Bestiary

Beetle, Fire
Small Beast
Armor Class 13
Hit Points 3 (1d6)
Speed 30 ft.

Str 10 (+0)	**Dex** 10 (+0)	**Con** 11 (+0)
Int 3 (−4)	**Wis** 8 (−1)	**Cha** 7 (−2)

Alignment unaligned
Languages —

TRAITS

Glowing Glands: The fire beetle has two glands, one above each eye, that cast bright light in a 10-foot-radius sphere. The glands continue to cast light for 1d6 days after the beetle is slain.

ACTIONS

Melee Attack—Bite: +0 to hit (reach 5 ft.; one creature). *Hit:* 1d6 piercing damage.

ENCOUNTER BUILDING

Level 1   **XP** 50

Bugbear
Medium Humanoid (Goblin)
Armor Class 14 (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

Burly: The bugbear can wield weapons that are one size category larger than normal without penalty.

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

ACTIONS

Melee Attack—Large Morningstar: +2 to hit (reach 5 ft.; one creature). *Hit:* 2d8 + 2 bludgeoning and piercing damage.

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

ENCOUNTER BUILDING

Level 6   **XP** 480

Centipede, Giant

Small Beast
Armor Class 13
Hit Points 3 (1d6)
Speed 40 ft., climb 20 ft.
Senses darkvision 60 ft.

Str 7 (−2)	**Dex** 14 (+2)	**Con** 11 (+0)
Int 3 (−4)	**Wis** 8 (−1)	**Cha** 6 (−2)

Alignment unaligned
Languages —

ACTIONS

Melee Attack—Bite: +2 to hit (reach 5 ft.; one creature). *Hit:* 1 piercing damage, and the target makes a DC 9 Constitution saving throw against poison. *Failed Save:* The target takes a 5-foot penalty to speed and a −1 penalty to AC and Dexterity saving throws for 1d6 hours. Multiple bites have cumulative effects, but the duration remains unchanged.

Mob Tactics +1: The centipede chooses a creature within its reach. Until the start of the centipede's next turn, friendly creatures that also have this trait gain a +1 bonus to attack rolls and damage rolls against the target while it is within the centipede's reach.

ENCOUNTER BUILDING

Level 1   **XP** 70

Dark Acolyte

Medium Humanoid (Human)
Armor Class 15 (ringmail, shield)
Hit Points 9 (1d8 + 1)
Speed 25 ft.

Str 12 (+1)	**Dex** 11 (+0)	**Con** 13 (+1)
Int 10 (+0)	**Wis** 15 (+2)	**Cha** 10 (+0)

Alignment chaotic evil
Languages Common

ACTIONS

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

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

Channel Divinity (1/Day): The acolyte chooses one living creature within 30 feet of it. That creature takes 1d8 + 2 unholy damage. If the target is undead, it instead regains that many hit points. When the acolyte uses this ability, it can also make a weapon attack as part of the same action.

Cleric Spells: The acolyte can cast each of the following spells once per day as an action.
  Bless: The acolyte chooses any number of creatures in a 20-foot-radius sphere within 50 feet of it. Each of those creatures gains a +1 bonus to attack rolls for 1 minute.
  Healing Word: One creature within 50 feet of the acolyte that can hear it regains 1d6 hit points. The acolyte can also make a melee or a ranged attack as part of the same action.

ENCOUNTER BUILDING

Level 3   **XP** 270

Dark Adept

Medium Humanoid (Human)
Armor Class 15 (ringmail, shield)
Hit Points 14 (2d8 + 2)
Speed 25 ft.

| **Str** 12 (+1) | **Dex** 11 (+0) | **Con** 13 (+1) |
| **Int** 10 (+0) | **Wis** 15 (+2) | **Cha** 10 (+0) |

Alignment chaotic evil
Languages Common

ACTIONS

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

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

Channel Divinity (1/Day): The adept chooses one living creature within 30 feet of it. That creature takes 1d8 + 2 unholy damage. If the target is undead, it instead regains that many hit points. When the adept uses this ability, it can also make a weapon attack as part of the same action.

Cleric Spells: The adept can cast each of the following spells once per day as an action.

Bane: The adept chooses any number of creatures in a 20-foot-radius sphere within 50 feet of it. Each of those creatures takes a –1 penalty to attack rolls for 1 minute. (Creatures with a hit point maximum of 40 or more are immune.)

Inflict Light Wounds: Melee attack, +2 to hit. *Hit:* 3d8 necrotic damage. *Miss:* Half damage. If the adept targets an undead creature, the target instead regains 3d8 hit points.

Sanctuary: The adept touches a willing creature. For 1 minute, any creature that would attack the touched creature first makes a Wisdom saving throw. If it fails, the attacker must choose a new target for its attack or lose its action. If it succeeds, it can attack and is no longer subject to this spell's effects. If the touched creature makes an attack or casts a spell that can deal damage, the spell ends.

ENCOUNTER BUILDING

Level 5   **XP** 200

Dark Priest

Medium Humanoid (Human)
Armor Class 17 (banded)
Hit Points 25 (4d8 + 4)
Speed 25 ft.

| **Str** 12 (+1) | **Dex** 11 (+0) | **Con** 13 (+1) |
| **Int** 10 (+0) | **Wis** 16 (+3) | **Cha** 12 (+1) |

Alignment chaotic evil
Languages Common

ACTIONS

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

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

Channel Divinity (2/Day): The priest chooses one living creature within 30 feet of it. That creature takes 1d8 + 2 unholy damage. If the target is undead, it instead regains that many hit points. When the priest uses this ability, it can also make a weapon attack as part of the same action.

Cleric Spells: The priest can cast each of the following spells once per day as an action.

Bless: The priest chooses any number of creatures in a 20-foot-radius sphere within 50 feet of it. Each of those creatures gains a +1 bonus to attack rolls for 1 minute

Inflict Light Wounds: Melee attack, +3 to hit. *Hit:* 3d8 necrotic damage. *Miss:* Half damage. If the priest targets an undead creature, the target instead regains 3d8 hit points.

Inflict Moderate Wounds: Melee attack, +3 to hit. *Hit:* 5d8 necrotic damage. *Miss:* Half damage. If the priest targets an undead creature, the target instead regains 5d8 hit points.

Shield of Faith: One ally within 50 feet of the priest that it can see has half cover for 1 minute.

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

ENCOUNTER BUILDING

Level 3 elite   **XP** 260

Drow

Medium Humanoid (Elf)
Armor Class 15 (drow chain)
Hit Points 27 (6d8)
Speed 30 ft.
Senses darkvision 60 ft.

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

Alignment chaotic evil
Languages Common, Elven

TRAITS

Light Sensitivity: The drow has disadvantage on attack rolls while in sunlight.

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

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

ACTIONS

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

Ranged Attack—Hand Crossbow: +3 to hit (range 30/120 ft.; one creature). *Hit:* 1d6 + 4 piercing damage, and the target makes a DC 12 Constitution saving throw against poison. *Failed Save:* For 1d6 hours, the target takes a 5-foot penalty to speed and a –1 penalty to AC and Dexterity saving throws for 1d6 hours.

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

Multiattack: The drow makes two attacks, using *drow longsword* twice, *hand crossbow* twice, or each of them once.

Dark Fire (1/Day): The drow chooses one creature within 60 feet of it. For 1 minute, that creature is covered in magical, flickering light, which grants advantage to attack rolls against the creature.

Darkness (1/Day): The drow can create a magical globe of impenetrable darkness in a10-foot-radius sphere within 30 feet of it. The sphere blocks line of sight. It lasts for 10 minutes or until the drow dismisses it as an action.

ENCOUNTER BUILDING

Level 3 Elite　　**XP** 350

Gelatinous Cube

Large Ooze
Armor Class 8
Hit Points 73 (7d10 + 35)
Speed 15 ft.
Senses blindsight 60 ft.

Str 10 (+0)	Dex 3 (–4)	Con 20 (+5)
Int 3 (–4)	Wis 10 (+0)	Cha 3 (–4)

Alignment unaligned
Languages —

TRAITS

Mindless: The cube cannot be charmed.

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

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d6 bludgeoning damage plus 1d6 acid damage, and the target makes a DC 11 Strength saving throw. *Failed Save:* The target is engulfed. While engulfed, the target is pulled into the cube and restrained, and it takes 2d6 acid damage at the start of each of the cube's turns until it escapes. It can escape by making a DC 11 Strength or Dexterity check as part of its move. On a success, the target is no longer restrained and can complete its movement.

　A creature next to the cube can pull a creature or object out of it with a DC 11 Strength check as an action, but this action triggers the cube's *passive threat* reaction.

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

REACTIONS

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

　When a creature reaches into the cube, the cube makes a free *slam* attack against the triggering creature, and the attack hits automatically.

ENCOUNTER BUILDING

Level 2 Solo　　**XP** 200

Gnoll

Medium Humanoid (Gnoll)
Armor Class 14 (leather, shield)
Hit Points 13 (3d8)
Speed 30 ft.
Senses darkvision 60 ft.

Str 14 (+2)	Dex 15 (+2)	Con 11 (+0)
Int 7 (−2)	Wis 10 (+0)	Cha 8 (−1)

Alignment chaotic evil
Languages Common, Gnoll

TRAITS

Savage +4: The gnoll gains a +4 bonus to damage rolls as long as it can see two or more creatures within 30 feet of it that also have this trait.

ACTIONS

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

Ranged Attack—Longbow: +2 to hit (range 150 ft./600 ft.; one creature). *Hit:* 1d8 + 2 piercing damage.

ENCOUNTER BUILDING

Level 4   **XP** 450

Gnoll Leader

Medium Humanoid (Gnoll)
Armor Class 16 (chainmail)
Hit Points 27 (5d8 + 5)
Speed 30 ft.
Senses darkvision 60 ft.

Str 17 (+3)	Dex 16 (+3)	Con 13 (+1)
Int 9 (−1)	Wis 11 (+0)	Cha 10 (+0)

Alignment chaotic evil
Languages Common, Gnoll

TRAITS

Incite Savagery: The gnoll grants a +4 bonus to damage rolls to creatures of its choice that have this trait within 30 feet of it, not counting itself or any creature already gaining this bonus.

Savage +4: The gnoll gains a +4 bonus to damage rolls as long as it can see two or more creatures within 30 feet of it that also have this trait.

ACTIONS

Melee Attack—Greataxe: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d12 + 3 slashing damage.

Ranged Attack—Longbow: +3 to hit (range 150 ft./600 ft.; one creature). *Hit:* 1d8 + 3 piercing damage.

Multiattack: The gnoll makes two *greataxe* attacks or two *longbow* attacks.

ENCOUNTER BUILDING

Level 4 elite   **XP** 610

Goblin

Small Humanoid (Goblin)
Armor Class 13 (leather, shield)
Hit Points 3 (1d6)
Speed 30 ft.
Senses darkvision 60 ft.

Str 8 (–1)	**Dex** 13 (+1)	**Con** 10 (+0)
Int 10 (+0)	**Wis** 9 (–1)	**Cha** 8 (–1)

Alignment neutral evil
Languages Common, Goblin

TRAITS

Dirty Fighter +2: The goblin gains a +2 bonus to damage rolls against any creature that is within the reach of one or more creatures friendly to the goblin.

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

ACTIONS

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

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

ENCOUNTER BUILDING

Level 1   **XP 1**20

Goblin Leader

Small Humanoid (Goblin)
Armor Class 15 (studded leather)
Hit Points 18 (4d6 + 4)
Speed 30 ft.
Senses darkvision 60 ft.

Str 12 (+1)	**Dex** 15 (+2)	**Con** 13 (+1)
Int 11 (+0)	**Wis** 9 (–1)	**Cha** 13 (+1)

Alignment neutral evil
Languages Common, Goblin

TRAITS

Low Cunning +2: Friendly creatures with the dirty fighter trait that can see or hear the goblin and are within 30 feet of it gain a +2 bonus to attack rolls. If multiple friendly creatures have the low cunning trait, only the highest bonus applies.

Dirty Fighter +2: The goblin gains a +2 bonus to damage rolls against any creature that is within the reach of one or more creatures friendly to the goblin.

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

ACTIONS

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

Ranged Attack—Shortbow: +2 to hit (ranged 80 ft./320 ft.; one creature). *Hit:* 1d6 + 2 piercing damage.

ENCOUNTER BUILDING

Level 1 elite   **XP** 210

Gray Ooze

Medium Ooze
Armor Class 8
Hit Points 30 (4d8 + 12)
Speed 10 ft.
Senses blindsight 60 ft.

Str 12 (+1)	**Dex** 6 (−2)	**Con** 16 (+3)
Int 3 (−4)	**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.

Mindless: The ooze cannot be charmed.

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

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d6 bludgeoning damage plus 2d6 acid damage, and the target makes a DC 11 Strength saving throw against being restrained. *Failed Save:* The target is restrained until it escapes. It can escape with a DC 11 Strength or Dexterity check made as part of its move. On a success, the target is no longer restrained and can complete its movement.

The ooze can have only one creature restrained at a time and can release its hold on a creature at any time. If the distance between the ooze and a grabbed creature ever exceeds the ooze's reach, the grabbed creature is released immediately.

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 3 elite   **XP** 350

Hobgoblin

Medium Humanoid (Goblin)
Armor Class 14 (ringmail)
Hit Points 11 (2d8 + 2)
Speed 25 ft.
Senses darkvision 60 ft.

Str 11 (+0)	**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—Longspear: +2 to hit (reach 10 ft.; one creature). *Hit:* 1d10 piercing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 1d6 piercing damage.

Disciplined: The hobgoblin chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has this trait has advantage.

ENCOUNTER BUILDING

Level 3   **XP** 320

Hobgoblin Leader
Medium Humanoid (Goblin)
Armor Class 16 (chainmail)
Hit Points 27 (5d8 + 5)
Speed 25 ft.
Senses darkvision 60 ft.

Str 14 (+2)	**Dex** 12 (+1)	**Con** 13 (+1)
Int 12 (+1)	**Wis** 10 (+0)	**Cha** 16 (+3)

Alignment lawful evil
Languages Common, Goblin

TRAITS

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

ACTIONS

Melee Attack—Longspear: +4 to hit (reach 10 ft.; one creature). *Hit:* 1d10 + 2 piercing damage.

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

Multiattack: The hobgoblin makes two *longspear* attacks or two *shortbow* attacks.

ENCOUNTER BUILDING

Level 3 elite   **XP** 500

Human Berserker
Medium Humanoid (Human)
Armor Class 11 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft.

Str 14 (+2)	**Dex** 11 (+0)	**Con** 10 (+0)
Int 8 (−1)	**Wis** 7 (−2)	**Cha** 10 (+0)

Alignment chaotic neutral
Languages Common

TRAITS

Rage +5: The berserker can take disadvantage on any melee attack roll to gain a +5 bonus to that attack's damage roll.

ACTIONS

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

ENCOUNTER BUILDING

Level 3   **XP** 250

Human Commoner

Medium Humanoid (Human)
Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

Str 10 (+0)	**Dex** 10 (+0)	**Con** 10 (+0)
Int 10 (+0)	**Wis** 10 (+0)	**Cha** 10 (+0)

Alignment any
Languages Common

ACTIONS

Melee Attack—Unarmed Strike: +0 to hit (reach 5 ft.; one creature). *Hit:* 1d4 bludgeoning damage.

Mob Tactics +1: The commoner chooses a creature within its reach. Until the start of the commoner's next turn, friendly creatures that also have this trait gain a +1 bonus to attack rolls and damage rolls against the target while it is within the commoner's reach.

ENCOUNTER BUILDING

Level 1   **XP** 50

Kobold

Small Humanoid (Kobold)
Armor Class 11
Hit Points 3 (1d6)
Speed 30 ft.
Senses darkvision 60 ft.

Str 7 (−2)	**Dex** 12 (+1)	**Con** 8 (−1)
Int 8 (−1)	**Wis** 7 (−2)	**Cha** 8 (−1)

Alignment neutral evil
Languages Common, Draconic

TRAITS

Light Sensitivity: The kobold has disadvantage on attack rolls while in sunlight.

ACTIONS

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

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

Mob Tactics +1: The kobold chooses a creature within its reach. Until the start of the kobold's next turn, friendly creatures that also have this trait gain a +1 bonus to attack rolls and damage rolls against the target while it is within the kobold's reach.

ENCOUNTER BUILDING

Level 1   **XP** 70

Kobold Dragonshield

Small Humanoid (Kobold)
Armor Class 15 (ringmail, shield)
Hit Points 7 (2d6)
Speed 25 ft.
Senses darkvision 60 ft.

Str 10 (+0)	**Dex** 13 (+1)	**Con** 11 (+0)
Int 10 (+0)	**Wis** 9 (−1)	**Cha** 10 (+0)

Alignment neutral evil
Languages Common, Draconic

TRAITS

Light Sensitivity: The kobold has disadvantage on attack rolls while in sunlight.

Protector: While the kobold can take actions, it can impose disadvantage on attack rolls against any creature within its reach, unless that creature also has this trait.

ACTIONS

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

ENCOUNTER BUILDING

Level 2   **XP** 210

Kobold Trap Lord

Small Humanoid (Kobold)
Armor Class 15 (studded leather)
Hit Points 17 (5d6)
Speed 30 ft.
Senses darkvision 60 ft.

Str 8 (−1)	**Dex** 15 (+2)	**Con** 11 (+0)
Int 14 (+2)	**Wis** 9 (−1)	**Cha** 12 (+1)

Alignment neutral evil
Languages Common, Draconic

TRAITS

Light Sensitivity: The kobold has disadvantage on attack rolls while in sunlight.

ACTIONS

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

Alchemical Bombs: The kobold hurls a flask that creates a 20-foot-radius cloud in an area within 40 feet of it. The kobold chooses the effect from the options below, each of which can be used only once.
   Fire Bomb: Creatures in the area take 1d10 fire damage (DC 11 Dexterity saving throw for half damage).
   Glue Bomb: Creatures in the area are restrained (DC 11 Strength saving throw negates). A restrained creature can end the effect by using an action to make a DC 11 Strength check.
   Frenzy Bomb: Friendly creatures in the area gain advantage on melee attack rolls until the kobold's next turn.

ENCOUNTER BUILDING

Level 1 elite   **XP** 120

Kobold, Winged (Urd)
Small Humanoid (Kobold)
Armor Class 11
Hit Points 3 (1d6)
Speed 30 ft., fly 20 ft.
Senses darkvision 60 ft.

Str 9 (–1)	**Dex** 13 (+1)	**Con** 10 (+0)
Int 8 (–1)	**Wis** 7 (–2)	**Cha** 8 (–1)

Alignment neutral evil
Languages Common, Draconic

TRAITS

Light Sensitivity: The kobold has disadvantage on attack rolls while in sunlight.

ACTIONS

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

Ranged Attack—Rock Bomb: +1 to hit (range drop from above; one creature). *Hit:* 1d6 + 1 bludgeoning damage.

Mob Tactics +1: The kobold chooses a creature within its reach. Until the start of the kobold's next turn, friendly creatures that also have this trait gain a +1 bonus to attack rolls and damage rolls against the target while it is within the kobold's reach.

ENCOUNTER BUILDING

Level 1   **XP** 80

Medusa
Medium Monstrosity
Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.
Senses darkvision 60 ft.

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

Alignment lawful evil
Languages Common

TRAITS

Petrifying Gaze: A living, hostile creature that starts its turn within line of sight of the medusa must either avert its eyes or make a DC 12 Constitution saving throw against petrification (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the end of its turn. *Failed Saving Throw:* The target is permanently turned to stone.

ACTIONS

Melee Attack—Snake Hair: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 1 piercing damage, and the target makes a DC 12 Constitution saving throw against poison. *Failed Save:* The target takes 2d6 poison damage.

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

Ranged Attack—Longbow: +2 to hit (range 150 ft./600 ft.; one creature). *Hit:* 1d8 + 2 piercing damage.

Multiattack: The medusa makes a *snake hair* attack, and then makes a *short sword* attack or a *longbow* attack.

ENCOUNTER BUILDING

Level 4 elite   **XP** 300

Minotaur

Large Giant
Armor Class 16
Hit Points 52 (7d10 + 14)
Speed 40 ft.
Senses darkvision 60 ft., keen senses (see Traits)

Str 18 (+4)	**Dex** 11 (+0)	**Con** 15 (+2)
Int 6 (−2)	**Wis** 16 (+3)	**Cha** 9 (−1)

Alignment chaotic evil
Languages Common, Giant

TRAITS

Armor Piercing 4: If the minotaur's melee attack misses but the attack roll is at least 10, the target of the attack takes 4 damage of the attack's type.

Charge: The minotaur can combine its move and its action into a powerful charge. It moves in a straight line a minimum of 10 feet up to its speed and makes a *gore* attack. If the attack hits, that target must also make a DC 12 Strength saving throw. *Failed Save:* The target is knocked prone.

Keen Senses: The minotaur has a +5 bonus to checks to detect hidden creatures. The minimum of its roll on such checks is 10.

ACTIONS

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

Melee Attack—Gore: +4 to hit (reach 5 ft.; one creature). *Hit:* 2d8 + 4 piercing damage, or 4d8 + 4 piercing damage when using *charge*.

ENCOUNTER BUILDING

Level 5 elite   **XP** 570

Ogre

Large Giant
Armor Class 15
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

TRAITS

Armor Piercing 4: If the ogre's melee attack misses but the attack roll is at least 10, the target of the attack takes 4 damage of the attack's type.

Dense: The ogre has disadvantage on Intelligence saving throws.

ACTIONS

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

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

ENCOUNTER BUILDING

Level 3 elite   **XP** 480

Orc

Medium Humanoid (Orc)
Armor Class 13 (studded leather)
Hit Points 11 (2d8 + 2)
Speed 30 ft.
Senses darkvision 60 ft.

Str 14 (+2)	**Dex** 10 (+0)	**Con** 12 (+1)
Int 7 (−2)	**Wis** 11 (+0)	**Cha** 10 (+0)

Alignment chaotic evil
Languages Common, Orc

TRAITS

Rage +5: The orc can take disadvantage on any melee attack roll to gain a +5 bonus to that attack's damage roll.

ACTIONS

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

Ranged Attack—Shortbow: +0 to hit (ranged 80 ft./320 ft.; one creature). *Hit:* 1d6 piercing damage.

ENCOUNTER BUILDING

Level 3   **XP** 460

Orc Leader

Medium Humanoid (Orc)
Armor Class 16 (chainmail)
Hit Points 32 (5d8 + 10)
Speed 25 ft.
Senses darkvision 60 ft.

Str 16 (+3)	**Dex** 11 (+0)	**Con** 14 (+2)
Int 11 (+0)	**Wis** 11 (+0)	**Cha** 12 (+1)

Alignment chaotic evil
Languages Common, Orc

TRAITS

Rage +5: The orc can take disadvantage on any melee attack roll to gain a +5 bonus to that attack's damage roll.

ACTIONS

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

Ranged Attack—Shortbow: +0 to hit (ranged 80 ft./320 ft.; one creature). *Hit:* 1d6 piercing damage.

Multiattack: The orc makes two *greataxe* attacks or two *shortbow* attacks.

Battle Cry (1/Day): Friendly creatures with the rage trait that can see or hear the orc gain a +5 bonus to damage rolls until the orc's next turn.

ENCOUNTER BUILDING

Level 3 elite   **XP** 670

Orog

Medium Humanoid (Orc)
Armor Class 14 (ringmail)
Hit Points 16 (3d8 + 3)
Speed 25 ft.
Senses darkvision 60 ft.

Str 16 (+3)	**Dex** 10 (+0)	**Con** 13 (+1)
Int 10 (+0)	**Wis** 11 (+0)	**Cha** 10 (+0)

Alignment chaotic evil
Languages Common, Orc

TRAITS

Rage +5: The orog can take disadvantage on any melee attack roll to gain a +5 bonus to that attack's damage roll.

ACTIONS

Melee Attack—Greataxe: +4 to hit (reach 5 ft.; one creature). *Hit:* 1d12 + 3 slashing damage.

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

ENCOUNTER BUILDING

Level 5   **XP** 580

Owlbear

Large Beast
Armor Class 15
Hit Points 42 (5d10 + 15)
Speed 30 ft.

Str 18 (+4)	**Dex** 11 (+0)	**Con** 17 (+3)
Int 3 (−4)	**Wis** 12 (+1)	**Cha** 8 (−1)

Alignment unaligned
Languages —

ACTIONS

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

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

Multiattack: The owlbear makes two *claw* attacks.
    If the owlbear hits one Medium or smaller target with both *claw* attacks, the target must make a DC 12 Strength saving throw against being grabbed. *Failed Save:* The owlbear grabs the target, which is restrained. The owlbear cannot attack with its claws while it grabs a creature, but it automatically hits the target with its *bite* attack each round. The target can escape by making a DC 12 Strength or Dexterity check as an action.

ENCOUNTER BUILDING

Level 4 elite   **XP** 540

Rat, Cave
Small Beast
Armor Class 12
Hit Points 3 (1d6)
Speed 15 ft., climb 15 ft.

Str 6 (−2)	**Dex** 12 (+1)	**Con** 10 (+0)
Int 3 (−4)	**Wis** 10 (+0)	**Cha** 4 (−3)

Alignment unaligned
Languages —

ACTIONS

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

Mob Tactics +1: The rat chooses a creature within its reach. Until the start of the rat's next turn, friendly creatures that also have this trait gain a +1 bonus to attack rolls and damage rolls against the target while it is within the rat's reach.

ENCOUNTER BUILDING

Level 1   **XP** 60

Rat, Dire
Medium Beast
Armor Class 13
Hit Points 5 (1d8 + 1)
Speed 20 ft., climb 20 ft.

Str 8 (−1)	**Dex** 15 (+2)	**Con** 12 (+1)
Int 3 (−4)	**Wis** 12 (+1)	**Cha** 4 (−3)

Alignment unaligned
Languages —

ACTIONS

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

Mob Tactics +1: The rat chooses a creature within its reach. Until the start of the rat's next turn, friendly creatures that also have this trait gain a +1 bonus to attack rolls and damage rolls against the target while it is within the rat's reach.

ENCOUNTER BUILDING

Level 1   **XP** 170

Skeleton
Medium Undead
Armor Class 11 (shield)
Hit Points 9 (2d8); resistant to piercing and
   slashing damage; vulnerable to bludgeoning
   damage
Speed 30 ft.
Senses darkvision 60 ft.

| **Str** 11 (+0) | **Dex** 10 (+0) | **Con** 10 (+0) |
| **Int** 3 (−4) | **Wis** 8 (−1) | **Cha** 3 (−4) |

Alignment lawful evil
Languages understands Common

TRAITS
Fearless: The skeleton cannot be frightened.

Mindless: The skeleton cannot be charmed.

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

Ranged Attack—Shortbow: +2 to hit (range 80
ft./320 ft.; one creature). *Hit:* 1d6 piercing damage.

ENCOUNTER BUILDING
Level 2   **XP** 230

Stirge
Small Beast
Armor Class 13
Hit Points 3 (1d6)
Speed 10 ft., fly 40 ft.
Senses darkvision 60 ft.

| **Str** 6 (−2) | **Dex** 14 (+2) | **Con** 8 (−1) |
| **Int** 3 (−4) | **Wis** 7 (−2) | **Cha** 6 (−2) |

Alignment unaligned
Languages —

ACTIONS
Melee Attack—Bite: +2 to hit (reach 5 ft.; one
living creature). *Hit:* 1 piercing damage, and the
stirge attaches to the target. While attached, it can
use its action to deal 2 damage to the target. After
dealing 6 damage in this manner, the stirge uses its
action to detach.
   An attached stirge's speed drops to 0, and it
moves with the target. A stirge can be removed
with a DC 10 Strength check as an action.

ENCOUNTER BUILDING
Level 1   **XP** 40

Troll

Large Giant
Armor Class 14
Hit Points 66 (7d10 + 28)
Speed 30 ft., climb 20 ft.
Senses darkvision 60 ft.

Str 18 (+4)	**Dex** 13 (+1)	**Con** 18 (+4)
Int 7 (−2)	**Wis** 8 (−1)	**Cha** 9 (−1)

Alignment chaotic evil
Languages Giant

TRAITS

Regeneration: At the start of its turn, the troll regains 10 hit points. When it takes acid or fire damage, the troll's maximum hit points are reduced by the same amount for 24 hours. A troll can be killed only if its maximum hit points are reduced to 0 or if it takes acid or fire damage while at 0 hit points or fewer.

ACTIONS

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

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

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

ENCOUNTER BUILDING

Level 6 elite   **XP** 810

Wight

Medium Undead
Armor Class 14 (studded leather)
Hit Points 27 (6d8)
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

ACTIONS

Melee Attack—Energy Drain: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 necrotic damage, and the wight regains half as many hit points (minimum 1). A creature slain by this attack rises 24 hours later as a zombie under the wight's command.

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

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

Multiattack: The wight makes two *longsword* attacks or two *longbow* attacks.

ENCOUNTER BUILDING

Level 3 elite   **XP** 280

Zombie
Medium Undead
Armor Class 8
Hit Points 9 (2d8)
Speed 20 ft.
Senses darkvision 60 ft.

Str 15 (+2)	**Dex** 6 (−2)	**Con** 10 (+0)
Int 10 (+0)	**Wis** 7 (−2)	**Cha** 15 (+2)

Alignment neutral evil
Languages understands Common

TRAITS

Ponderous: The zombie rolls a d6, instead of a d20, when rolling initiative.

Fearless: The zombie cannot be frightened.

Mindless: The zombie cannot be charmed.

ACTIONS

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

ENCOUNTER BUILDING

Level 2   **XP** 200