

Bestiary

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

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

Ankheg

Large Beast

Armor Class 18

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 20 ft.

Senses darkvision 60 ft., tremorsense 30 ft.

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

Int 1 (-5) **Wis** 13 (+1) **Cha** 6 (-2)

Alignment unaligned

Languages —

TRAITS

Soft Underbelly: While the ankheg is prone, its AC is 12.

Tunneler: When the ankheg burrows, it leaves behind a tunnel large enough to accommodate a Medium or smaller creature.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). The attack automatically hits a creature that the ankheg is grabbing. *Hit:* 9 (2d6 + 2) piercing damage plus 3 (1d6) acid damage, and the ankheg grabs the target.

The ankheg can have only one creature grabbed at a time and can release its hold on a creature at any time. When the ankheg moves, any creature it has grabbed automatically moves with it. It cannot use its acid spray while grabbing a creature.

Acid Spray (Recharge 6): The ankheg breathes acid in a 15-foot cone. Each creature in the cone must make a DC 9 Dexterity saving throw. *Failed Save:* 10 (3d6) acid damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 4 XP 210

Ape, Carnivorous

Large Beast

Armor Class 13

Hit Points 37 (5d10 + 10)

Speed 30 ft., climb 30 ft.

Senses low-light vision

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

Int 5 (-3) **Wis** 12 (+1) **Cha** 7 (-2)

Alignment unaligned

Languages —

ACTIONS

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

Ranged Attack—Rock: +2 to hit (range 25 ft./50 ft.; one creature). *Hit:* 7 (1d8 + 3) bludgeoning damage.

Multiattack: The ape makes two slam attacks or two rock attacks.

ENCOUNTER BUILDING

Level 3 XP 150

Ape, Giant Carnivorous

Huge Beast

Armor Class 13

Hit Points 96 (10d12 + 30)

Speed 40 ft., climb 40 ft.

Senses low-light vision

Str 22 (+6) **Dex** 14 (+2) **Con** 16 (+3)

Int 6 (-2) **Wis** 12 (+1) **Cha** 8 (-1)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Slam: +6 to hit (reach 10 ft.; one creature). *Hit:* 16 (3d6 + 6) bludgeoning damage, and the giant ape grabs the target.

The ape can have up to two creatures grabbed at a time. When the ape moves, creatures it is grabbing move with it.

Ranged Attack—Rock: +2 to hit (range 50 ft./100 ft.; one creature). *Hit:* 15 (2d8 + 6) bludgeoning damage.

Multiattack: The ape makes two slam attacks or two rock attacks.

ENCOUNTER BUILDING

Level 7 XP 1,290

Aranea

Medium Monstrosity (Shapechanger)

Armor Class 13

Hit Points 37 (5d10 + 10)

Speed 30 ft., climb 30 ft.

Senses low-light vision

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

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

Alignment neutral evil

Languages Common

TRAITS

Spider Climb: The aranea can climb on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a *web* spell.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 11 (2d10) poison damage.

Ranged Attack—Web (Recharge 5–6): +4 to hit (range 30 ft./60 ft.; one creature). *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 13, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.

Change Shape: The aranea polymorphs into a Medium spider-humanoid hybrid or into a Small or Medium humanoid and can remain in either form indefinitely. While in hybrid or humanoid form, the aranea can use weapons, wear armor, and manipulate objects, but it loses its climb speed and Spider Climb trait. It cannot make bite or web attacks in humanoid form.

A *true seeing* spell reveals the aranea's natural form. The aranea reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 4 XP 230

Spells: Some araneas are spellcasters. A spellcasting aranea knows two 0-level spells, which it can cast at will. It also knows two 1st-level spells and one 2nd-level spell, each of which it can cast once per day. A typical spell list includes the 0-level spells *detect magic* and *shocking grasp*, the 1st-level spells *magic missile* and *sleep*, and the 2nd-level spell *web*.

Basilisk

Medium Beast

Armor Class 15

Hit Points 28 (5d8 + 5)

Speed 20 ft.

Senses darkvision 60 ft.

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

Int 2 (-4) **Wis** 14 (+2) **Cha** 12 (+1)

Alignment lawful evil

Languages —

TRAITS

Petrifying Gaze: A living creature that starts its turn within line of sight of the basilisk must either avert its eyes or make a DC 11 Constitution saving throw against petrification (if the target is surprised, it cannot avert its eyes). A target that averts its eyes attacks the basilisk with disadvantage until the end of its turn. *Failed Save:* The target is permanently turned to stone.

The basilisk's gaze extends into all coexistent planes, such as the Ethereal Plane.

A basilisk can be affected by its own gaze if it sees its own eyes reflected on a polished surface in an area of bright light.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). Hit: 10 (2d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 4 **XP 170**

Beetle, Fire

Small Beast

Armor Class 15

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: 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 **XP 10**

Bugbear

Medium Humanoid (Goblinoid)

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:* 5 (1d8 + 1) bludgeoning damage and 5 (1d8 + 1) piercing damage.

Ranged Attack—Large Javelin: +2 to hit (range 30 ft./120 ft.; one creature). *Hit:* 9 (2d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 3 **XP 140**

Carrion Crawler

Large Beast

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 30 ft., climb 30 ft.

Senses darkvision 60 ft.

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

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

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Tentacles: +2 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) poison damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* The target is paralyzed for 1 minute. This is a poison effect. The target can use an action while paralyzed to make a DC 9 Constitution check to end the paralysis.

Melee Attack—Bite: +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage, or 12 (4d4 + 2) piercing damage against a paralyzed creature.

ENCOUNTER BUILDING

Level 2 **XP 70**

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 —

TRAITS

Mob Tactics: The centipede gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 XP 10

Chimera

Large Monstrosity

Armor Class 18

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 30 ft.

Senses low-light vision

Str 18 (+4) **Dex** 11 (+0) **Con** 19 (+4)

Int 5 (-3) **Wis** 14 (+2) **Cha** 10 (+0)

Alignment chaotic evil

Languages understands Common and Draconic

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 14 (3d6 + 4) piercing damage.

Melee Attack—Gore: +5 to hit (reach 5 ft.; one creature). *Hit:* 10 (1d12 + 4) piercing damage.

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

Multiattack: The chimera makes a bite attack, a gore attack, and a rake attack.

Fire Breath (Recharge 6): The chimera breathes fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw. *Failed Save:* 21 (6d6) fire damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 8 XP 2,360

Crab, Giant

Medium Beast

Armor Class 14

Hit Points 13 (3d8)

Speed 30 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Amphibious: The giant crab can breathe air and water, and being underwater imposes no penalty on its attack rolls or checks.

ACTIONS

Melee Attack—Claw: +2 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) bludgeoning damage, and the giant crab grabs the target.

The giant crab can have only one creature grabbed at a time.

Crush: If the giant crab has a creature grabbed, it can crush the creature with its claw for 10 bludgeoning damage (no attack roll required).

ENCOUNTER BUILDING

Level 1 **XP 20**

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

Ranged Attack—Sling: +0 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

Cleric Spell—Cure Light Wounds (1/Day): One living creature within 50 feet of the acolyte regains 8 (1d8 + 4) hit points. The acolyte can make a melee or a ranged attack as part of the same action.

ENCOUNTER BUILDING

Level 2 **XP 90**

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: +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

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

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

Cure Light Wounds: One living creature within 50 feet of the acolyte regains 8 (1d8 + 4) hit points. The adept can make a melee or a ranged attack as part of the same action.

Inflct Light Wounds: Melee attack, +2 to hit. *Hit:* 13 (3d8) necrotic damage. *Miss:* Half damage. If the adept targets an undead creature, the target instead regains 8 (1d8 + 4) hit points.

ENCOUNTER BUILDING

Level 4 **XP 170**

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:* 4 (1d6 + 1) bludgeoning damage.

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

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 and saving throws for 1 minute. The priest can make a melee or a ranged attack as part of the same action.

Inflct Light Wounds: Melee attack, +3 to hit. *Hit:* 13 (3d8) necrotic damage. *Miss:* Half damage. If the priest targets an undead creature, the target instead regains 8 (1d8 + 4) hit points.

Inflct Moderate Wounds: Melee attack, +3 to hit. *Hit:* 22 (5d8) necrotic damage. *Miss:* Half damage. If the priest targets an undead creature, the target instead regains 13 (2d8 + 4) hit points.

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

ENCOUNTER BUILDING

Level 4 **XP 240**

Demon, Quasit

Tiny Fiend (Demon, Shapechanger)

Armor Class 14

Hit Points 7 (3d4); resistant to cold, fire, and lightning

Speed 20 ft.

Senses darkvision 100 ft.

Str 5 (-3) **Dex** 17 (+3) **Con** 10 (+0)

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

Skills Knowledge (Forbidden Lore) +5

Alignment chaotic evil

Languages Abyssal, Common

Familiar: The quasit can choose to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the quasit senses as long as they are within 1 mile of each other. While the quasit is within 10 feet of its master, the master shares the quasit's Magic Resistance trait. At any time, the quasit can choose to no longer serve its master as a familiar, ending the telepathic bond.

TRAITS

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

ACTIONS

Melee Attack—Claws: +3 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) slashing damage, and the target must make a DC 8 Constitution saving throw. *Failed Save:* The target has disadvantage on all Dexterity checks and saving throws, and on all attack rolls made using Dexterity, for 1 minute. This is a poison effect.

Cause Fear (1/day): The quasit chooses any number of creatures within 20 feet of it. Each target must make a DC 8 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. While frightened, the target must use its movement to move away from the quasit. As an action, the frightened target can make a DC 8 Wisdom check to end this effect.

Change Shape: The quasit polymorphs into a Tiny bat, centipede, or toad and can remain in this form indefinitely. The quasit gains a fly speed of 40 feet in bat form; otherwise, its statistics do not change (except for its size). A *true seeing* spell reveals the quasit's natural form. The quasit reverts to its natural form when killed.

Invisibility: The quasit turns invisible until it attacks, casts a spell, or ends the effect. It can end the effect at any time without using an action.

ENCOUNTER BUILDING

Level 1 **XP 20**

Demon, Vrock

Large Fiend (Demon)

Armor Class 17

Hit Points 68 (8d10 + 24); immune to poison; resistant to cold, fire, and lightning

Speed 40 ft., fly 60 ft.

Senses darkvision 100 ft.

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

Int 8 (-1) **Wis** 13 (+1) **Cha** 8 (-1)

Alignment chaotic evil

Languages Abyssal, Common

Dance of Ruin: To use this ability, a group of at least three vlocks must join talons in a circle, combining their actions and moves to dance and chant wildly. If at any time fewer than three vlocks participating in the dance can take actions or move, the effect ends. After each vrock in the circle spends three actions dancing, a wave of crackling necrotic energy flashes outward. Each non-demon creature within 60 feet of the vlocks must make a DC 12 Reflex saving throw. *Failed Save:* 55 (10d10) necrotic damage. *Successful Save:* Half damage.

TRAITS

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

ACTIONS

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

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

Multiattack: The vrock makes one talons attack and one beak attack.

Stunning Screech (1/day): The vrock emits a horrific screech. Each non-demon creature within 20 feet of the vrock that can hear it must make a DC 13 Constitution saving throw. *Failed Save:* The target is stunned until the end of its next turn.

Spores (Recharge 6): The vrock releases poisonous spores in a 5-foot-radius cloud centered on itself. Each creature in the area other than the vrock must make a DC 13 Constitution saving throw. *Failed Save:* 3 (1d6) poison damage, and 3 (1d6) poison damage at the start of each of the target's turns. The target can use an action to make a DC 13 Constitution check to end the effect. Splashing the target with holy water or casting *lesser restoration* on the target also ends the effect.

ENCOUNTER BUILDING

Level 6 **XP 760**

Devil, Imp

Tiny Fiend (Devil, Shapechanger)

Armor Class 14

Hit Points 7 (2d4 + 2); immune to cold, fire, lightning, and nonmagical weapons; vulnerable to silvered weapons

Speed 15 ft., fly 30 ft.

Senses darkvision 60 ft.

Str 6 (-2) **Dex** 17 (+3) **Con** 13 (+1)

Int 11 (+0) **Wis** 12 (+1) **Cha** 14 (+2)

Alignment lawful evil

Languages Common, Infernal

TRAITS

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

ACTIONS

Melee Attack—Sting: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 10 (2d8 + 1) poison damage.

Change Shape: The imp polymorphs into a Small monstrous spider, goat, or boar, or a Tiny raven or cave rat, and can remain in this form indefinitely. The imp's statistics do not change when assuming a new shape (except for its size). A *true seeing* spell reveals the imp's natural form. The imp reverts to its natural form when killed.

Invisibility: The imp turns invisible until it attacks, casts a spell, or ends the effect. It can end the effect at any time without using an action.

Suggestion (Recharge 6): The imp chooses a creature within 50 feet of it that can hear and understand it. The creature must make a DC 10 Wisdom saving throw. *Failed Save:* The target is charmed until the end of its next turn. During that turn, the imp can verbally control how the target uses its action and movement, but cannot command the target to harm itself.

ENCOUNTER BUILDING

Level 2 XP 50

Familiar: The imp can choose to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the imp's Magic Resistance trait. At any time, the imp can choose to no longer serve its master as a familiar, ending the telepathic bond.

Dinosaur, Allosaurus

Large Beast

Armor Class 13

Hit Points 51 (6d10 + 18)

Speed 60 ft.

Str 18 (+4) **Dex** 13 (+1) **Con** 17 (+3)

Int 2 (-4) **Wis** 9 (-1) **Cha** 6 (-2)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The allosaurus has a +5 bonus to checks to detect hidden creatures.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 17 (3d8 + 4) piercing damage.

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

Pounce: The allosaurus moves up to its speed. If it moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks. If both attacks hit the same target, the allosaurus also grabs the target.

The allosaurus can only have one creature grabbed at a time.

ENCOUNTER BUILDING

Level 5 XP 380

Dinosaur, Ankylosaurus

Large Beast**Armor Class** 17**Hit Points** 37 (5d10 + 10)**Speed** 30 ft.**Str** 18 (+4) **Dex** 12 (+1) **Con** 15 (+2)**Int** 2 (-4) **Wis** 9 (-1) **Cha** 6 (-2)**Alignment** unaligned**Languages** —

ACTIONS

Melee Attack—Tail Club: +4 to hit (reach 10 ft.; one creature). *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is knocked prone if it is Large or smaller.

Multiattack: The ankylosaurus makes two tail club attacks.

ENCOUNTER BUILDING**Level 5** **XP 390**

Dinosaur, Plesiosaurus

Large Beast**Armor Class** 12**Hit Points** 68 (8d10 + 24)**Speed** 20 ft., swim 40 ft.**Str** 18 (+4) **Dex** 15 (+2) **Con** 16 (+3)**Int** 2 (-4) **Wis** 9 (-1) **Cha** 6 (-2)**Alignment** unaligned**Languages** —

TRAITS

Hold Breath: A plesiosaurus breathes air, but it can hold its breath ten times longer than normal.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 10 ft.; one creature). *Hit:* 14 (3d6 + 4) piercing damage.

ENCOUNTER BUILDING**Level 5** **XP 300**

Dinosaur, Pteranodon

Medium Beast

Armor Class 13

Hit Points 13 (3d8)

Speed 10 ft., fly 60 ft.

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

Int 2 (-4) **Wis** 9 (-1) **Cha** 6 (-2)

Alignment unaligned

Languages —

TRAITS

Flyby: The pteranodon doesn't provoke opportunity attacks when it flies out of a hostile creature's reach.

ACTIONS

Melee Attack—Beak: +2 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d10 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 **XP 30**

Displacer Beast

Large Monstrosity

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 40 ft.

Senses darkvision 60 ft.

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

Int 5 (-3) **Wis** 12 (+1) **Cha** 8 (-1)

Alignment lawful evil

Languages Common

TRAITS

Displacement: Melee and ranged attack rolls made against the displacer beast have disadvantage, unless the attacker is under the effects of a *true seeing* spell. This disadvantage cannot be canceled by advantage.

ACTIONS

Melee Attack—Tentacle: +4 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d8 + 4) bludgeoning damage.

Multiattack: The displacer beast makes two tentacle attacks.

ENCOUNTER BUILDING

Level 5 **XP 390**

Doppelganger

Medium Monstrosity (Shapechanger)

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft.

Senses darkvision 60 ft.

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

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

Skills Bluff +10

Alignment neutral

Languages Common

TRAITS

Ambusher: The doppelganger deals 2d6 extra damage when it hits a surprised creature with an attack.

Doppelganger Immunities: The doppelganger cannot be charmed or put to sleep.

ACTIONS

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

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

Change Shape: The doppelganger polymorphs into a Small or Medium humanoid, including a specific individual it has seen. It can remain in this form indefinitely. The doppelganger's equipment and statistics do not change (except for its size). A *true seeing* spell reveals the doppelganger's natural form. The doppelganger reverts to its natural form when killed.

Read Thoughts: The doppelganger chooses a creature it can see within 30 feet of it and attempts to read its mind. The chosen creature must make a DC 13 Wisdom saving throw. *Failed Save:* The doppelganger can read the target's surface thoughts for 1 minute. During that time, the doppelganger has advantage on Charisma checks made to deceive the target and Wisdom checks made to sense the target's intentions.

ENCOUNTER BUILDING

Level 2 **XP 50**

Dragon, Black

Huge Dragon

Armor Class 18

Hit Points 126 (12d12 + 48); immune to acid

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

Senses blindsight 60 ft., darkvision 120 ft.

Str 23 (+6) **Dex** 10 (+0) **Con** 19 (+4)

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

Alignment chaotic evil

Languages Common, Draconic

TRAITS

Amphibious: The dragon can breathe air and water, and being underwater imposes no penalty on its attack rolls or checks.

Dragon: The dragon cannot be paralyzed or put to sleep.

Keen Senses: The dragon has a +5 bonus to checks to detect hidden creatures.

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

ACTIONS

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

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (1d8 + 6) slashing damage.

Melee Attack—Tail: +6 to hit (reach 10 ft.; one creature). *Hit:* 10 (1d8 + 6) bludgeoning damage and, if the target is Large or smaller, the dragon either pushes the target up to 10 feet away or knocks it prone (dragon's choice).

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

Acid Breath (Recharge 5–6): The dragon breathes acid in an 80-foot line. Each creature in the line must make a DC 16 Dexterity saving throw. *Failed Save:* 18 (4d6 + 4) acid damage. *Successful Save:* Half damage.

Darkness (Recharge 6): The dragon creates a 50-foot-radius sphere of magical darkness centered on itself. The sphere blocks line of sight, and all nonmagical light within the sphere is suppressed. It lasts for 1 minute or until the dragon dismisses it as an action.

ENCOUNTER BUILDING

Level 9 **XP 2,740**

Ancient black dragons have the following additional trait:

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

Dragon, Green

Huge Dragon

Armor Class 16

Hit Points 184 (16d12 + 80); immune to poison

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

Senses darkvision 100 ft.

Str 23 (+6) **Dex** 13 (+1) **Con** 20 (+5)

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

Alignment lawful evil

Languages Common, Draconic

TRAITS

Amphibious: The dragon can breathe air and water, and being underwater imposes no penalty on its attack rolls or checks.

Dragon: The dragon cannot be paralyzed or put to sleep.

Keen Senses: The dragon has a +5 bonus to checks to detect hidden creatures.

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

ACTIONS

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

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

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

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

Poison Breath (Recharge 5–6): The dragon breathes poisonous gas in a 60-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. *Failed Save:* 25 (6d6 + 4) poison damage. *Successful Save:* Half damage.

Suggestion (Recharge 6): The dragon chooses a creature within 50 feet of it that can hear and understand it. The target must make a DC 13 Wisdom saving throw. *Failed Save:* The target is charmed until the end of its next turn. During that turn, the dragon can verbally control how the target uses its action and movement, but cannot command the target to harm itself.

ENCOUNTER BUILDING

Level 9 **XP 4,850**

Ancient green dragons have the following additional trait:

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

Dragon, White

Huge Dragon

Armor Class 17

Hit Points 105 (10d12 + 40); immune to cold; vulnerable to fire

Speed 60 ft., fly 150 ft.

Senses blindsight 60 ft., darkvision 120 ft.

Str 23 (+6) **Dex** 10 (+0) **Con** 19 (+4)

Int 7 (-2) **Wis** 11 (+1) **Cha** 12 (+1)

Alignment chaotic evil

Languages Common, Draconic

TRAITS

Dragon: The dragon cannot be paralyzed or put to sleep.

Ice Walk: The dragon ignores difficult terrain consisting of ice or snow.

Keen Senses: The dragon has a +5 bonus to checks to detect hidden creatures.

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

ACTIONS

Melee Attack—Bite: +6 to hit (reach 10 ft.; one creature). *Hit:* 20 (4d6 + 6) piercing damage.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (1d8 + 6) slashing damage.

Melee Attack—Tail: +6 to hit (reach 10 ft.; one creature). *Hit:* 10 (1d8 + 6) bludgeoning damage and, if the target is Large or smaller, the white dragon either pushes the target up to 20 feet away or knocks it prone (dragon's choice).

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

Cold Breath (Recharge 5–6): The dragon breathes an icy blast of hail in a 60-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. *Failed Save:* 25 (6d6 + 4) cold damage. *Successful Save:* Half damage.

Freezing Fog (Recharge 6): The dragon creates a 50-foot-radius cloud of freezing fog centered on itself. The cloud lasts for 1 minute. The area within the cloud is lightly obscured and covered in a thin layer of ice that counts as difficult terrain.

ENCOUNTER BUILDING

Level 8 **XP 2,490**

Ancient white dragons have the following additional trait:

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

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, Undercommon

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—Short Sword: +0 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

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

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

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

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

Darkness (1/Day): The drow creates a 10-foot-radius sphere of magical darkness within 30 feet of it. The sphere blocks line of sight, and all nonmagical light within the sphere is suppressed. It lasts for 10 minutes or until the drow dismisses it as an action.

ENCOUNTER BUILDING

Level 5 **XP 310**

Dryad

Medium Fey

Armor Class 12

Hit Points 9 (2d8)

Speed 30 ft.

Senses low-light vision, tremorsense 60 ft.

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

Int 14 (+2) **Wis** 15 (+2) **Cha** 18 (+4)

Alignment neutral

Languages Elven, Sylvan

TRAITS

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

Speak with Plants: Dryads can comprehend and communicate with plants, including normal plants and plant creatures.

Tree Stride: A dryad can move into a Medium or larger tree and exit from any other Medium or larger tree within 50 feet.

ACTIONS

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

Dominate Person: The dryad chooses one living humanoid within 50 feet of it that it hasn't attacked. The target must make a DC 12 Wisdom saving throw. *Failed Save:* The target is charmed for 1 day or until the dryad or one of the dryad's companions harms it, or until the dryad is killed. While charmed, the target must also obey the dryad's commands. The dryad can have only one creature charmed at a time. If the charmed creature takes any damage, it can make a DC 12 Wisdom saving throw to end the effect.

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

ENCOUNTER BUILDING

Level 3 **XP 110**

Elemental, Air

Large Elemental (Air)

Armor Class 14

Hit Points 59 (7d10 + 21); immune to poison; resistant to lightning, nonmagical weapons, and thunder

Speed fly 60 ft.

Senses darkvision 60 ft.

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

Int 6 (-2) **Wis** 15 (+2) **Cha** 14 (+2)

Alignment neutral

Languages Auran

TRAITS

Elemental: The elemental is immune to disease and cannot be paralyzed or put to sleep. It does not need to sleep, eat, or breathe.

Formless: The elemental cannot be knocked prone.

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) bludgeoning damage.

Melee Attack—Whirlwind (Recharge 5–6): +2 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must make a DC 11 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 6 **XP 520**

Elemental, Earth

Large Elemental (Earth)

Armor Class 17

Hit Points 68 (8d10 + 24); immune to poison; resistant to nonmagical weapons; vulnerable to thunder

Speed 30 ft.

Str 19 (+4) **Dex** 8 (-1) **Con** 16 (+3)

Int 5 (-3) **Wis** 11 (+0) **Cha** 11 (+0)

Alignment neutral

Languages Terran

TRAITS

Earth Glide: The earth elemental can move through stone, dirt, or any other sort of rock (except metal) as if that material weren't there, leaving no sign of its passage.

Elemental: The elemental is immune to disease and cannot be paralyzed or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Melee Attack—Slam: +4 to hit (reach 10 ft.; one creature). *Hit:* 17 (3d8 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 **XP 1,100**

Elemental, Fire

Large Elemental (Fire)

Armor Class 14

Hit Points 60 (8d8 + 24); immune to fire and poison; resistant to nonmagical weapons

Speed 50 ft.

Str 14 (+2) **Dex** 19 (+4) **Con** 16 (+3)

Int 6 (-2) **Wis** 11 (+0) **Cha** 11 (+0)

Alignment neutral

Languages Ignan

TRAITS

Checked by Water: A fire elemental takes 5 cold damage each time it starts its turn in a body of water of its size or larger. Fire elementals cannot willingly cross bodies of water 10 feet wide or wider.

Elemental: The elemental is immune to disease and cannot be paralyzed or put to sleep. It does not need to sleep, eat, or breathe.

Formless: The elemental cannot be knocked prone.

ACTIONS

Melee Attack—Slam: +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) fire damage, and the target must make a DC 13 Dexterity saving throw. *Failed Save:* The target catches fire and takes 3 (1d6) fire damage at the start of each of its turns. A creature can use its action to extinguish the flames, which ends this effect. Any event that smothers the fire likewise ends the effect.

ENCOUNTER BUILDING

Level 6 **XP 520**

Elemental, Water

Large Elemental (Water)

Armor Class 16

Hit Points 60 (8d10 + 16); immune to poison; resistant to nonmagical weapons

Speed 40 ft., swim 40 ft.

Senses darkvision 60 ft.

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

Int 5 (-3) **Wis** 8 (-1) **Cha** 5 (-3)

Alignment neutral

Languages Aquan

TRAITS

Amorphous: The elemental can squeeze through gaps that are at least 1 inch wide.

Elemental: The elemental is immune to disease and cannot be paralyzed or put to sleep. It does not need to sleep, eat, or breathe.

Formless: The elemental cannot be knocked prone.

Freeze: When the elemental takes cold damage, it partially freezes. Until the end of its next turn, it loses its resistances and has its speed reduced by 20 feet.

ACTIONS

Melee Attack—Slam: +4 to hit (reach 5 ft.; one creature). *Hit:* 18 (4d6 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 **XP 930**

Gargoyle

Medium Construct

Armor Class 15

Hit Points 34 (4d8 + 16); resistant to nonmagical weapons

Speed 40 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 18 (+4)

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

Skills Hide +5

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.

ACTIONS

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

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

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

ENCOUNTER BUILDING

Level 5 **XP 320**

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

Formless: The cube cannot be knocked prone.

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:* 3 (1d6) bludgeoning damage plus 3 (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 7 (2d6) acid damage at the start of each of the cube'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 engulfed by the cube can't be targeted by attacks, spells, and other effects. An area of effect that includes the cube does not also include anything engulfed in it.

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 4 **XP 220**

Ghost

Medium Undead

Armor Class 11

Hit Points 17 (5d6); immune to poison; see also

Incorporeal trait

Speed 30 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 9 (-1) **Dex** 13 (+1) **Con** 10 (+0)

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

Alignment neutral

Languages Common

TRAITS

Incorporeal: The ghost takes half damage from non-ethereal sources and deals only half damage to non-ethereal targets. Neither effect applies to force damage. The ghost can pass through solid objects, but it is blinded while doing so.

Undead: The ghost is immune to disease and cannot be put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

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

Invisibility: The ghost is invisible until the end of its next turn or until it attacks.

Horrifying Visage: Each creature within 50 feet of the ghost that can see it must make a DC 11 Wisdom saving throw. *Failed Save:* The creature is frightened for 1 minute. As an action, the frightened creature can make a DC 11 Wisdom check to end this effect. *Successful Save:* The creature is immune to the ghost's horrifying visage for the next 24 hours. This immunity also applies once the effect ends.

Possession (Recharge 6): The ghost chooses a living creature within 5 feet of it. The chosen creature must make a DC 11 Constitution saving throw. *Failed Save:* The ghost vanishes into the target. For the next 24 hours, the ghost controls the target's actions. *Successful Save:* The target is not possessed and is immune to the ghost's possession for the next 24 hours.

The ghost can leave its host at any time (no action required), ending the possession. A use of Turn Undead or a *remove curse* spell that targets the possessed creature automatically drives out the ghost. Whether the ghost leaves voluntarily or by force, it reappears in a space within 5 feet of its former host.

ENCOUNTER BUILDING

Level 3 **XP 80**

Ghoul

Medium Undead

Armor Class 12

Hit Points 18 (4d8); immune to poison

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

Ghoul Immunities: The ghoul cannot be charmed or frightened.

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

ACTIONS

Melee Attack—Bite: +1 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: +1 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.

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

ENCOUNTER BUILDING

Level 4 **XP 180**

Giant, Hill

Large Giant

Armor Class 15

Hit Points 76 (8d10 + 32)

Speed 40 ft.

Str 21 (+5) **Dex** 8 (-1) **Con** 18 (+4)

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

Alignment neutral evil

Languages Common, Giant

ACTIONS

Melee Attack—Club: +5 to hit (reach 10 ft.; one creature). *Hit:* 15 (3d6 + 5) bludgeoning damage.

Melee Attack—Stomp (Recharge 6): +5 to hit (reach 5 ft.; one Medium or smaller creature). *Hit:* 19 (4d6 + 5) bludgeoning damage, and the target falls prone.

Ranged Attack—Rock: +3 to hit (range 60 ft./240 ft.; one creature). *Hit:* 10 (1d10 + 5) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 **XP 640**

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

ACTIONS

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

Ranged Attack—Longbow: +2 to hit (range 150 ft./600 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Blood Frenzy: In response to a creature dropping to 0 hit points or fewer within 10 feet of it, the gnoll makes a melee attack with disadvantage.

ENCOUNTER BUILDING

Level 2 **XP 60**

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 Blood Frenzy: The gnoll grants a +4 bonus to the damage rolls of creatures of its choice within 30 feet of it when they take the blood frenzy reaction, not counting itself or any creature already gaining this bonus.

ACTIONS

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

Ranged Attack—Longbow: +3 to hit (range 150 ft./600 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

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

REACTIONS

Blood Frenzy: In response to a creature dropping to 0 hit points or fewer within 10 feet of it, the gnoll makes a melee attack with disadvantage.

ENCOUNTER BUILDING

Level 3 **XP 160**

Goblin

Small Humanoid (Goblinoid)

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

Bushwhacker: During the first round of combat, the goblin has advantage on attack rolls against any target that has a lower initiative.

Sneaky: The goblin can attempt to hide at the end of a move without using an action.

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:* 2 (1d6 - 1) bludgeoning damage.

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

ENCOUNTER BUILDING

Level 1 **XP 10**

Goblin Leader

Small Humanoid (Goblinoid)

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

Bushwacker: During the first round of combat, the goblin has advantage on attack rolls against any target that has a lower initiative.

Sneaky: The goblin can attempt to hide at the end of a move without using an action.

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

ACTIONS

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

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 2 **XP 80**

Golem, Flesh

Medium Construct

Armor Class 11

Hit Points 63 (6d10 + 30); immune to lightning; resistant to fire, cold, and nonmagical weapons

Speed 25 ft.

Senses darkvision 50 ft.

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

Int 7 (-2) **Wis** 10 (+0) **Cha** 5 (-3)

Alignment neutral

Languages understands Common

TRAITS

Golem Mind: The golem cannot be charmed, frightened, paralyzed, stunned, or put to sleep.

Lightning is Life: If the golem would take lightning damage, it instead regains hit points equal to half the damage it would have taken.

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

ACTIONS

Melee Attack—Slam: +4 to hit (reach 5 ft.; one creature). *Hit:* 18 (4d6 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 **XP 670**

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.

Formless: The ooze cannot be knocked prone.

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:* 3 (1d6) bludgeoning damage plus 7 (2d6) acid damage, and the target must make a DC 11 Strength saving throw. *Failed Save:* The ooze grabs the target. While grabbed, the target takes 7 (2d6) acid damage at the start of each of the ooze's turns until the grab ends.

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 **XP 150**

Great Cat, Saber-Toothed Tiger

Large Beast

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Senses low-light vision

Str 17 (+3) **Dex** 15 (+2) **Con** 14 (+2)

Int 4 (-3) **Wis** 12 (+1) **Cha** 8 (-1)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The cat has a +5 bonus to checks to detect hidden creatures.

ACTIONS

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

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

Pounce: The cat moves up to its speed. If it moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks. If both attacks hit the same target, the target also falls prone, and the cat can make a bite attack against it.

ENCOUNTER BUILDING

Level 4 **XP 250**

Green Slime Medium Ooze (Hazard)

Green slime is a dangerous 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.

A creature that steps in a patch of green slime on the floor receives no saving throw when the slime reacts to envelop the creature.

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.

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

Countermeasures: Green slime can be scraped off or killed with 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 2 XP 60

Griffon
Large Beast
Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 30 ft., fly 80 ft.
Senses darkvision 60 ft.
Str 18 (+4) **Dex** 15 (+2) **Con** 16 (+3)
Int 3 (-4) **Wis** 13 (+1) **Cha** 8 (-1)
Alignment unaligned
Languages —

TRAITS

Keen Senses: The griffon has a +5 bonus to checks to detect hidden creatures.

ACTIONS

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

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

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

ENCOUNTER BUILDING

Level 6 XP 560

Hag, Green

Medium Humanoid

Armor Class 13 (leather)

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

Senses low-light vision

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

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

Alignment neutral evil

Languages Common, Giant

TRAITS

Mimicry: The hag can imitate the sounds of common beasts. A creature hearing the imitated sounds can make a DC 16 Intelligence or Wisdom check to realize that they're not genuine.

ACTIONS

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d8) slashing damage.

Melee Attack—Withering Grasp: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d6) necrotic damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* The target has disadvantage on melee attack rolls, saving throws, and all Strength and Dexterity checks for 1 minute.

Disguise Self: The hag assumes the illusory form of any Small or Medium humanoid and can maintain this illusion indefinitely. A DC 16 Intelligence or Wisdom check reveals that the creature is not what it appears to be, but not the hag's true form. A *true seeing* spell reveals the hag's natural form. The hag can dispel the illusion at any time (no action required). The effect also ends when the hag is killed.

Invisibility: The hag turns invisible until it attacks, casts a spell, or ends the effect. It can end the effect at any time without using an action.

ENCOUNTER BUILDING

Level 4 **XP 240**

Spells: Many green hags are spellcasters. A spellcasting green hag knows two 0-level spells, which it can cast at will. It also knows two 1st-level spells and one 2nd-level spell, each of which it can cast once per day. A typical spell list includes the 0-level spells *mage hand* and *minor illusion*, the 1st-level spells *comprehend languages* and *sleep*, and the 2nd-level spell *phantasmal force*.

Harpy

Medium Monstrosity

Armor Class 13

Hit Points 13 (3d8)

Speed 15 ft., fly 40 ft.

Str 10 (+0) **Dex** 13 (+1) **Con** 11 (+0)

Int 7 (-2) **Wis** 10 (+0) **Cha** 8 (-1)

Alignment chaotic evil

Languages Common

TRAITS

Captivating: The harpy has advantage on attack rolls made against creatures it has charmed.

ACTIONS

Melee Attack—Claws: +3 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage.

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

Multiattack: The harpy makes a claws attack and a club attack.

Luring Song: The harpy chooses a creature within 30 feet of it (other harpies and deafened creatures are immune). The target must make a DC 9 Wisdom saving throw. *Failed Save:* The target is charmed for 1 minute. While charmed by the harpy, the target must on its turn, before taking its action, use its movement to move its speed toward the singing harpy. It can use an action while charmed to make a DC 9 Wisdom check. If the check succeeds, the charm effect ends.

Once the target makes a successful saving throw or breaks the charm with a successful skill check, it is immune to the harpy's luring song for the next 24 hours.

ENCOUNTER BUILDING

Level 3 **XP 90**

Hell Hound

Medium Fiend

Armor Class 15

Hit Points 22 (4d8 + 4); immune to fire

Speed 40 ft.

Senses darkvision 60 ft.

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

Int 6 (-2) **Wis** 13 (+1) **Cha** 6 (-2)

Alignment lawful evil

Languages understands Infernal

TRAITS

Keen Senses: The hell hound has a +5 bonus to checks to detect hidden creatures.

ACTIONS

Melee Attack—Bite: +2 to hit (reach 10 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage plus 4 (1d8) fire damage.

Fire Breath (Recharge 6): The hell hound breathes fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw. *Failed Save:* 9 (2d8) fire damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 3 **XP 120**

Hobgoblin

Medium Humanoid (Goblinoid)

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:* 4 (1d8) piercing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (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 1 **XP 40**

Hobgoblin Leader

Medium Humanoid (Goblinoid)

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 action 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.

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: +4 to hit (reach 10 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

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

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

ENCOUNTER BUILDING

Level 3 **XP 130**

Horse

Large Beast

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 60 ft.

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

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

Alignment unaligned

Languages —

ACTIONS

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

ENCOUNTER BUILDING

Level 1 **XP 20**

Human Berserker

Medium Humanoid (Human)

Armor Class 11 (leather)

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

Bruiser 2: If the berserker's melee attack misses but the attack roll is at least 5, the target of the attack takes 2 bludgeoning damage.

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:* 8 (1d12 + 2) slashing damage.

ENCOUNTER BUILDING

Level 1 **XP 40**

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

TRAITS

Mob Tactics: The commoner gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

Melee Attack—Club: +0 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

Ranged Attack—Rock: +0 to hit (range 20 ft./80 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 **XP 10**

Human War Chief

Medium Humanoid (Human)

Armor Class 16 (studded leather, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

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

Alignment any

Languages Common

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear the war chief 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—Longsword: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Javelin: +3 to hit (ranged 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Multiattack: The war chief makes two longsword attacks.

ENCOUNTER BUILDING

Level 3 **XP 100**

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: +2 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 30**

Human Witch Doctor

Medium Humanoid (Human)

Armor Class 14 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Int 11 (+0) **Wis** 12 (+1) **Cha** 14 (+2)

Alignment any

Languages Common

ACTIONS

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

Melee Attack—Shocking Grasp: +1 to hit (reach 5 ft.; one creature). The witch doctor has advantage when making the attack against a creature made of metal or wearing metal armor. *Hit:* 8 (1d8 + 4) lightning damage, and the target cannot take reactions until its next turn.

Ranged Attack—Ray of Enfeeblement (2/day): +1 to hit (range 50 ft.; one creature). *Hit:* 14 (4d6) necrotic damage. If the target's hit point maximum is 25 or less, the target's melee attacks deal only half damage, and the target has disadvantage on Strength and Dexterity checks and saving throws. This effect lasts for 1 minute.

Light: The witch doctor touches an object, causing it to shed bright light in a 20-foot-radius sphere and dim light within 40 feet of the sphere. The light lasts for 1 hour or until the witch doctor uses this action again.

Damage Resistance (1/day): The witch doctor touches a willing creature and chooses a damage type: acid, bludgeoning, cold, fire, lightning, piercing, slashing, or thunder. The touched creature gains resistance against that damage type for 1 hour.

ENCOUNTER BUILDING

Level 3 **XP 80**

Hydra

Huge Monstrosity

Armor Class 14

Hit Points 73 (7d10 + 35)

Speed 20 ft., swim 20 ft.

Senses darkvision 60 ft.

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

Int 2 (-4) **Wis** 10 (+0) **Cha** 9 (-1)

Alignment unaligned

Languages —

TRAITS

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

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

Reactive: The hydra can take any number of reactions.

ACTIONS

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

Multiattack: The hydra makes as many bite attacks as it has heads.

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

ENCOUNTER BUILDING

Level 6 **XP 940**

Kobold

Small Humanoid (Kobold)

Armor Class 11

Hit Points 2 (1d6 - 1)

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.

Mob Tactics: The kobold gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

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

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

ENCOUNTER BUILDING

Level 1 **XP 10**

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.

ACTIONS

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

REACTIONS

Shield Block: The kobold imposes disadvantage on a melee or ranged attack that is against a creature within the kobold's reach.

ENCOUNTER BUILDING

Level 1 **XP 20**

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:* 5 (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: Each creature in the area must make a DC 11 Dexterity saving throw. *Failed Save:* 5 (1d10) fire damage. *Successful Save:* Half damage.

Glue Bomb: Each creature in the area must make a DC 11 Strength saving throw. *Failed Save:* The target is restrained. The target or another creature within reach of it can use an action to make a DC 11 Strength check; if the check succeeds, the effect ends.

Frenzy Bomb: Friendly creatures in the area gain advantage on melee attack rolls until the kobold's next turn.

ENCOUNTER BUILDING

Level 2 **XP 70**

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.

Mob Tactics: The kobold gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

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

Ranged Attack—Rock Bomb: +1 to hit (range 40 ft.; one creature, which the urd must be directly above). *Hit:* 4 (1d6 + 1) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 **XP 20**

Kopru

Medium Monstrosity

Armor Class 16

Hit Points 65 (10d8 + 20); resistant to fire

Speed 25 ft., swim 50 ft.

Senses darkvision 100 ft.

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

Int 11 (+0) **Wis** 10 (+0) **Cha** 15 (+2)

Alignment neutral evil

Languages Common, Deep Speech

TRAITS

Amphibious: The kopru can breathe air and water, and being underwater imposes no penalty on its attack rolls or checks.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) piercing damage.

Melee Attack—Tail Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 15 (3d8 + 2) slashing damage.

Multiattack: The kopru can make a bite attack and a tail claws attack.

Dominate Person (Recharge 6): The kopru chooses one living humanoid it can see within 50 feet of it. The target must make a DC 13 Wisdom saving throw. If it has a hit point maximum less than 50, it fails the saving throw automatically. *Failed Save:* The target is charmed for 1 day or until the kopru or one of the kopru's companions harms it, or until the kopru is killed. While charmed, the target must also obey the kopru's commands. The kopru 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 spell remembers being charmed. A creature that succeeds on its saving throw against this effect is immune to this kopru's dominate person effect for 24 hours.

ENCOUNTER BUILDING

Level 6 **XP 1,040**

Lizard, Giant

Medium Beast

Armor Class 13

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Diverse: Giant lizards come in many varieties. As a result, the DM may choose one or more of the optional traits and actions below to best reflect the nature of a particular giant lizard.

ACTIONS

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

ENCOUNTER BUILDING

Level 2 **XP 50**

OPTIONAL TRAITS

Amphibious: The giant lizard can breathe air and water, and being underwater imposes no penalty on its attack rolls or checks. (Giant lizards with this trait also have a swim speed of 30 ft.)

Keen Senses: The giant lizard has a +5 bonus to checks to detect hidden creatures.

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

Spider Climb: The giant lizard can climb on smooth walls and upside down on horizontal surfaces. (Giant lizards with this trait also have a climb speed of 30 ft.)

OPTIONAL ACTIONS

Melee Attack—Clamping Jaws: +3 to hit (reach 5 ft.; one creature). The attack automatically hits a creature that the giant lizard is grabbing. *Hit:* 7 (1d8 + 3) piercing damage, and the giant lizard grabs the target.

The giant lizard can have only one creature grabbed at a time.

Melee Attack—Poisonous Bite: +3 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.

Special: This attack replaces the giant lizard's normal bite attack.

EXAMPLE

Crocodile: A crocodile is a giant lizard that has the Amphibious trait and the clamping jaws action.

Lizardfolk

Medium Humanoid (Lizardfolk)

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Int 7 (-2) **Wis** 11 (+0) **Cha** 8 (-1)

Alignment neutral

Languages Draconic

TRAITS

Amphibious: The lizardfolk can breathe air and water, and being underwater imposes no penalty on its attack rolls or checks.

ACTIONS

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

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

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

ENCOUNTER BUILDING

Level 1 **XP 30**

Some lizardfolk use shields (AC 13), stone clubs, and blowguns.

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

Ranged Attack—Blowgun: +1 to hit (range 50 ft./150 ft.; one creature) *Hit:* 2 (1d4) piercing damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* 5 (1d10) poison damage.

Lizardfolk King

Medium Humanoid (Lizardfolk)

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

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

Alignment neutral

Languages Draconic

TRAITS

Amphibious: The lizardfolk king can breathe air and water, and being underwater imposes no penalty on its attack rolls or checks.

ACTIONS

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

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

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

Multiattack: The lizardfolk king makes one bite attack and two claw attacks, or three trident attacks.

ENCOUNTER BUILDING

Level 4 **XP 210**

Lycanthrope, Werewolf

Medium Humanoid (Shapechanger)

Armor Class 12

Hit Points 22 (4d8 + 4); resistant to all damage except attacks made with silver weapons

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 (understands only when in wolf form)

TRAITS

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

ACTIONS

Melee Attack—Bite (wolf and hybrid forms only): +2 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw. *Failed Save:* The target is cursed with lycanthropy.

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

Melee Attack—Short Sword (humanoid form only): +2 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.

A *true seeing* spell reveals the werewolf's natural form. The werewolf reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 3 **XP 110**

Manticore

Large Monstrosity

Armor Class 16

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

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

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

Ranged Attack—Tail Spike: +4 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.

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.

ENCOUNTER BUILDING

Level 5 **XP 420**

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 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 start of its next turn. *Failed Saving Throw:* The target is permanently turned to stone.

A medusa can be affected by its own gaze if it sees its own eyes reflected on a polished surface in an area of bright light.

ACTIONS

Melee Attack—Snake Hair: +2 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

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

Ranged Attack—Longbow: +2 to hit (range 150 ft./600 ft.; one creature). *Hit:* 6 (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 5 **XP 320**

Mimic

Medium Monstrosity (Shapechanger)

Armor Class 14

Hit Points 45 (7d8 + 14)

Speed 15 ft.

Senses darkvision 50 ft.

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

Int 4 (-3) **Wis** 13 (+1) **Cha** 8 (-1)

Alignment neutral

Languages — (see Encounter Building)

TRAITS

Adhesive: Any limb or weapon that touches a mimic becomes stuck to it. If a creature's limb is stuck, the creature is restrained. It requires a DC 12 Strength check and an action to free a stuck weapon or limb, and once a creature frees all of its stuck limbs, it is no longer restrained. The organic adhesive in the mimic's skin that causes this stickiness fails if the mimic dies.

Formless: The mimic cannot be knocked prone.

ACTIONS

Melee Attack—Slam: +3 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) bludgeoning damage, and the mimic grabs the target.

The mimic can have up to two creatures grabbed at a time.

Change Shape: The mimic polymorphs into any simple Medium object and can remain in this form indefinitely. The mimic's statistics do not change, but it loses its Formless trait. A DC 17 Intelligence or Wisdom check reveals that the creature is not what it appears to be, but not the mimic's true form. A *true seeing* spell reveals the mimic's natural form. The mimic reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 4 **XP 270**

Mimic Types: Mimics come in two varieties. Most mimics are carnivorous predators that crush prey to death and slowly consume it. Such mimics don't speak. However, a few mimics are more intelligent (Intelligence 8 to 10) and can speak a language (usually Common). Such mimics are likely to be friendly to those who offer bribes of food or treasure. A smarter mimic sometimes leads others of the more feral variety.

Mind Flayer

Medium Aberration

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Int 19 (+4) Wis 17 (+3) Cha 17 (+3)

Alignment lawful evil

Languages Common, Undercommon

TRAITS

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

Telepathy: The mind flayer can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Melee Attack—Tentacles: +3 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d10 + 4) psychic damage, and the mind flayer grabs the target if it is Medium or smaller.

Melee Attack—Extract Brain: +6 to hit (reach 5 ft.; one creature the mind flayer is grabbing). *Hit:* The mind flayer devours the target's brain, and the creature dies (unless it can survive without the brain, such as a creature with multiple heads).

Mind Blast (Recharge 6): The mind flayer emits psychic energy in a 60-foot cone. Each creature in the area must make a DC 14 Intelligence saving throw. *Failed Save:* 8 (1d8 + 4) psychic damage, and the target is stunned for 1 minute. It can use an action while stunned to make a DC 14 Intelligence check. If the check succeeds, the effect ends.

Read Thoughts: The mind flayer chooses a creature it can see within 30 feet of it and attempts to read its mind. The chosen creature must succeed on a DC 13 Wisdom saving throw. *Failed Save:* The mind flayer can read the target's surface thoughts for 1 minute. During that minute, the mind flayer also has advantage on Charisma checks made to deceive the target and Wisdom checks made to sense the target's intentions.

Sense Thoughts: The mind flayer becomes aware of the presence of creatures within 100 feet of it that have an Intelligence score of 5 or higher.

ENCOUNTER BUILDING

Level 7 XP 1,630

Minotaur

Large Monstrosity

Armor Class 16

Hit Points 52 (7d10 + 14)

Speed 40 ft.

Senses darkvision 60 ft.

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

Keen Senses: The minotaur has a +5 bonus to checks to detect hidden creatures.

Minotaur Cunning: The minotaur can perfectly recall any path it has traveled, and it is immune to the *maze* spell.

Rage +10: The minotaur can take disadvantage on any melee attack roll to gain a +10 bonus to that attack's damage roll.

ACTIONS

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

Melee Attack—Gore: +4 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) piercing damage, or 22 (4d8 + 4) piercing damage when using its charge action (see below).

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

ENCOUNTER BUILDING

Level 5 XP 380

Monkey, Carnivorous

Medium Beast

Armor Class 12

Hit Points 6 (1d8 + 2)

Speed 30 ft., climb 30 ft.

Senses low-light vision

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

Int 4 (-3) **Wis** 12 (+1) **Cha** 7 (-2)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage, or 9 (2d6 + 2) bludgeoning damage against a prone target.

Pull Down: The monkey chooses a creature within its reach. That creature must make a DC 8 Strength saving throw. *Failed Save:* The creature is knocked prone.

REACTIONS

Assist: When another creature uses the pull down action against a target within the monkey's reach, the saving throw DC increases by 2. The monkey loses its action on its next turn.

ENCOUNTER BUILDING

Level 1 **XP 30**

Mummy

Medium Undead

Armor Class 16

Hit Points 27 (6d8); immune to poison; resistant to bludgeoning, piercing, and slashing damage; vulnerable to fire

Speed 20 ft.

Senses darkvision 60 ft.

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

Int 6 (-2) **Wis** 14 (+2) **Cha** 15 (+2)

Alignment lawful evil

Languages Common

TRAITS

Despair: Any creature that is within 60 feet of the mummy and can see it must make a DC 13 Wisdom saving throw. *Failed Save:* The target is frightened and paralyzed for 1 minute but can use an action to make a DC 13 Wisdom check. If the check succeeds, the effect ends. Whether the creature succeeds on or fails its saving throw, it is immune to this mummy's Despair trait for the next 24 hours.

This is a fear effect.

Mummy: The mummy cannot be charmed, frightened, paralyzed, stunned, or put to sleep.

Undead: The mummy is immune to disease and does not need to eat, breathe, or sleep.

ACTIONS

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

ENCOUNTER BUILDING

Level 5 **XP 450**

Ochre Jelly

Large Ooze

Armor Class 10

Hit Points 59 (7d10 + 21); immune to lightning and slashing damage (see also the split reaction)

Speed 10 ft., climb 10 ft.

Senses blindsight 60 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Amorphous: The jelly can squeeze through gaps that are at least 1 inch wide.

Formless: The jelly cannot be knocked prone.

Mindless: The jelly cannot be charmed.

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

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). The attack automatically hits a creature that the jelly is grabbing. *Hit:* 9 (2d4 + 4) acid damage, and the jelly grabs the target.

The jelly can have up to two creatures grabbed at a time.

REACTIONS

Split: When an ochre jelly with 10 hit points or more takes lightning or slashing damage, it splits into two jellies, each with hit points equal to half of the jelly's current hit points, rounded down.

ENCOUNTER BUILDING

Level 5 **XP 340**

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

Bruiser 4: If the ogre's melee attack misses but the attack roll is at least 5, the target of the attack takes 4 bludgeoning damage.

ACTIONS

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

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

ENCOUNTER BUILDING

Level 4 **XP 240**

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

Relentless: If an attack reduces the orc to 0 hit points or fewer but doesn't kill it outright, it is not knocked unconscious or killed as a result until the end of its next turn, provided it still has 0 hit points or fewer.

ACTIONS

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

Ranged Attack—Shortbow: +0 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 2 **XP 60**

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

Relentless: If an attack reduces the orc to 0 hit points or fewer but doesn't kill it outright, it is not knocked unconscious or killed as a result until the end of its next turn, provided it still has 0 hit points or fewer.

ACTIONS

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

Ranged Attack—Shortbow: +0 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

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

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

ENCOUNTER BUILDING

Level 4 **XP 290**

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

Relentless: If an attack reduces the orog to 0 hit points or fewer but doesn't kill it outright, it is not knocked unconscious or killed as a result until the end of its next turn, provided it still has 0 hit points or fewer.

ACTIONS

Melee Attack—Greataxe: +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

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

ENCOUNTER BUILDING

Level 3 **XP 160**

Owlbear

Large Monstrosity

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:* 7 (1d6 + 4) slashing damage.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). The attack automatically hits a creature that the owlbear is grabbing. *Hit:* 8 (1d8 + 4) piercing 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. *Failed Save:* The owlbear grabs the target.

The owlbear cannot attack with its claws while it is grabbing a creature.

ENCOUNTER BUILDING

Level 5 **XP 370**

Pegasus

Large Beast

Armor Class 14

Hit Points 34 (4d10 + 12)

Speed 60 ft., fly 120 ft.

Senses low-light vision

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

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

Alignment chaotic good

Languages understands Common and Elven

TRAITS

Flyby: The pegasus doesn't provoke opportunity attacks when it flies out of a hostile creature's reach.

ACTIONS

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

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

Multiattack: The pegasus makes a bite attack and two hoof attacks.

ENCOUNTER BUILDING

Level 4 XP 250

Phanaton

Small Humanoid (Phanaton)

Armor Class 12 (leather)

Hit Points 3 (1d6)

Speed 25 ft., climb 25 ft., fly 40 ft. (see the Glide trait)

Senses low-light vision

Str 6 (-2) **Dex** 13 (+1) **Con** 10 (+0)

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

Alignment chaotic good

Languages Common, Elven

TRAITS

Glide: When the phanaton flies, it cannot ascend, and it must descend 5 feet for every 10 feet traveled horizontally.

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

ACTIONS

Melee or Ranged Attack—Dagger: +2 to hit (reach 5 ft.; range 20 ft./80 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

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

ENCOUNTER BUILDING

Level 1 XP 10

OPTIONAL ACTIONS

Ranged—Net: +3 to hit (ranged 15 ft./30 ft.; one Medium or smaller creature). *Hit:* The target is restrained by the net. The restrained creature can escape by using an action to make a DC 11 Strength or Dexterity check; if the check succeeds, the creature is no longer restrained.

Phanaton Warrior

Small Humanoid (Phanaton)

Armor Class 13 (leather)

Hit Points 10 (3d6)

Speed 25 ft., climb 25 ft., fly 40 ft. (see the Glide trait)

Senses low-light vision

Str 8 (-1) **Dex** 14 (+2) **Con** 10 (+0)

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

Alignment chaotic good

Languages Common, Elven

TRAITS

Glide: When the phanaton flies, it cannot ascend, and it must descend 5 feet for every 10 feet traveled horizontally.

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

ACTIONS

Melee or Ranged Attack—Dagger: +3 to hit (reach 5 ft.; ranged 20 ft./80 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

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

Multiattack: The phanaton makes two dagger attacks, or one dagger attack and one bite attack.

ENCOUNTER BUILDING

Level 1 **XP 30**

Rakasta

Medium Humanoid (Rakasta)

Armor Class 13 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses low-light vision

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

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

Alignment any

Languages Common

ACTIONS

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

Ranged Attack—Javelin: +2 to hit (ranged 30 ft./120 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

Pounce: The rakasta moves up to its speed. If it moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks.

ENCOUNTER BUILDING

Level 1 **XP 30**

Tiger Rider: A rakasta tiger rider can command the respect of a saber-toothed tiger. A tiger rider has AC 15 (studded leather), 18 hp, Str 12 (+1 to javelin damage), and +3 to hit with attacks. This sort of rakasta is worth 60 XP. A tiger rider also has the following action.

Pounce: This action works as normal for a rakasta, but the tiger rider can use it after his or her mount moves the required distance. If the rakasta does, he or she can move up to 10 more feet with a leap, and if a claw hits, the target must make a DC 10 Strength saving throw. *Failed Save:* The target falls prone.

Rat, Cave

Tiny Beast

Armor Class 12

Hit Points 2 (1d4)

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 —

TRAITS

Mob Tactics: The rat gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 **XP 10**

Rat, Dire

Small 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 —

TRAITS

Mob Tactics: The rat gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 **XP 20**

Roc

Huge Beast

Armor Class 14

Hit Points 115 (10d12 + 50)

Speed 20 ft., fly 80 ft.

Str 24 (+7) **Dex** 15 (+2) **Con** 20 (+5)

Int 3 (-4) **Wis** 13 (+1) **Cha** 9 (-1)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The roc has a +5 bonus to checks to detect hidden creatures.

ACTIONS

Melee Attack—Beak: +4 to hit (reach 5 ft.; one creature). *Hit:* 25 (4d8 + 7) slashing damage.

Melee Attack—Talons: +4 to hit (reach 5 ft.; one creature). *Hit:* 21 (4d6 + 7) piercing damage, and the roc grabs the target.

The roc can grab one Large creature or up to two Medium or smaller creatures at a time. When the roc moves, creatures it is grabbing move with it.

ENCOUNTER BUILDING

Level 6 **XP** 1,240

Roper

Large Monstrosity

Armor Class 18

Hit Points 75 (10d10 + 20)

Speed 10 ft., climb 10 ft.

Senses darkvision 30 ft., tremorsense 50 ft.

Str 18 (+4) **Dex** 8 (-1) **Con** 15 (+2)

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

Alignment neutral evil

Languages Common, Terran

TRAITS

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

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

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

ACTIONS

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

Melee Attack—Tentacle: +4 to hit (reach 50 ft.; one creature). *Hit:* 8 (1d8 + 4) bludgeoning damage, and the roper grabs the target.

A roper has six tentacles with which it can grab creatures. If the roper makes a tentacle attack against a creature it is already grabbing, it can use the second tentacle to secure the grab; a creature grabbed by two of the roper's tentacles has disadvantage on checks made to escape the grab.

Multiattack: The roper makes two tentacle attacks.

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

ENCOUNTER BUILDING

Level 6 **XP** 720

Skeleton

Medium Undead

Armor Class 13 (armor scraps, shield)

Hit Points 9 (2d8); immune to poison; resistant to piercing damage; vulnerable to bludgeoning damage

Speed 30 ft.

Senses darkvision 60 ft.

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

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

Alignment lawful evil

Languages understands Common

TRAITS

Fearless: The skeleton cannot be frightened.

Mindless: The skeleton cannot be charmed.

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

ACTIONS

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

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 2 **XP 40**

Snake, Giant

Large Beast

Armor Class 14

Hit Points 22 (3d10 + 6)

Speed 30 ft., climb 15 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Diverse: Giant snakes come in many varieties. As a result, the DM should choose one or more of the optional traits and actions below to best reflect the nature of a particular giant snake.

ACTIONS

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

ENCOUNTER BUILDING

Level 3 **XP 100**

OPTIONAL TRAITS

Amphibious: The snake can breathe air and water, and being underwater imposes no penalty on its attack rolls or checks. (Giant snakes with this trait also have a swim speed of 30 feet.)

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

OPTIONAL ACTIONS

Melee Attack—Constrict: +3 to hit (reach 5 ft.; one creature). The attack automatically hits a creature the snake is grabbing. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the giant snake grabs the target.

The snake can grab only one creature at a time and cannot move while grabbing a creature.

Melee Attack—Poisonous Bite: +3 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.

Special: This attack replaces the snake's normal bite attack.

EXAMPLE

Sea Snake: A sea snake is a giant snake that has the amphibious trait and the constrict action.

Spider, Giant

Large Beast

Armor Class 12

Hit Points 16 (3d10)

Speed 30 ft., climb 30 ft.

Senses darkvision 30 ft.

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

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

Alignment unaligned

Languages —

TRAITS

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

Spider Climb: The spider can climb on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a *web* spell.

ACTIONS

Melee Attack—Bite: +2 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:* 9 (2d8) poison damage.

Ranged Attack—Web (Recharge 5–6): +2 to hit (range 30 ft./60 ft.; one creature). *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 12, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.

ENCOUNTER BUILDING

Level 2 **XP 60**

OPTIONAL TRAITS

Giant Marine Spider: This spider is a water spider. It has a swim speed equal to its normal speed. Such a spider traps air in the hair that grows on its abdomen, so it can hold its breath ten times longer than normal.

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 2 (-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 and withdraw.

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 20**

Treant

Huge Plant

Armor Class 16

Hit Points 80 (7d12 + 35); vulnerable to fire and slashing damage

Speed 30 ft.

Senses tremorsense 100 ft.

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

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

Alignment neutral good

Languages Common, Elven

TRAITS

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

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

ACTIONS

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

Ranged Attack—Rock: +1 to hit (ranged 100 ft./200 ft.; one creature). *Hit:* 19 (3d8 + 6) bludgeoning damage.

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

ENCOUNTER BUILDING

Level 9 **XP** 3,010

Troglodyte

Medium Humanoid (Troglodyte)

Armor Class 13 (leather)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

Senses darkvision 90 ft.

Str 10 (+0) **Dex** 9 (-1) **Con** 14 (+2)

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

Alignment chaotic evil

Languages Draconic

TRAITS

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

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

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

ACTIONS

Melee Attack—Bite: +0 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

Melee Attack—Claw: +0 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) slashing damage.

Melee Attack—Greatclub: +0 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d8) bludgeoning damage.

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

Multiattack: The troglodyte makes one bite attack, and then makes two claw attacks or one weapon attack.

ENCOUNTER BUILDING

Level 2 **XP** 40

Weapon Use: Only about half of the troglodytes in a given group have weapons, and half of those have only javelins. A troglodyte armed only with a javelin uses its claws in melee combat.

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

Keen Senses: The troll has a +5 bonus to checks to detect hidden creatures.

Regeneration: At the start of its turn, the troll regains 10 hit points. When it takes acid or fire damage, the troll's hit point maximum is reduced by the same amount for 24 hours. A troll can be killed only if its hit point maximum is 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:* 5 (1d6 + 2) slashing damage.

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

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

ENCOUNTER BUILDING

Level 6 **XP 550**

Wight

Medium Undead

Armor Class 14 (studded leather); immune to poison; resistant to damage from nonmagical weapons

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

TRAITS

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

ACTIONS

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

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

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

ENCOUNTER BUILDING

Level 5 **XP 300**

Wolf

Medium Beast

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Senses low-light vision

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

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

Alignment unaligned

Languages —

TRAITS

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

ACTIONS

Melee Attack—Bite: +1 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 1 **XP 20**

Wolf, Dire

Large Beast

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 50 ft.

Senses low-light vision

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

Int 4 (-3) **Wis** 12 (+1) **Cha** 8 (-1)

Alignment unaligned

Languages — (see Encounter Building)

TRAITS

Keen Senses: The dire wolf has a +5 bonus to checks to detect hidden creatures.

Pack Tactics: The dire wolf has advantage on attack rolls made against any enemy that is within reach of two or more creatures with this trait.

ACTIONS

Melee Attack—Bite: +2 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage against a prone creature. If the attack deals maximum damage, the dire wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 2 **XP 50**

Worgs: Worgs are neutral evil dire wolves of great cunning (Intelligence 6 to 8). They can speak Common and Goblin, and they are often found living with goblinoids.

Wraith

Medium Undead

Armor Class 13

Hit Points 20 (3d8 + 6); immune to poison; vulnerable to radiant; see also Incorporeal trait

Speed 60 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 8 (-1) **Dex** 16 (+3) **Con** 14 (+2)

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

Alignment neutral evil

Languages Common, Infernal

TRAITS

Incorporeal: The wraith takes half damage from non-ethereal sources and deals only half damage to non-ethereal targets. Neither effect applies to force damage. The wraith can pass through solid objects, but it is blinded while doing so.

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

Undead: The wraith is immune to disease and cannot be put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

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

A creature whose hit point maximum is reduced to 0 by this attack dies and immediately rises as a free-willed wraith under the DM's control.

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

ENCOUNTER BUILDING

Level 4 **XP** 180

Wyvern

Large Dragon

Armor Class 17

Hit Points 52 (7d10 + 14)

Speed 20 ft., fly 60 ft.

Senses darkvision 60 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Keen Senses: The wyvern has a +5 bonus to checks to detect hidden creatures.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d8 + 3) piercing damage.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage, and the wyvern grabs the target if it's Medium or smaller.

Melee Attack—Sting: +4 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw. *Failed Save:* 17 (5d6) poison damage.

Multiattack: The wyvern makes a bite attack and two claw attacks, or a bite attack and a sting attack.

ENCOUNTER BUILDING

Level 6 **XP** 920

Zombie

Medium Undead

Armor Class 8

Hit Points 9 (2d8); immune to poison

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.

Undead: The zombie is immune to disease and cannot be put to sleep. It does not need to sleep, eat, or breathe.

Zombie Fortitude: When the zombie takes damage that would reduce it to 0 hit points or fewer, it must make a Constitution saving throw with a DC equal to the damage. On a successful save, the zombie is instead reduced to 1 hit point.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 **XP 20**