

D&D Next Bestiary for Module S2: White Plume Mountain

This file contains D&D Next statistical conversions for the monsters encountered in module S2, *White Plume Mountain*, recently re-released in *Dungeons of Dread™* (a hardcover compilation of the classic S series adventure modules first published by TSR, Inc.). The monster format is identical to that used in the D&D Next monster bestiary.

Black Pudding

Large Ooze

Armor Class 8

Hit Points 85 (10d10 + 30)

Speed 30 ft., climb 10 ft.

Senses blindsight 60 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 squeeze through gaps that are at least 1 inch wide without taking any penalties to its speed or its attacks.

Immunities: The pudding is immune to acid, cold, psychic, gaze effects, and other attack forms that rely on sight. It cannot be blinded, charmed, frightened, or knocked prone. It does not need to sleep, eat, or breathe.

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

ACTIONS

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). Hit: 18 (4d8) acid damage, and the target must make a DC 11 Dexterity saving throw. *Failed Save:* The target's armor (01–75 on a d%) or weapon (76–00 on a d%) is destroyed by acid if it's made of metal and/or wood.

REACTIONS

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

ENCOUNTER BUILDING

Level 5 XP 430

Bugbear

Medium Humanoid (Goblinoid)

Armor Class 15 (leather, shield)

Hit Points 18 (4d8)

Speed 30 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 10 (+0)

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

Alignment neutral evil

Languages Common, Goblin

TRAITS

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

ACTIONS

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

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

ENCOUNTER BUILDING

Level 2 XP 40

Crab, Great

Gargantuan Beast

Armor Class 17

Hit Points 217 (15d20 + 60)

Speed 60 ft.

Senses darkvision 60 ft.

Str 25 (+7) **Dex** 11 (+0) **Con** 18 (+4)

Int 1 (–5) **Wis** 9 (–1) **Cha** 5 (–3)

Alignment unaligned

Languages —

TRAITS

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

ACTIONS

Multiattack: The crab makes two claw attacks.

Melee Attack—Claw: +8 to hit (reach 15 ft.; one creature).
Hit: 32 (4d12 + 6) piercing damage.

ENCOUNTER BUILDING

Level 13 XP 7,180

Crayfish, Giant

Large Beast

Armor Class 9

Hit Points 30 (4d10 + 8)

Speed 20 ft., swim 30 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 8 (–1) **Con** 15 (+2)

Int 1 (–5) **Wis** 7 (–2) **Cha** 3 (–4)

Alignment unaligned

Languages —

TRAITS

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

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

ACTIONS

Multiattack: The crayfish makes two claw attacks.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature).
Hit: 9 (2d6 + 2) piercing damage, and the target is grappled. The crayfish can grapple up to two creatures but cannot attack with a claw that's being used to grapple something.

ENCOUNTER BUILDING

Level 4 XP 200

Efreeti

Large Elemental (Fire)

Armor Class 15

Hit Points 150 (12d10 + 84); see Traits below

Speed 40 ft., fly 60 ft.

Senses darkvision 120 ft.

Str 22 (+6) **Dex** 11 (+0) **Con** 24 (+7)

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

Alignment lawful evil

Languages Common, Ignan

TRAITS

Fiery Demise: When the efreeti dies, it disappears in a flash of fire and a puff of smoke, leaving behind embers and any gear it was carrying or wearing.

Immunities: The efreeti is immune to fire.

Telepathy: The efreeti can communicate telepathically with any creature within 100 feet that speaks or understands a language.

ACTIONS

Multiattack: The efreeti makes two scimitar attacks.

Melee Attack—Scimitar: +9 to hit (reach 10 ft.; one creature). *Hit:* 13 (2d6 + 6) slashing damage and 10 (3d6) fire damage.

Smoke Form (Recharge 6): The efreeti polymorphs into a 10-foot-diameter cloud of smoke. In this form, it cannot take actions and cannot be harmed, but it can pass through the smallest gaps. The efreeti can take an action to end the effect.

Spellcasting: The efreeti casts one of the following spells: at will—*detect magic*, *produce flame*; 1/day—*enlarge*, *invisibility*, *polymorph*. Once per month, it can cast *wish*, but never for its own gain or benefit. The efreeti uses Intelligence as its magic ability, and the saving throw DC to resist its spells is 13.

ENCOUNTER BUILDING

Level 10 XP 3,900

Elemental, Air

Large Elemental (Air)

Armor Class 13

Hit Points 45 (7d10 + 7); see Traits below

Speed 0 ft., fly 60 ft.

Senses darkvision 60 ft.

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

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

Alignment neutral

Languages Auran

TRAITS

Immunities: The elemental is immune to disease and poison. It cannot be knocked prone, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Resistances: The elemental is resistant to lightning, thunder, and nonmagical weapons.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d8 + 2) bludgeoning damage.

Melee Attack—Whirlwind (Recharge 5–6): +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must make a DC 12 Strength saving throw if it is Large or smaller. *Failed Save:* The target is engulfed. While engulfed, the target is pulled into the elemental's space and restrained, and it takes 9 (2d6 + 2) bludgeoning damage at the start of each of the elemental's turns until it escapes. The target can escape by making a DC 11 Strength or Dexterity check as part of its movement. On a success, the target is no longer restrained and can complete its movement.

A creature next to the elemental can pull a creature or object out of it with a DC 11 Strength check as an action.

The elemental can engulf up to one Large creature or up to four Medium or smaller creatures at a time.

When the elemental moves, any creatures it has engulfed automatically move with it.

ENCOUNTER BUILDING

Level 5 XP 350

Gargoyle

Medium Monstrosity

Armor Class 13

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

Speed 40 ft., fly 60 ft.

Senses darkvision 60 ft.

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

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

Alignment lawful evil

Languages Common, Terran

TRAITS

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

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

ACTIONS

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

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

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

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

ENCOUNTER BUILDING

Level 5 XP 330

Ghoul

Medium Undead

Armor Class 12

Hit Points 18 (4d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 13 (+1) **Dex** 15 (+2) **Con** 10 (+0)

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

Alignment chaotic evil

Languages Common

TRAITS

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

Resistance: The ghoul is resistant to necrotic.

ACTIONS

Multiattack: The ghoul makes one bite attack and two claw attacks.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature).
Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 12 Constitution saving throw (elves are immune). *Failed Save:* The target is paralyzed for 1 minute but can use an action while paralyzed to make a DC 12 Constitution check. If the check succeeds, the paralysis ends.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature).
Hit: 3 (1d4 + 1) slashing damage, and the target must make a DC 12 Constitution saving throw (elves are immune). *Failed Save:* The target is paralyzed for 1 minute but can use an action while paralyzed to make a DC 12 Constitution check. If the check succeeds, the paralysis ends.

ENCOUNTER BUILDING

Level 3 XP 80

Golem, Flesh

Medium Construct

Armor Class 9

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

Speed 30 ft.

Senses darkvision 50 ft.

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

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

Alignment neutral

Languages understands Common

TRAITS

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

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

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

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

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

ACTIONS

Multiattack: The golem makes two slam attacks.

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

ENCOUNTER BUILDING

Level 7 XP 1,320

Gray Ooze

Medium Ooze

Armor Class 8

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

Speed 10 ft.

Senses blindsight 60 ft.

Str 12 (+1) **Dex** 6 (–2) **Con** 16 (+3)

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

Alignment unaligned

Languages —

TRAITS

Dissolve: Any nonmagical weapon that hits the ooze becomes damaged and takes a –1 penalty to subsequent damage rolls. This penalty is cumulative with multiple hits. If a damaged weapon's penalty drops to –5, the weapon is destroyed. A damaged weapon costs half the weapon's cost to repair; a destroyed weapon cannot be repaired. Nonmagical ammunition that hits the ooze is destroyed instantly.

Formless: The ooze can squeeze through gaps that are at least 1 inch wide.

Immunities: The ooze charmed, frightened, or knocked prone.

Resistances: The ooze is resistant to acid, cold, and fire.

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

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature).
Hit: 3 (1d6) bludgeoning damage plus 7 (2d6) acid damage.

REACTIONS

Passive Threat: When a creature ends its turn next to the ooze and is unaware of it, the ooze makes a free slam attack against the triggering creature.

ENCOUNTER BUILDING

Level 4 XP 180

Green Slime

Medium Ooze (Hazard)

Green slime is a dangerous, unintelligent variety of normal algae that forms in moist subterranean environments. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches. This plant is a slow-growing hazard that feeds on flesh, plant matter, and metal.

Detect: It takes a DC 10 Wisdom check to notice the green slime under normal conditions and a DC 12 Intelligence check to identify the hazard for what it is.

Effect on Creatures: The slime can detect the air vibrations and temperature of living creatures. When it does, a sheet of it large enough to envelop the passing creature drops from its resting place onto the target. The target must make a DC 12 Dexterity saving throw to avoid the sheet, making the saving throw with disadvantage if the slime was unnoticed or not considered to be a hazard. On a failed save, the target takes 1d6 acid damage, and takes another 1d6 acid damage at the end of each of its turns during which it is still in contact with the slime.

A creature that steps in a patch of green slime on the floor receives no saving throw to avoid taking damage.

Effect on Objects: Against wood or metal, green slime deals 2d6 acid damage per round, dissolving about an inch thickness of material each round. Green slime does no harm to stone or glass.

Countermeasures: Green slime can be scraped off or killed by taking 11 damage or more from weapons, cold, or fire. Dealing damage to the slime also deals half damage to the creature it is covering.

ENCOUNTER BUILDING

Level 1 XP 20

Human Fighter, 4th-Level

Medium Humanoid (Human)

Armor Class 17 (banded mail)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

Str 16 (+3) **Dex** 10 (+0) **Con** 14 (+2)

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

Alignment any

Languages Common

TRAITS

Expertise Dice: The fighter has two d6s called expertise dice. Once the fighter uses an expertise die, the die is expended until the fighter completes a short rest or a long rest. The fighter can also use its action to regain a single expertise die, and it can spend an expertise die in the following ways.

Deep Wound: When the fighter hits with an attack, it can roll one expertise die and add the result to the attack's damage.

Glancing Blow: When the fighter misses with a melee attack, it can spend one expertise die and add the result to the attack roll. If the new total would be a hit, the target takes half damage from the attack and suffers no additional effect associated with the weapon or the attack.

Parry: As a reaction to a melee attack that hits it, the fighter can roll one expertise die and subtract the result from the damage taken from the attack. The fighter must be wielding a melee weapon to use this ability.

ACTIONS

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

ENCOUNTER BUILDING

Level 4 XP 160

Human Fighter, 10th-Level

Medium Humanoid (Human)

Armor Class 23 (+2 plate mail, +1 shield)

Hit Points 75 (10d10 + 20)

Speed 25 ft.

Str 18 (+4) **Dex** 11 (+0) **Con** 15 (+2)

Int 11 (+0) **Wis** 10 (+1) **Cha** 14 (+0)

Alignment any

Languages Common

TRAITS

Expertise Dice: The fighter has four d6s called expertise dice. Once the fighter uses an expertise die, the die is expended until the fighter completes a short rest or a long rest. The fighter can also use its action to regain a single expertise die, and it can spend an expertise die in the following ways.

Attack Orders: The fighter can roll one expertise die and add the result to the next attack roll of another creature that the fighter can see and that can hear the fighter.

Deep Wound: When the fighter hits with an attack, it can roll one expertise die and add the result to the attack's damage.

Iron Will: When the fighter makes a Wisdom saving throw, it can roll one expertise die and add the result as a bonus to its saving throw.

Parry: As a reaction to a melee attack that hits it, the fighter can roll one expertise die and subtract the result from the damage taken from the attack. The fighter must be wielding a melee weapon to use this ability.

ACTIONS

Multiattack: The fighter makes three +1 long sword attacks.

Melee Attack—+1 Long Sword: +7 to hit (reach 5 ft.; one creature). *Hit:* 18 (3d8 + 5) slashing damage.

ENCOUNTER BUILDING

Level 10 XP 3,340

Invisible Stalker

Medium Elemental (Air)

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 30 ft.

Senses darkvision 60 ft.

Str 18 (+4) **Dex** 19 (+4) **Con** 14 (+2)

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

Alignment neutral

Languages Auran, understands Common

TRAITS

Invisibility: The invisible stalker is naturally invisible and remains so even while attacking. This invisibility cannot be dispelled or suppressed. A *true seeing* spell reveals a roiling cloud of vapor.

Planar Recall: An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

Tracker: When summoned to track a specific creature, the invisible stalker always knows the direction and distance of its intended target provided the two are on the same plane.

ACTIONS

Melee Attack—Slam: +10 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 5 XP 460

Kelpie

Medium Plant

Armor Class 11

Hit Points 22 (5d8)

Speed 10 ft., swim 20 ft.

Senses blindsight 60 ft., darkvision 60 ft.

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

Int 9 (–1) **Wis** 10 (+0) **Cha** 13 (+1)

Alignment neutral evil

Languages —

TRAITS

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

Hide in Plain Sight: In its natural form, the kelpie resembles a wet pile of seaweed. A DC 20 Intelligence or Wisdom check reveals that the seaweed is, in fact, a kelpie.

Resistances: The kelpie is resistant to fire damage.

ACTIONS

Melee Attack—Snare: +5 to hit (reach 5 ft.; one creature). The attack automatically hits a creature the kelpie has charmed or grappled. *Hit:* The target is grappled. While grappled by the kelpie and underwater, the target loses 11 (2d10) hit points at the start of each of its turns until it drowns. This damage is not the result of an attack and does not end the kelpie's charm effect.

Charm: The kelpie targets one humanoid creature within 60 feet that it can see. The target must make a DC 11 Wisdom saving throw. *Failed Save:* The target is charmed for 1 hour or until it takes damage from an attack. While charmed, the target does everything in its power to be with the kelpie, even at the risk of drowning.

Disguise Self: The kelpie assumes the illusory form of green-skinned aquatic elf and can maintain this illusion indefinitely. A DC 14 Intelligence or Wisdom check reveals that the creature is not what it appears to be, but not the rakshasa's true form. A *true seeing* spell reveals the kelpie's natural form. The kelpie can dispel the illusion at any time (no action required). The effect also ends when the kelpie is killed.

ENCOUNTER BUILDING

Level 3 XP 110

Lycanthrope: Werewolf

Medium Humanoid (Shapechanger)

Armor Class 12

Hit Points 22 (4d8 + 4); see Traits below

Speed 30 ft.

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

Int 10 (+0) **Wis** 11 (+0) **Cha** 8 (–1)

Alignment chaotic evil

Languages Common (cannot speak in wolf form)

TRAITS

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

Resistance: The werewolf is resistant to nonmagical weapons except those made of silver.

ACTIONS

Melee Attack—Bite (wolf and hybrid forms only): +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target is cursed with lycanthropy.

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

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

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

While in hybrid form, it can make bite and claw attacks only. While in wolf form, it can make bite attacks only, and its speed becomes 40 feet. In both forms, the werewolf gains low-light vision.

The werewolf reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 4 XP 150

Manticore

Large Monstrosity

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 30 ft., fly 50 ft.

Senses darkvision 60 ft.

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

Int 5 (–3) **Wis** 12 (+1) **Cha** 9 (–1)

Alignment lawful evil

Languages Common

ACTIONS

Multiattack: The manticore makes two claw attacks and one bite attack, or three tail spike attacks. The targets of these tail spike attacks must be within 30 feet of each other.

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

Hit: 5 (1d4 + 3) slashing damage.

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

Hit: 6 (1d6 + 3) piercing damage.

Ranged Attack—Tail Spike: +5 to hit (range 100 ft./200 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

Special: The manticore has 24 tail spikes. It regrows tail spikes at the rate of one per hour.

ENCOUNTER BUILDING

Level 5 XP 340

Ogre

Large Giant

Armor Class 11 (hide)

Hit Points 32 (5d10 + 5)

Speed 40 ft.

Senses darkvision 60 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—Greatclub: +6 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) bludgeoning 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 140

Ogre Mage

Large Giant

Armor Class 13 (studded leather)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

Senses darkvision 60 ft.

Str 18 (+4) **Dex** 8 (–1) **Con** 14 (+2)

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

Alignment lawful evil

Languages Common, Giant

ACTIONS

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

Gaseous Form (1/day): The ogre mage polymorphs into a 10-foot-diameter cloud of green gas. In this form, it cannot take actions and cannot be harmed, but it can pass through the smallest gaps. It can end the effect at will and can remain in the form for up to 1 minute.

Spellcasting: The ogre mage casts one of the following spells: at will—*darkness, fly, invisibility, polymorph self* (Medium or Large humanoid form only); 1/day—*charm person, cone of cold, sleep*. The ogre mage uses Intelligence as its magic ability, and the saving throw DC to resist its spells is 11.

ENCOUNTER BUILDING

Level 5 XP 350

Scorpion, Giant

Large Beast

Armor Class 15

Hit Points 32 (5d10 + 5)

Speed 50 ft.

Senses darkvision 60 ft.

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

Int 1 (–5) **Wis** 9 (–1) **Cha** 3 (–4)

Alignment unaligned

Languages —

ACTIONS

Multiattack: The scorpion makes two claw attacks and one sting attack.

Melee Attack—Claw: +6 to hit (reach 10 ft.; one creature). *Hit:* 7 (1d10 + 2) slashing damage.

Melee Attack—Sting: +8 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 16 (3d10) poison damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 5 XP 350

Sea Lion

Large Monstrosity

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 50 ft.

Senses darkvision 60 ft.

Str 18 (+4) **Dex** 11 (+1) **Con** 15 (+2)

Int 3 (–4) **Wis** 10 (+0) **Cha** 9 (–1)

Alignment unaligned

Languages —

TRAITS

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

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

ACTIONS

Multiattack: The sea lion makes one bite attack and one claws attack.

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

Melee Attack—Claws: +7 to hit (reach 5 ft.; one creature).
Hit: 11 (2d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 5 XP 330

Shadow

Medium Undead

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

Senses darkvision 60 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, or put to sleep. It does not need to sleep, eat, or breathe.

Incorporeal: When a shadow takes damage that is not force damage or radiant damage, or from an ethereal source, halve the damage.

Light 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 110

Sphinx, Gyno-

Large Monstrosity

Armor Class 15

Hit Points 60 (8d10 + 16)

Speed 40 ft., fly 90 ft.

Senses darkvision 120 ft.

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

Int 18 (+4) **Wis** 16 (+3) **Cha** 18 (+4)

Alignment neutral

Languages Common, Sphinx, plus three others

ACTIONS

Multiattack: The gynosphinx makes two claw attacks.

Melee Attack—Claw: +8 to hit (reach 5 ft.; one creature).

Hit: 12 (2d8 + 3) slashing damage.

Spellcasting: The gynosphinx casts one of the following spells: At will—*detect magic, mage hand, ray of frost*; 1/day—*comprehend languages, detect invisibility, dispel magic, legend lore, lesser restoration, read magic*. The gynosphinx uses Intelligence as its magic ability score; the saving throw DC to resist its spells is 14.

ENCOUNTER BUILDING

Level 6 XP 780

Vampire

Medium Undead

Armor Class 16

Hit Points 68 (8d8 + 32); vulnerable to radiant

Immunities charmed, necrotic, and poison

Speed 30 ft., climb 20 ft.

Senses darkvision 60 ft.

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

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

Alignment chaotic evil

Languages Common

TRAITS

Immunities: The vampire is immune to disease, necrotic, poison, and nonmagical weapons (except those made of cold-forged iron). It cannot be charmed, paralyzed, or put to sleep. It does not need to breathe.

Mist Form: If the vampire is reduced to 0 hit points or fewer while not in its coffin, it polymorphs into a cloud of mist. While in mist form, the vampire does not regenerate, cannot take actions, and cannot be damaged (but is destroyed instantly by natural sunlight or a turn undead effect). It gains a fly speed of 20 feet and can squeeze through tiny cracks and openings. If a vampire in mist form starts its turn in its coffin, it returns to its normal form with 1 hit point.

Regeneration: At the start of its turn, the vampire regains 1d10 hit points. If it takes radiant damage, the vampire's regeneration does not function on its next turn.

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

Vulnerability: The vampire is vulnerable to radiant damage and takes 10 radiant damage each time it starts its turn in direct sunlight.

ACTIONS

Multiattack: The vampire makes two claw attacks. If both claw attacks hit the same target, the vampire can make the following attack against the target.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature hit by both of the vampire's claw attacks). *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) necrotic damage, the target's hit point maximum is reduced by an amount equal to the necrotic damage dealt by this attack, and the vampire regains hit points equal to the amount of necrotic damage dealt.

The reduction to the target's maximum hit points lasts for 24 hours. A creature whose hit point maximum is

reduced to 0 by this attack dies. A living creature that is killed by the vampire's bite rises as a vampire under the original vampire's control on the next night after burial or interment in a tomb.

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

Domination: The vampire chooses one living humanoid it can see within 10 feet of it. The target must make a DC 13 Wisdom saving throw. *Failed Save:* The target is charmed for 1 day or until the vampire or one of its allies harms it. While the target is charmed, the vampire can decide the target's action and how it moves. On target's next turn, it does as the vampire commands. A creature charmed by a vampire in this way receives the commands even if the vampire cannot see it. The charmed creature cannot take reactions.

The vampire can have only one creature charmed at a time. If the charmed creature takes any damage, it can make a DC 13 Wisdom saving throw to end the effect.

A creature charmed by this effect remembers being charmed. A creature that succeeds on its saving throw against this effect is immune to this vampire's domination effect for 24 hours.

ENCOUNTER BUILDING

Level 7 XP 1,530

Customization Options

Some vampires have one or more of the following traits.

Daylight Rest: The vampire is unconscious during daylight hours.

Destroyed by Running Water: The vampire takes 25 acid damage whenever it enters an area of running water or starts its turn there.

Stake to the Heart: A critical hit from a wooden weapon that deals piercing damage destroys the vampire. If the vampire is unconscious, any hit from such a weapon destroys it.

Some vampires have one or more of the following action options.

Change Shape: The vampire polymorphs into a Tiny bat and can remain in this form for up to 24 hours. While in bat form, it cannot make attacks and has a normal speed of 5 feet and a fly speed of 40 feet. Reverting to its true form requires an action.

Summon Allies (1/day): The vampire summons 2d10 cave rats or 2d6 wolves, which appear within 30 feet of the vampire at the end of its turn.

Wight

Medium Undead

Armor Class 14 (studded leather)

Hit Points 27 (6d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 12 (+1) **Con** 10 (+0)

Int 10 (+0) **Wis** 7 (–2) **Cha** 15 (+2)

Alignment neutral evil

Languages Common

TRAITS

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

Resistance: The wight is resistant to nonmagical weapons.

ACTIONS

Multiattack: The wight makes two long sword attacks or two longbow attacks.

Melee Attack—Energy Drain: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) necrotic damage, and the target's hit point maximum is reduced by 5. This reduction lasts until the end of the target's next long rest. A creature slain by this attack rises 24 hours later as a zombie under the wight's command.

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

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

Ranged Attack—Longbow: +4 to hit (range 150 ft./600 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 130