack rolls against creatures that have not yet acted in the combat. If such a creature is surprised, or unaware of Nerelas, and the attack hits the creature, the attack is considered to be a critical hit.

Sneak Attack: Once per turn, if Nerelas attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 4d6 extra damage. Nerelas also deals this extra damage if he has advantage on the attack roll.

ACTIONS

Multiattack: Nerelas makes one long sword attack and one dagger attack.

Melee Attack—Long Sword +1: +6 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d8 + 3) slashing damage.

Melee Attack—Dagger +1: +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 21 (6d6) poison damage.

REACTIONS

Roll with the Blow: When a creature within 5 feet of Nerelas that he can see or hear hits him with an attack, Nerelas can use a reaction to halve the attack's damage.

ENCOUNTER BUILDING

Level 8 XP 2,000

Potion of Invisibility: Nerelas has a bottle that holds five doses of *potion of invisibility*.

Ogre, Elite

Large Giant (Ogre)

Armor Class 16 (banded)

Hit Points 32 (5d10 + 5)

Speed 40 ft.

Senses darkvision 50 ft.

Str 18 (+4) **Dex** 8 (–1) **Con** 13 (+1)

Int 5 (–3) **Wis** 7 (–2) **Cha** 7 (–2)

Alignment chaotic evil

Languages Common, Giant

ACTIONS

Melee Attack—Great Sword: +6 to hit (reach 5 ft.; one creature). *Hit:* 17 (2d12 + 4) slashing damage.

Ranged Attack—Javelin: +1 to hit (range 30 ft./120 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 220

Orc Witchdoctor

Medium Humanoid (Orc)

Armor Class 16 (chain mail)

Hit Points 23 (3d8 plus 3d6)

Speed 30 ft.

Senses darkvision 50 ft.

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

Int 12 (+1) **Wis** 13 (+1) **Cha** 8 (–1)

Alignment chaotic evil

Languages Common, Orcish

TRAITS

Relentless: If the orc takes damage that drops it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

Spellcasting: The orc has the following spells (save DC 13; +3 to hit).

Cantrips: *chill touch, guidance, resistance*

1st Level (4/day): *burning hands, cause fear, healing word, shield*

2nd Level (3/day): *darkness, ray of enfeeblement*

ACTIONS

Melee Attack—Spear: +4 to hit (used in two hands; reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

Ranged Attack—Sling: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage.

REACTIONS

Shield [1st-Level Spell]: When the orc is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, the orc can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of its next turn.

ENCOUNTER BUILDING

Level 3 XP 110

Ox

Large Beast

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 30 ft.

Str 18 (+4) **Dex** 10 (+0) **Con** 13 (+1)

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

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Gore: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

Piercer

Medium Beast

Armor Class 17

Hit Points 13 (2d8 + 4)

Speed 5 ft., climb 5 ft.

Senses blindsight 50 ft.

Str 10 (+0) **Dex** 7 (–2) **Con** 15 (+2)

Int 1 (–5) **Wis** 12 (+1) **Cha** 3 (–4)

Alignment unaligned

Languages —

TRAITS

Damage Resistance: The piercer has resistance against bludgeoning, piercing, and slashing damage.

Hide in Plain Sight: Until the piercer moves or takes an action, other creatures must succeed on a DC 20 Wisdom check to spot that the piercer is a creature.

Immunities: The piercer is immune to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded or charmed.

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

ACTIONS

Melee Attack—Drop: +2 to hit (one creature 5 feet or more directly below the piercer). *Hit:* 1d6 piercing damage per 5 feet fallen, up to 6d6. *Miss:* The piercer takes falling damage.

ENCOUNTER BUILDING

Level 3 XP 100

Pirate

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** 10 (+0) **Cha** 10 (+0)

Alignment neutral evil

Languages Common

TRAITS

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

ACTIONS

Melee or Ranged Attack—Spear: +3 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 20

Rot Grub

Tiny Beast

Armor Class 11

Hit Points 1 (1d4 – 1)

Speed 5 ft.

Senses blindsight 25 ft.

Str 1 (–5) **Dex** 10 (+0) **Con** 8 (–1)

Int 1 (–5) **Wis** 6 (–2) **Cha** 1 (–5)

Alignment unaligned

Languages —

TRAITS

Immunities: The grub is immune to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded, charmed, frightened, or knocked prone.

ACTIONS

Melee Attack—Bite: +1 to hit (reach 0 ft.; one living creature). *Hit:* By the start of the grub's next turn, it burrows under the host's skin. Any missed attack against the grub during this time strikes the host. A creature can use a single melee attack against up to five grubs that have yet to burrow into one host by also damaging the host with the attack.

If a grub burrows into a host, at the start of each hour, the creature's hit point maximum is reduced by 5. Any effect that cures disease kills the burrowing grubs.

ENCOUNTER BUILDING

Level 1 XP 10

Sandling

Large Elemental

Armor Class 17

Hit Points 26 (4d10 + 4)

Speed 30 ft.

Senses blindsight 50 ft.

Str 11 (+0) **Dex** 16 (+3) **Con** 12 (+1)

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

Alignment unaligned

Languages —

TRAITS

Formless: The sandling can move through gaps that are at least 1 inch wide, and it is not considered to be squeezing when it does so. It cannot fall prone.

Hide in Plain Sight: Until the sandling moves or takes an action, other creatures must succeed on a DC 17 Wisdom check to spot that the sandling is a creature.

Immunities: The sandling is immune to disease and poison, as well as to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded, charmed, frightened, paralyzed, or put to sleep. It does not need to sleep, eat, or breathe.

Slowed by Liquid: If doused with at least 10 gallons of liquid, the sandling moves at half speed and deals no slashing damage with its abrasive slam for 1 hour.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 10 ft.; one creature). *Hit:* 5 (1d4 + 3) bludgeoning damage and 5 (1d4 + 3) slashing damage.

ENCOUNTER BUILDING

Level 4 XP 200

Selzen Murtano

Medium Humanoid (Human)

Armor Class 16 (dragon leather)

Hit Points 36 (7d6 + 14)

Speed 30 ft.

Str 7 (–2) **Dex** 18 (+4) **Con** 15 (+2)

Int 16 (+3) **Wis** 6 (–2) **Cha** 14 (+2)

Alignment neutral good

Languages Common, Thieves' Cant

TRAITS

Cunning: Selzen can take an extra action on his turn to hide or rush. He can rush only once on his turn.

Expertise: Selzen rolls an extra 1d8 on Dexterity checks and saving throws, and on Charisma checks.

Move Silently: Selzen is automatically hidden from any creature that cannot see him.

Sneak Attack: Once per turn, if Selzen attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 2d6 extra damage. Selzen also deals this extra damage if he has advantage on the attack roll.

ACTIONS

Multiattack: Selzen makes a rapier attack and a dagger attack.

Melee Attack—Rapier: +7 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

Melee or Ranged Attack—Dagger: +7 to hit (reach 5 ft. or ranged 30 ft./120 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

Pick Pockets: Selzen chooses a creature and makes a Dexterity check to steal a small object from the creature, provided the creature is not holding the object. If Selzen is hidden, he has advantage on the check. Selzen's check is opposed by the creature's Wisdom check. If he wins the contest, Selzen steals the object. If the creature wins, it notices the attempt.

REACTIONS

Roll with the Blow: When a creature that Selzen can see or hear and is within 5 feet of him hits him with an attack, Selzen can use his reaction to halve the damage.

ENCOUNTER BUILDING

Level 6 XP 540

Shadow

Medium Undead

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

Senses darkvision 50 ft.

Str 1 (–5) **Dex** 14 (+2) **Con** 12 (+1)

Int 6 (–2) **Wis** 10 (+0) **Cha** 8 (–1)

Alignment chaotic evil

Languages —

TRAITS

Hide in Shadows: The shadow can attempt to hide in dim light and has advantage on the Dexterity check to do so.

Immunities: The shadow is immune to disease, necrotic, petrification, and poison. It can't be frightened, paralyzed, petrified, polymorphed, or put to sleep. It does not need to sleep, eat, or breathe.

Incorporeal: The shadow is incorporeal.

Sunlight Sensitivity: While in sunlight, the shadow has disadvantage on attack rolls.

ACTIONS

Melee Attack—Touch: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) necrotic damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target's hit point maximum is reduced by an amount equal to the damage dealt. The reduction lasts until the target benefits from a long rest or receives a *lesser restoration* spell. A creature whose hit point maximum is reduced to 0 by this attack dies, and a new shadow rises from the corpse 1d4 hours later.

ENCOUNTER BUILDING

Level 3 XP 80

Shambling Mound

Large Plant

Armor Class 8

Hit Points 68 (8d10 + 24)

Speed 20 ft.

Senses blindsight 50 ft.

Str 18 (+4) **Dex** 7 (–2) **Con** 16 (+3)

Int 5 (–3) **Wis** 12 (+1) **Cha** 5 (–3)

Alignment unaligned

Languages —

TRAITS

Damage Resistance: The mound has resistance against cold, fire, slashing, and piercing.

Immunities: The mound is immune to bludgeoning and lightning, as well as to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded.

Lightning Healing: Whenever the mound is dealt lightning damage, it regains hit points equal to half the damage dealt.

ACTIONS

Multiattack: The mound makes two slam attacks. If both attacks hit a Medium or smaller creature, the target is pulled into the mound, and the target is blinded and restrained while there. When the mound moves, it pulls such a target with it, and the target remains within the mound. The mound can hold only one target inside at a time.

Attacks, spells, and other effects cannot target anything inside the mound. An area of effect that includes the mound includes nothing inside it.

While inside the mound, the target takes 11 (2d6 + 4) bludgeoning damage at the start of each of the mound's turns. As part of its movement, the target can leave the mound by succeeding on a DC 14 Strength check. If it succeeds, the target can complete its movement.

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 7 XP 1,000

Shrieker

Medium Plant

Armor Class 5

Hit Points 13 (3d8)

Speed 5 ft.

Senses blindsight 25 ft.

Str 1 (–5) **Dex** 1 (–5) **Con** 10 (+0)

Int 1 (–5) **Wis** 3 (–4) **Cha** 1 (–5)

Alignment unaligned

Languages —

TRAITS

Immunities: The shrieker is immune to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded, charmed, frightened, paralyzed, or stunned.

Innocuous Seeming: Until the shrieker moves or takes a reaction, other creatures must succeed on a DC 11 Intelligence or Wisdom check to discern the shrieker's true nature.

REACTIONS

Shriek: When a creature comes within 25 feet of the shrieker, it emits a piercing shriek that lasts until the end of the shrieker's turn after the cause of the disturbance moves out of range.

ENCOUNTER BUILDING

Level 1 XP 10

Slippery Ketta

Medium Humanoid (Human)

Armor Class 18 (*dragon leather* +2)

Hit Points 45 (10d6 + 10)

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

Str 10 (+0) **Dex** 18 (+4) **Con** 12 (+1)

Int 15 (+2) **Wis** 13 (+1) **Cha** 16 (+3)

Alignment neutral evil

Languages Common, Orcish, Thieves' Cant

TRAITS

Cunning: Ketta can take an extra action on her turn to hide or rush. She can rush only once on her turn.

Expertise: Ketta rolls an extra 1d8 on Dexterity checks saving throws, and Charisma checks.

Move Silently: Ketta is automatically hidden from any creature that cannot see her.

Sneak Attack: Once per turn, if Ketta attacks and hits a creature that has another creature hostile to it within 5 feet of it, the hit deals 3d6 extra damage. Ketta also deals this extra damage if she has advantage on the attack roll.

ACTIONS

Multiattack: Ketta makes a rapier attack and a dagger attack.

Melee Attack—Rapier: +7 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

Melee or Ranged Attack—Dagger: +7 to hit (reach 5 ft. or ranged 30 ft./120 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

Pick Pockets: Ketta chooses a creature and makes a Dexterity check to steal a small object from the creature, provided the creature is not holding the object. If Ketta is hidden, she has advantage on the check. Ketta's check is opposed by the creature's Wisdom check. If she wins the contest, Ketta steals the object. If the creature wins, it notices the attempt.

REACTIONS

Roll with the Blow: When a creature that Ketta can see or hear and is within 5 feet of her hits her with an attack, Ketta can use her reaction to halve the damage.

ENCOUNTER BUILDING

Level 7 XP 1,000

Slithering Tracker

Small Ooze

Armor Class 8

Hit Points 17 (5d6)

Speed 30 ft., climb 30 ft.

Senses blindsight 50 ft.

Str 1 (–5) **Dex** 7 (–2) **Con** 10 (+0)

Int 8 (–1) **Wis** 10 (+0) **Cha** 5 (–3)

Alignment unaligned

Languages —

TRAITS

Feed: The tracker reduces a living creature's hit point maximum by 1 for each minute the tracker is in contact with the creature.

Formless: The tracker can move through gaps that are at least 1 inch wide, and it is not considered to be squeezing when it does so. It cannot fall prone.

Immunities: The tracker is immune to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded.

Stealthy +10: The tracker gains a +10 bonus to all checks made to avoid detection.

Transparent: Until the tracker moves or takes an action, other creatures must succeed on a DC 20 Wisdom check to spot the tracker.

ACTIONS

Paralyze: The tracker touches a living creature within 5 feet of it. The target must succeed on a DC 8 Constitution saving throw or be paralyzed for 1 hour.

ENCOUNTER BUILDING

Level 2 XP 30

Snake, Giant Sea

Large Beast

Armor Class 12

Hit Points 22 (3d10 + 6)

Speed 30 ft. (climb), 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

Hold Breath: A giant sea snake can hold its breath ten times longer than normal, and being underwater imposes no penalty to its attack rolls or ability checks.

Stealthy +5: The snake gains a +5 bonus to all ability checks it makes to avoid detection.

ACTIONS

Melee Attack—Poisonous Bite: +4 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.

Melee Attack—Constrict: +5 to hit (reach 5 ft.; one creature). The attack automatically hits a creature grappled by the snake. *Hit:* 6 (1d6 + 3) bludgeoning damage, and a Medium or smaller target is grappled. If the target is already grappled, it is instead pinned.

ENCOUNTER BUILDING

Level 2 **XP 70**

Snatcher

Medium Aberration (Caveling)

Armor Class 11

Hit Points 13 (3d8)

Speed 25 ft.

Senses darkvision 50 ft.

Str 14 (+2) **Dex** 12 (+1) **Con** 11 (+0)

Int 6 (–2) **Wis** 9 (–1) **Cha** 4 (–3)

Alignment neutral

Languages Common

ACTIONS

Multiattack: Snatcher makes two claw attacks.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) slashing damage.

ENCOUNTER BUILDING

Level 2 **XP 40**

Spawn of Kyuss

Medium Undead

Armor Class 10

Hit Points 26 (4d8 + 8)

Speed 25 ft.

Senses darkvision 50 ft.

Str 12 (+1) **Dex** 10 (+0) **Con** 14 (+2)

Int 5 (–3) **Wis** 11 (+0) **Cha** 6 (–2)

Alignment chaotic evil

Languages —

TRAITS

Dreadful Presence: Any living creature hostile to the spawn that starts its turn within 25 feet of the spawn must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute, and the creature must use take the rush action and use all its movement on its next turn to move away from the spawn. Thereafter, while frightened in this way, the creature can take an action to make a DC 10 Wisdom check, ending the condition on a success.

If the target saves or the effect otherwise ends, the target is immune to the spawn's Dreadful Presence for the next 24 hours.

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

Regeneration: At the start of its turn, the spawn regains 2 hit points. When it takes fire or lightning damage, or is splashed with holy water or turned, the spawn's regeneration doesn't function on the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and does not regenerate.

ACTIONS

Multiattack: The spawn makes two slam attacks.

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d8) bludgeoning damage, and the target must make a DC 8 Constitution saving throw. *Failed Save:* The target's hit point maximum is reduced by an amount equal to the damage dealt and the target is diseased. While diseased in this way, the target cannot regain hit points and its hit point maximum drops by 5 for every 24 hours that elapse. If its hit point maximum drops to 0, the target dies

Any effect that removes disease ends the disease and restores the creature's hit point maximum to normal.

REACTIONS

Jumping Worms: When a living creature starts its turn within 5 feet of a spawn of Kyuss, the creature must make a DC 10 Dexterity saving throw. *Failed Save:* A worm from the spawn jumps to the creature and burrows into its flesh. At the end of each of the creature's turns, it must make a DC 10 Constitution saving throw. On a failed save, the creature takes 7 (2d6) necrotic damage. If the creature drops to 0 hit points while taking this damage, it dies and immediately becomes a spawn of Kyuss under the DM's control.

After three successful saving throws, the worm falls out of the creature and dies. Any spell that cures disease or ends a curse can also end this effect.

ENCOUNTER BUILDING

Level 4 XP 150

Specter

Medium Undead

Armor Class 12

Hit Points 38 (7d8 + 7)

Speed 0 ft., fly 50 ft.

Senses darkvision 50 ft.

Str 1 (–5) **Dex** 14 (+2) **Con** 13 (+1)

Int 14 (+2) **Wis** 13 (+1) **Cha** 15 (+2)

Alignment chaotic evil

Languages —

TRAITS

Immunities: The specter is immune to cold damage, disease, necrotic damage, and poison. It cannot be frightened, paralyzed, petrified, polymorphed, or put to sleep. It does not need to sleep, eat, or breathe.

Incorporeal: The specter is incorporeal.

Sunlight Sensitivity: While in sunlight, the specter has disadvantage on attack rolls.

ACTIONS

Melee Attack—Touch: +5 to hit (reach 5 ft.; one creature). *Hit:* 12 (3d6 + 2) necrotic damage, and a living target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by the same amount as the damage dealt by this attack. The reduction lasts until the target benefits from a long rest. A creature whose hit point maximum is reduced to 0 by this attack dies. A *remove curse* spell restores the target's hit point maximum to its full amount.

Invisibility: The specter becomes invisible until it makes an attack or its concentration is broken.

ENCOUNTER BUILDING

Level 5 XP 370

Spider, Cave

Small Beast

Armor Class 13

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

Senses darkvision 25 ft.

Str 8 (–1) **Dex** 17 (+3) **Con** 12 (+1)

Int 2 (–4) **Wis** 10 (+0) **Cha** 8 (–1)

Alignment unaligned

Languages —

TRAITS

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

Web Mobility: The spider ignores movement restrictions due to webs, including that from a *web* spell.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 – 1) piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 4 (1d6 + 1) poison damage.

ENCOUNTER BUILDING

Level 1 XP 10

Stag

Large Beast

Armor Class 13

Hit Points 16 (3d10)

Speed 60 ft.

Senses low-light vision

Str 15 (+2) **Dex** 16 (+3) **Con** 11 (+0)

Int 2 (–4) **Wis** 11 (+0) **Cha** 7 (–2)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Antlers: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage, or if the stag moved 20 or more feet during the same turn before making the attack, 9 (2d6 + 2) piercing damage and the target falls prone.

Melee Attack—Hooves: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 50

Su Monster

Medium Beast

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 30 ft. (climb)

Senses low-light vision

Str 15 (+2) **Dex** 15 (+2) **Con** 12 (+1)

Int 9 (–1) **Wis** 12 (+1) **Cha** 9 (–1)

Alignment chaotic evil

Languages —

ACTIONS

Multiattack: The su monster makes one bite attack and one claws attack.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) piercing damage.

Psychic Crush [1/day]: The su monster chooses a creature it can see within 50 feet of it. If the target fails a DC 10 Intelligence saving throw, it takes 13 (3d8) psychic damage, and it has disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn. On a success, the target takes half damage.

ENCOUNTER BUILDING

Level 3 XP 100

Sundew, Giant

Medium Plant

Armor Class 10

Hit Points 36 (8d8)

Speed 5 ft.

Senses blindsight 10 ft.

Str 12 (+1) **Dex** 2 (–4) **Con** 10 (+0)

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

Alignment unaligned

Languages —

TRAITS

Adhesive: A limb or weapon that touches the sundew becomes stuck to it. If a creature's limb is stuck, the creature is restrained. It requires a DC 11 Strength check and an action to free a stuck weapon or limb, and once a creature frees all its stuck limbs, it is no longer restrained. The sundew's organic adhesive fails if the plant dies.

Immunities: The sundew is immune to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded, frightened, paralyzed, or knocked prone.

Innocuous Seeming: Until the sundew moves or takes an action, other creatures must succeed on a DC 17 Intelligence or Wisdom check to discern the sundew's true nature.

ACTIONS

Multiattack: The giant sundew makes two tendril attacks against each creature within 5 feet of it. Over multiple turns, it can use its hundreds of tendrils to attack any one creature with up to six tendrils.

Melee Attack—Tendrill: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) damage, and the target is restrained (see the Adhesive trait). The DC to break free of the adhesive increases by 1 for each tendrill attached to the target. While restrained in this way, the target takes 2 (1d4) acid damage per tendrill attached to it at the start of each of the sundew's turns.

ENCOUNTER BUILDING

Level 3 XP 80

Theg Narlot

Medium Humanoid (Half-Orc)

Armor Class 16 (studded dragon leather, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

Senses darkvision 50 ft.

Str 17 (+3) **Dex** 10 (+0) **Con** 17 (+3)

Int 16 (+3) **Wis** 12 (+1) **Cha** 7 (–2)

Alignment lawful evil

Languages Common, Elvish, Orcish

TRAITS

Action Surge: Theg can take an extra action on his turn. He cannot use this trait again until after benefiting from a rest.

Expertise: Theg rolls an extra 1d8 on Dexterity checks and Intelligence checks.

Improved Assassinate: Theg has advantage on attack rolls against creatures that have not yet acted in the combat. If such a creature is surprised or unaware of Theg, and the attack hits the creature, the attack is considered to be a critical hit.

Sneak Attack: Once per turn, if Theg attacks and hits a creature that has another creature hostile to him within 5 feet of him, the hit deals 10 (3d6) extra damage. Theg also deals this extra damage if he has advantage on the attack roll.

ACTIONS

Multiattack: Theg makes two long sword attacks.

Melee Attack—Poisoned Long Sword: +8 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d8 + 3) slashing damage, and if Theg has hit fewer than two targets, the target must succeed on a DC 12 Constitution saving throw or take 16 (3d10) poison damage 5 minutes later.

Second Wind [1/day]: Theg regains 37 hit points. He cannot use this action again until after benefiting from a long rest.

ENCOUNTER BUILDING

Level 8 XP 2,200

Turtle, Giant Snapping

Large Beast

Armor Class 15 or 18

Hit Points 33 (6d10)

Speed 10 ft., swim 20 ft.

Senses darkvision 25 ft.

Str 17 (+3) **Dex** 8 (–1) **Con** 10 (+0)

Int 2 (–4) **Wis** 10 (+0) **Cha** 5 (–3)

Alignment unaligned

Languages —

TRAITS

Hold Breath: The turtle breathes air, but it can hold its breath ten times longer than normal.

Shell: Instead of moving on its turn, the turtle can hide under or emerge from its thick shell. While in its shell, the turtle has AC 18.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 10 ft.; one creature). *Hit:* 12 (2d8 + 3) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 200

Uzgrod

Medium Humanoid (Half-Orc)

Armor Class 15 (studded leather)

Hit Points 6 (1d8 + 2)

Speed 30 ft.

Senses darkvision 50 ft.

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

Int 8 (–1) **Wis** 11 (+0) **Cha** 8 (–1)

Alignment neutral evil

Languages Common, Orcish

TRAITS

Relentless: If Uzgrod takes damage that drops him to 0 hit points, he can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, Uzgrod drops to 1 hit point instead. If Uzgrod has only 1 hit point at the end of his next turn, he drops to 0 hit points.

ACTIONS

Melee Attack—Scimitar: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) slashing damage.

Melee or Ranged Attack—Dagger: +4 to hit (reach 5 ft.; range 30 ft./120 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 20

Violet Fungus

Medium Plant

Armor Class 5

Hit Points 13 (3d8)

Speed 5 ft.

Senses blindsight 25 ft.

Str 3 (–4) **Dex 1** (–5) **Con 10** (+0)

Int 1 (–5) **Wis 3** (–4) **Cha 1** (–5)

Alignment unaligned

Languages —

TRAITS

Immunities: The fungus is immune to gaze effects and to any effects that rely on the target being able to see. It cannot be blinded, charmed, frightened, paralyzed, or stunned.

ACTIONS

Multiattack: The fungus makes 1d4 slam attacks.

Melee Attack—Slam: +3 to hit (reach 10 ft.; one creature). *Hit:* 4 (1d8) necrotic damage.

ENCOUNTER BUILDING

Level 1 XP 20

Viper

Tiny Beast

Armor Class 14

Hit Points 2 (1d4)

Speed 30 ft.

Senses darkvision 25 ft.

Str 2 (–4) **Dex 18** (+4) **Con 11** (+0)

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

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +2 to hit (reach 0 ft.; one creature). *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* 3 (1d6) poison damage.

ENCOUNTER BUILDING

Level 1 XP 10

Wartslag

Medium Humanoid (Bugbear, Goblinoid)

Armor Class 15 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Senses darkvision 50 ft.

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

Int 8 (–1) **Wis** 11 (+0) **Cha** 9 (–1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

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

ACTIONS

Melee or Ranged Attack—Light Hammer: +5 to hit (reach 5 ft.; range 20 ft./60 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 **XP** 50

Wasp, Giant

Medium Beast

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 20 ft., fly 100 ft.

Senses low-light vision

Str 12 (+1) **Dex** 16 (+3) **Con** 13 (+1)

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

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Sting: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage. A living creature that drops to 0 hit points due to this poison is stabilized but paralyzed for 2d6 hours.

ENCOUNTER BUILDING

Level 3 **XP** 100

Water Weird

Large Elemental

Armor Class 13

Hit Points 19 (3d10 + 3)

Speed 0 ft., swim 40 ft.

Str 13 (+1) **Dex** 16 (+3) **Con** 12 (+1)

Int 12 (+1) **Wis** 13 (+1) **Cha** 9 (–1)

Alignment chaotic evil

Languages Aquan

ENCOUNTER BUILDING

Level 4 XP 150

TRAITS

Form of Water: Being underwater imposes no penalty to the weird's attack rolls or ability checks. The weird can move through gaps that allow water to pass and does not need to squeeze to do so. In addition, the weird is almost invisible and silent when underwater, requiring a DC 20 Wisdom check to spot.

The weird must remain in physical contact with its pool, which is a body of water larger than it. If separated from its pool, the weird immediately returns to the Elemental Plane of Water.

Freeze: If the weird takes cold damage, it partially freezes. Until the end of its next turn, the weird can take an action or move, but not both, and it cannot take reactions.

Immunities: The weird is immune to disease and poison. It cannot be paralyzed, petrified, polymorphed, restrained, knocked prone, or put to sleep. It does not need to sleep, eat, or breathe.

Regeneration: At the start of each of its turns, the weird regains 5 hit points. If it takes cold damage or magic weapon damage, the weird's regeneration doesn't function on its next turn. A *purify food and drink* spell renders the water weird unable to regenerate for 24 hours. The weird dies only if it starts its turn with 0 hit points and does not regenerate.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 10 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target must make a DC 11 Strength or Dexterity saving throw. *Failed Save:* The target is dragged into the weird's pool and is restrained underwater. While restrained in this way, a creature must hold its breath, cannot regain hit points, and takes 3 bludgeoning damage at the start of each of the weird's turns.

The weird can hold only one creature restrained at a time, but it can still slam other creatures while doing so.

Weasel, Giant

Medium Beast

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 40 ft.

Senses darkvision 50 ft.

Str 11 (+0) **Dex** 16 (+3) **Con** 12 (+1)

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

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). The attack automatically hits a creature to which the weasel is attached. *Hit:* 6 (1d6 + 3) piercing damage, and, if the target is Small or larger, the weasel attaches to the target.

An attached weasel's speed drops to 0, and it moves with the target. A creature can use an action to remove an attached weasel with a successful DC 11 Strength check.

ENCOUNTER BUILDING

Level 2 XP 50

Whisper

Medium Aberration (Caveling)

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

Senses darkvision 50 ft.

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

Int 10 (+0) **Wis** 9 (–1) **Cha** 8 (–1)

Alignment neutral

Languages Common

TRAITS

Telepathy: Whisper can communicate telepathically with any creature within 100 feet of him that can understand a language.

ACTIONS

Multiattack: Whisper makes two tentacle attacks.

Melee Attack—Tentacle: +3 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

Will-o'-Wisp

Small Aberration

Armor Class 20

Hit Points 31 (9d6)

Speed 0 ft., fly 50 ft.

Senses darkvision 100 ft.

Str 1 (–5) **Dex** 30 (+10) **Con** 10 (+0)

Int 15 (+2) **Wis** 14 (+2) **Cha** 10 (+0)

Alignment chaotic evil

Languages Auran, Common

TRAITS

Immunities: The will-o'-wisp is immune to spells except for *maze* and *magic missile*. It does not need to sleep or breathe.

ACTIONS

Melee Attack—Shock: +10 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d8) lightning damage.

Invisibility: The will-o'-wisp dims its light, becoming invisible until it makes an attack or its concentration is broken.

Life Drain: The will-o'-wisp drains the life force of one dying creature it can see within 5 feet of it. The dying creature must make a death saving throw or die. If the creature dies, the will-o'-wisp regains 7 (2d6) hit points.

ENCOUNTER BUILDING

Level 5 XP 300

Wimpell Frump

Medium Humanoid (Human)

Armor Class 16 (magic bracers)

Hit Points 36 (8d6 + 8)

Speed 30 ft.

Str 10 (+0) **Dex** 15 (+2) **Con** 12 (+1)

Int 17 (+3) **Wis** 10 (+0) **Cha** 14 (+2)

Alignment neutral evil

Languages Common

TRAITS

Spellcasting: Wimpell has the following spells (save DC 15).

Cantrips: *minor illusion, light, prestidigitation*

1st Level (4/day): *color spray, disguise self, shield*

2nd Level (3/day): *blur, darkness, mirror image*

3rd Level (3/day): *dispel magic, slow*

4th Level (2/day): *confusion*

ACTIONS

Melee Attack—Dagger +2: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Shield [1st-Level Spell]: When he is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, Wimpell can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of his next turn.

ENCOUNTER BUILDING

Level 5 XP 450

Wolf, Winter

Large Beast

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 50 ft.

Senses low-light vision

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

Int 8 (–1) **Wis** 12 (+1) **Cha** 7 (–2)

Alignment neutral evil

Languages —

TRAITS

Immunity: The wolf is immune to cold.

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

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

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).

Hit: 1d10 + 3 piercing damage, or 1d10 + 6 piercing damage against a prone creature. If the attack deals 9 or more damage, the wolf also knocks the target prone.

Cold Breath: The wolf breathes an icy blast of freezing wind in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw. *Failed Save:* 16 (4d6 + 2) cold damage. *Successful Save:* Half damage. The wolf must benefit from a rest to use this breath weapon again.

ENCOUNTER BUILDING

Level 4 **XP** 130

Zodznog

Medium Humanoid (Half-Orc)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses darkvision 50 ft.

Str 14 (+2) **Dex** 12 (+1) **Con** 12 (+1)

Int 8 (–1) **Wis** 11 (+0) **Cha** 8 (–1)

Alignment neutral evil

Languages Common, Orcish

ACTIONS

Melee or Ranged Attack—Kitchen Implement: +4 to hit (reach 5 ft.; range 20 ft./50 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning, piercing, or slashing damage.

ENCOUNTER BUILDING

Level 1 **XP** 20