

D&D Next Bestiary for Module S3: Expedition to the Barrier Peaks

This file contains D&D Next statistical conversions for the monsters encountered in module S3, *Expedition to the Barrier Peaks*, recently re-released in *Dungeons of Dread™* (a hardcover compilation of the classic S series adventure modules first published by TSR, Inc.). The monster format is identical to that used in the D&D Next monster bestiary.

Android, Berserk

Medium Construct

Armor Class 15

Hit Points 31 (7d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 18 (+4) **Con** 11 (+0)

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

Alignment unaligned

Languages Common

TRAITS

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

Vulnerabilities: The android is vulnerable to lightning. Any time the android takes lightning damage, it must make a DC 10 Constitution saving throw. *Failed Save:* The android is stunned until the end of its next turn.

ACTIONS

Multiattack: The android makes two berserk slam attacks.

Melee Attack—Berserk Slam: +5 to hit (reach 5 ft.; one creature). The android has disadvantage on the attack because it is berserk. *Hit:* 9 (1d4 + 7) bludgeoning damage.

Ranged Attack—Paralysis Pistol: +7 to hit (reach 5 ft.; one creature). The android has disadvantage on the attack because it is berserk. *Hit:* The target must make a DC 10 Constitution saving throw. *Failed Save:* The target is paralyzed for 1 minute. *Successful Save:* Until the end of its next turn, the target takes a –10 penalty to speed and has disadvantage on all attack rolls, ability checks, and saving throws.

ENCOUNTER BUILDING

Level 4 XP 160

Android, Boxing and Wrestling Trainer

Medium Construct

Armor Class 15

Hit Points 58 (9d8 + 18); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

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

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

Alignment unaligned

Languages Common

TRAITS

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

Vulnerabilities: The android is vulnerable to lightning. Any time the android takes lightning damage, it must make a DC 10 Constitution saving throw. *Failed Save:* The android is stunned until the end of its next turn.

ACTIONS

Multiattack: The android makes two slam attacks.

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

Grapple: +7 to hit (reach 5 ft.; one creature). *Hit:* The target is grappled. As long as the grapple is maintained, the android does not make attacks. Instead, at the start of each of its turns, the android applies a different wrestling hold to the grappled target; the hold is determined randomly by rolling a d6 and consulting the following table.

d6 Wrestling Hold

1 Backbreaker: The target takes 7 (1d6 + 4) bludgeoning damage.

2 Bear Hug: The target must make a DC 14 Constitution saving throw. *Failed Save:* 11 (2d6 + 4) bludgeoning damage. *Successful Save:* Half damage.

3 Nerve Pinch: The target must make a DC 14 Constitution saving throw. *Failed Save:* The target is paralyzed for 1 minute.

4 Piledriver: The target takes 7 (1d6 + 4) bludgeoning damage, is knocked prone and no longer grappled, and must make a DC 14 Constitution saving throw. *Failed Save:* The target is stunned until the end of its next turn.

5 Sleeper Hold: The target must make a DC 14 Constitution saving throw. *Failed Save:* The target falls unconscious for 1 minute.

6 Suplex: The target takes 7 (1d6 + 4) bludgeoning damage, is no longer grappled, and is knocked prone.

ENCOUNTER BUILDING

Level 6 XP 580

Android, Fencing Trainer

Medium Construct

Armor Class 15

Hit Points 44 (8d8 + 8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 16 (+3) **Dex** 18 (+4) **Con** 13 (+1)

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

Alignment unaligned

Languages Common

TRAITS

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

Vulnerabilities: The android is vulnerable to lightning. Any time the android takes lightning damage, it must make a DC 10 Constitution saving throw. *Failed Save:* The android is stunned until the end of its next turn.

ACTIONS

Melee Attack—Electrically Charged Epee: +7 to hit (reach 5 ft.; one creature). The android has advantage on the attack if the target is wearing metal armor. *Hit:* 11 (2d6 + 4) lightning damage.

REACTIONS

Parry: As a reaction to a melee attack that hits it, the android can roll 2d6 and subtract the result from the damage taken from the attack.

ENCOUNTER BUILDING

Level 5 XP 320

Android, Karate Trainer

Medium Construct

Armor Class 15

Hit Points 49 (9d8 + 9); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 16 (+3) **Dex** 18 (+4) **Con** 13 (+1)

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

Alignment unaligned

Languages Common

TRAITS

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

Vulnerabilities: The android is vulnerable to lightning. Any time the android takes lightning damage, it must make a DC 10 Constitution saving throw. *Failed Save:* The android is stunned until the end of its next turn.

ACTIONS

Multiattack: The android makes two unarmed strike attacks. If both attacks hit the same target, the target must make a DC 14 Constitution saving throw. *Failed Save:* The target is stunned until the end of its next turn.

Melee Attack—Unarmed Strike: +7 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) bludgeoning damage. Instead of dealing damage, the android can try to disarm the target of one weapon it is holding, in which case the target must make a DC 14 Strength or Dexterity saving throw. *Failed Save:* The target drops one weapon or other item it is holding (android's choice.)

ENCOUNTER BUILDING

Level 5 XP 430

Android, Medical

Medium Construct

Armor Class 15

Hit Points 31 (7d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 18 (+4) **Con** 11 (+0)

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

Alignment unaligned

Languages Common

TRAITS

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

Vulnerabilities: The android is vulnerable to lightning. Any time the android takes lightning damage, it must make a DC 10 Constitution saving throw. *Failed Save:* The android is stunned until the end of its next turn.

ACTIONS

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

Melee Attack—Anesthetic (1d6 doses): +5 to hit (reach 5 ft.; one creature). *Hit:* The target must make a DC 14 Constitution saving throw. *Failed Save:* The target falls unconscious for 1 hour.

Melee Attack—Restorative Injection (1d6 doses): +5 to hit (reach 5 ft.; one creature). *Hit:* The target benefits as though a *lesser restoration* spell was cast on it.

Healing Spray (1d6 doses): One creature next to the android regains 16 (3d8 + 3) hit points.

ENCOUNTER BUILDING

Level 5 XP 300

Android, Physical Fitness Trainer

Medium Construct

Armor Class 15

Hit Points 52 (7d8 + 21); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

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

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

Alignment unaligned

Languages Common

TRAITS

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

Vulnerabilities: The android is vulnerable to lightning. Any time the android takes lightning damage, it must make a DC 10 Constitution saving throw. *Failed Save:* The android is stunned until the end of its next turn.

ACTIONS

Multiattack: The android makes two slam attacks or two thrown barbell attacks.

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

Ranged Attack—Thrown Barbell: +7 to hit (range 30 ft./60 ft.; one creature). *Hit:* 9 (1d10 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 5 XP 430

Assassin Vine (Strangle Vine)

Medium Plant

Armor Class 11

Hit Points 30 (4d8 + 12)

Speed 5 ft.

Senses blindsight 30 ft.

Str 17 (+3) **Dex** 10 (+0) **Con** 16 (+3)

Int 1 (–5) **Wis** 11 (+0) **Cha** 6 (–2)

Alignment unaligned

Languages —

TRAITS

Hide in Plain Sight: The assassin vine can remain so still that it appears to be an ordinary leafy vine. A DC 17 Intelligence or Wisdom check reveals that the plant is, in fact, an assassin vine.

Immunities: The assassin vine is immune to gaze attacks and other attack forms that rely on sight. It cannot be blinded, frightened, paralyzed, or knocked prone.

Vulnerabilities: The assassin vine is vulnerable to fire.

ACTIONS

Melee Attack—Constrict: +6 to hit (reach 20 ft.; creature). The attack automatically hits a creature the assassin vine is grappling or pinning. *Hit:* 10 (2d6 + 3) bludgeoning damage, the target is grappled, and the target must make a DC 10 Dexterity saving throw. *Failed Save:* The target is pinned and cannot speak.

Animate Plants: The assassin vine can animate normal plants within a 30-foot radius around it. The effect lasts until the vine dies or until it decides to end it (no action). The area containing the animated plants becomes difficult terrain, and any creature that starts its turn in the area must make a DC 13 Dexterity saving throw. *Failed Save:* The target is restrained until it uses an action to free itself with a DC 10 Strength check.

ENCOUNTER BUILDING

Level 3 XP 100

Aurumvorax

Small Beast

Armor Class 11

Hit Points 66 (12d6 + 24)

Speed 20 ft., burrow 5 ft.

Senses darkvision 60 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Resistances: The aurumvorax is resistant to bludgeoning damage.

ACTIONS

Melee Attack—Bite: +8 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage, and the aurumvorax clamps its jaws and latches onto the target. Until the aurumvorax is removed, it cannot make bite attacks, and the target takes 5 (1d8 + 1) piercing damage at the start of each of the aurumvorax's turns.

An attached aurumvorax's speed drops to 0, and it moves with the target. It can be removed with a DC 15 Strength check as an action.

Melee Attack—Claws: +8 to hit (reach 0 ft.; one creature to which the aurumvorax is attached). *Hit:* 15 (4d6 + 1) slashing damage.

ENCOUNTER BUILDING

Level 6 XP 530

Baboonoid

Medium Beast

Armor Class 11

Hit Points 26 (4d8 + 8)

Speed 30 ft., climb 30 ft.

Senses darkvision 60 ft.

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

Int 6 (–2) **Wis** 11 (+1) **Cha** 8 (–1)

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 5 (1d6 + 2) piercing damage.

Ranged Attack—Rock: +6 to hit (range 20 ft./60 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 40

Beholderkin: Eye of the Deep

Medium Aberration

Armor Class 13

Hit Points 45 (10d8)

Speed 0 ft., swim 20 ft.

Senses darkvision 120 ft.

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

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

Alignment lawful evil

Languages —

TRAITS

Keen Senses: The eye of the deep gains a +5 bonus to all checks to detect hidden creatures.

Vigilant: The eye of the deep is never surprised.

ACTIONS

Multiattack: The eye of the deep makes two claw attacks and uses eye ray twice.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature).
Hit: 5 (2d4) piercing damage.

Eye Ray: One creature that the eye of the deep can see within 30 feet of it must make a DC 12 Constitution saving throw. *Failed Save:* The target is paralyzed for 1 minute. On its turn, the target can make a DC 15 Constitution check (no action) to end the paralysis.

Central Eye (Recharge 6): The eye of the deep emits a 30-foot cone of blinding light from its central eye. All creatures in the cone must make a DC 10 Wisdom saving throw. *Failed Save:* The target is blinded for 1 minute.

ENCOUNTER BUILDING

Level 5 XP 280

Black (Brown) Pudding

Large Ooze

Armor Class 8

Hit Points 85 (10d10 + 30)

Speed 30 ft., climb 10 ft.

Senses blindsight 60 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Formless: The pudding can squeeze through gaps that are at least 1 inch wide without taking any penalties to its speed or its attacks.

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

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

ACTIONS

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

REACTIONS

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

ENCOUNTER BUILDING

Level 5 XP 430

Bulette

Large Monstrosity

Armor Class 17

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 30 ft. (5 ft. through solid rock)

Senses darkvision 60 ft.

Str 19 (+4) **Dex** 11 (+0) **Con** 21 (+5)

Int 2 (–4) **Wis** 10 (+0) **Cha** 5 (–3)

Alignment unaligned

Languages —

TRAITS

Leap: On land, the bulette can leap up to 30 feet horizontally and up to 10 feet vertically without a running start. Leaping counts as part of its movement.

ACTIONS

Melee Attack—Bite: +9 to hit (reach 5 ft.; one creature). Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap: The bulette leaps (see Traits above) into an occupied space. All other creatures occupying that space must make a DC 10 Dexterity saving throw. *Failed Save:* 11 (2d6 + 4) bludgeoning damage and 11 (2d6 + 4) slashing damage, and the target falls prone. *Successful Save:* The target moves to the nearest unoccupied square as a reaction or falls prone.

ENCOUNTER BUILDING

Level 7 XP 1,230

Couatl

Medium Celestial

Armor Class 15

Hit Points 67 (9d8 + 27); see Traits below

Speed 20 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 16 (+3) **Dex** 20 (+5) **Con** 17 (+3)

Int 17 (+3) **Wis** 18 (+4) **Cha** 18 (+4)

Alignment lawful good

Languages Auran, Common, Draconic, Supernal

TRAITS

Resistances: The couatl is resistant to psychic and radiant damage.

ACTIONS

Melee Attack—Bite: +9 to hit (reach 5 ft.; one creature).

Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw. *Failed Save:* 18 (4d8) poison damage, *Successful Save:* Half damage.

Melee Attack—Constrict: +9 to hit (reach 5 ft.; one Small or Medium creature). *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled. The couatl can grapple only one creature at a time.

Spellcasting: The couatl casts one of the following spells: 1/day—*bless, command, comprehend languages, continual light, create food and water, detect invisibility, detect magic, greater restoration, hold person, mirror image, read magic, sanctuary, silence, sleep, speak with animals, suggestion.* The couatl uses Wisdom as its magic ability, and the saving throw DC to resist its spells is 14.

ENCOUNTER BUILDING

Level 6 XP 800

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 3 (–4) **Wis** 12 (+1) **Cha** 8 (–1)

Alignment lawful evil

Languages —

TRAITS

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

Displacement: Attack rolls made against the beast have disadvantage unless the attacker is under the effects of a *true seeing* spell. If the beast takes damage, this trait ceases to function until the start of the beast's next turn. This trait also ceases to function while the beast is paralyzed, restrained, unconscious, or otherwise unable to move.

ACTIONS

Multiattack: The displacer beast makes two tentacle attacks.

Melee Attack—Tentacle: +6 to hit (reach 10 ft.; one creature). *Hit:* 9 (1d10 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 XP 540

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)

Alignment neutral

Languages Common

TRAITS

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

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

ACTIONS

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

Melee Attack—Short Sword: +5 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). The doppelganger reverts to its natural form when killed.

Read Thoughts: The doppelganger chooses a creature it can see within 60 feet of it, and the chosen creature must make a DC 13 Wisdom saving throw. *Failed Save:* The doppelganger can read the target's surface thoughts as long as they remain within 60 feet of one another. During that time, the doppelganger has advantage on Wisdom checks made to sense the target's intentions, Charisma checks made to deceive the target, and Charisma checks made to impersonate the target.

The effect can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The effect ends immediately if the doppelganger attempts to read a different creature's thoughts or if either the target or the doppelganger dies.

ENCOUNTER BUILDING

Level 2 XP 30

Froghemoth

Huge Monstrosity

Armor Class 12

Hit Points 184 (16d12 + 80)

Speed 20 ft., swim 50 ft.

Senses darkvision 60 ft.

Str 18 (+4) **Dex** 15 (+2) **Con** 20 (+5)

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

Alignment unaligned

Languages —

TRAITS

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

ACTIONS

Multiattack: The froghemoth makes two tentacle attacks and a tongue attack.

Melee Attack—Bite: +8 to hit (reach 5 ft.; one creature the froghemoth has grappled). *Hit:* 20 (3d10 + 4) piercing damage. If the target is Medium or smaller, the froghemoth swallows the target. A swallowed creature takes 10 (3d6) acid damage at the start of each of the froghemoth's turns until it escapes. A swallowed creature is blinded and restrained, but it can use its action to cut its way free by dealing enough piercing or slashing damage to kill the froghemoth. A creature that frees itself falls prone in an unoccupied space within 5 feet of the froghemoth. The froghemoth can swallow one Medium creature, four Small creatures, or 16 Tiny creatures at a time.

Melee Attack—Tentacle: +8 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled and takes 8 (1d8 + 4) damage at the start of each of the froghemoth's turns until it escapes. The froghemoth can grapple up to four creatures but cannot attack with any tentacle that's grappling a creature.

Melee Attack—Tongue: +10 to hit (reach 10 ft.; one creature). *Hit:* The target is pulled next to the froghemoth, and the froghemoth makes a bite attack against it as part of the same action.

ENCOUNTER BUILDING

Level 10 XP 3,030

Gasbat

Small Plant

Armor Class 9

Hit Points 1 (1d6 – 2)

Speed 0 ft., fly 10 ft.

Senses darkvision 30 ft.

Str 2 (–4) **Dex** 8 (–1) **Con** 6 (–2)

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

Alignment unaligned

Languages —

TRAITS

Hover: The gasbat cannot be knocked prone. It continues to hover even when stunned or knocked unconscious.

REACTIONS

Explosive: When an open flame is brought within 10 feet of a gasbat, it ignites the invisible cloud of flammable gas that surrounds the creature, causing the gasbat to explode. Creatures within 10 feet of an exploding gasbat must make a DC 9 Dexterity saving throw. *Failed Save:* 2 (1d4) fire damage.

ENCOUNTER BUILDING

Level 1 XP 5

Gray Ooze

Medium Ooze

Armor Class 8

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

Speed 10 ft.

Senses blindsight 60 ft.

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

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

Alignment unaligned

Languages —

TRAITS

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

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

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

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

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

ACTIONS

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

REACTIONS

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

ENCOUNTER BUILDING

Level 4 XP 180

Green Slime

Medium Ooze (Hazard)

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

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

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

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

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

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

ENCOUNTER BUILDING

Level 1 XP 20

Intellect Devourer

Small Aberration

Armor Class 12

Hit Points 27 (6d6 + 6); see Traits below

Speed 40 ft.

Senses blindsight 60 ft.

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

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

Alignment chaotic evil

Languages —

TRAITS

Detect Intelligence: The intellect devourer can sense the presence of creatures with an Intelligence of 3 or higher out to a range of 500 feet, though it cannot pinpoint their exact locations.

Immunities: The intellect devourer is immune to nonmagical weapons, psychic damage, gaze attacks, and other attack forms that rely on sight. It cannot be blinded.

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

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

ACTIONS

Multiattack: The intellect devourer makes one claws attack and uses its devour intellect ability against the same target.

Melee Attack—Claws: +8 to hit (reach 5 ft.; one creature).
Hit: 12 (4d4 + 2) slashing damage.

Devour Intellect: The intellect devourer makes a psychic attack against one creature within 10 feet of it. The target must make a DC 11 Intelligence saving throw. *Failed Save:* 17 (5d6) psychic damage, and the target's Intelligence is reduced by 1d4. If the target's Intelligence drops to 0, the target becomes a mindless shell, unable to move or take actions. A *greater restoration* spell restores the target's Intelligence to normal.

Possession: The intellect devourer possesses a living creature within 10 feet of it whose Intelligence has been reduced to 0. The intellect devourer vanishes into the target and controls the target's actions. The intellect devourer retains its Intelligence, Wisdom, and Charisma but otherwise has the statistics and abilities of its host.

The intellect devourer can leave its host at any time (no action required), ending the possession. A *dispel evil* spell cast on the possessed creature automatically drives out the intellect devourer, while a *greater restoration* spell restores the host's Intelligence to normal and likewise expels the intruder. Whether the intellect devourer leaves voluntarily or by force, it reappears in a space within 5 feet of its former host.

ENCOUNTER BUILDING

Level 6 XP 520

Leech, Giant

Small Beast

Armor Class 6

Hit Points 10 (3d6)

Speed 5 ft., swim 5 ft.

Senses darkvision 30 ft.

Str 7 (–2) **Dex** 3 (–4) **Con** 10 (+0)

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

Alignment unaligned

Languages —

TRAITS

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

Salt Weakness: If at least a handful of salt is thrown on the giant leech, it must make a DC 10 Constitution saving throw. *Failed Save:* The giant leech dies. *Successful Save:* The giant leech loses half of its current hit points, rounded down.

Sluggish: The giant leech cannot take reactions.

ACTIONS

Melee Attack—Bite: +2 to hit on land, +4 to hit in water (reach 5 ft.; one living creature). The attack automatically hits a creature to which the giant leech is attached. *Hit:* 3 (1d6) piercing damage, and the giant leech attaches to the target.

An attached leech's speed drops to 0, and it moves with the target. The giant leech can be removed with a DC 11 Strength check as an action.

ENCOUNTER BUILDING

Level 1 XP 10

Lizardoid

Medium Beast

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

Senses low-light vision

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

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

Alignment unaligned

Languages —

TRAITS

Leap: On land, the lizardoid can leap up to 20 feet horizontally and up to 10 feet vertically without a running start. Leaping counts as part of its movement.

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

ACTIONS

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature).
Hit: 11 (2d8 + 2) piercing damage.

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

Pounce: The lizardoid 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 against a single target. If both attacks hit, the target also falls prone, and the lizardoid can make a bite attack against it.

ENCOUNTER BUILDING

Level 5 XP 300

Lurker Above

Huge Monstrosity

Armor Class 12

Hit Points 76 (9d12 + 18)

Speed 0 ft., fly 10 ft.

Senses darkvision 60 ft.

Str 20 (+5) **Dex** 13 (+1) **Con** 15 (+2)

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

Alignment unaligned

Languages —

TRAITS

Hide in Plain Sight: The lurker above can press itself against a stone ceiling and appear to be part of that ceiling. A DC 17 Intelligence or Wisdom check reveals that the section of ceiling is, in fact, a lurker above.

Hover: The lurker above cannot be knocked prone. It continues to hover even when stunned or knocked unconscious.

Soft Upper Surface: While the lurker above is grappling one or more creatures, its dorsal side is exposed, and the lurker above has AC 10 against attacks made by creatures it is not grappling.

ACTIONS

Melee Attack—Crush: +9 to hit (reach 5 ft.; one Large creature or up to four Small or Medium creatures). The attack automatically hits any creature(s) the lurker above is grappling. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target is grappled. While grappled, the target can wield light weapons only.

ENCOUNTER BUILDING

Level 7 XP 1,300

Mind Flayer

Medium Aberration

Armor Class 13

Hit Points 44 (8d8 + 8)

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: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d10 + 4) psychic damage, and a Medium or smaller target is grappled. The mind flayer can have only one creature grappled at a time.

Melee Attack—Extract Brain: +7 to hit (reach 5 ft.; one creature grappled by the mind flayer). *Hit:* The mind flayer devours the target's brain, and the creature dies unless it can survive without the brain.

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:* 13 (2d8 + 4) psychic damage, and the target is stunned for 1 minute. While stunned, the target can make a DC 14 Intelligence check on its turn (no action). 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 5 XP 430

Mold, Russet

Medium Ooze (Hazard)

Russet mold is a non-intelligent, immobile menace that grows in dark subterranean environments and continuously releases invisible clouds of deadly spores. It resembles a lumpy, reddish-brown carpet that, from a distance of 30 feet or more, looks like rust. It can attach itself to floors, walls, or ceilings. Wherever russet mold is found, there are usually vegepygmies nearby.

Detect: It takes a DC 18 Intelligence or Wisdom check to identify the hazard for what it is.

Effect on Creatures: A warm-blooded creature that comes within 5 feet of the mold must make a DC 12 Constitution saving throw. It need only make this saving throw once per round. *Failed Save:* The creature is paralyzed and takes 10 (4d4) poison damage at the start of each of its turns until it dies. *A lesser restoration* spell ends the paralysis and the damage-dealing effect. Any creature that dies as a result of spore sickness begins to sprout russet mold growths; after 1d4 + 20 hours, the creature is completely covered in mold and transforms into a vegepygmy under the DM's control.

Effect on Objects: None.

Countermeasures: A 5-foot-square patch of russet mold has AC 0 and 10 hit points. It is harmed only by acid, necrotic, and radiant damage. A handful of salt sprinkled on the patch kills it instantly. Bright light renders the mold dormant (that is, creatures may move past it without fear of catching spore sickness).

ENCOUNTER BUILDING

Level 4 XP 220

Mold, Yellow

Medium Ooze (Hazard)

Yellow mold is a non-intelligent, immobile menace that grows in dry subterranean environments, feeding on organic matter. It resembles a 1-inch-thick pale yellow or golden orange carpet that can attach itself to floors, walls, or ceilings.

Detect: It takes a DC 12 Intelligence or Wisdom check to identify the hazard for what it is.

Effect on Creatures: If the mold is disturbed (walked upon, scraped away, and so forth), it may (50% chance) emit a visible cloud of spores. Any creature within 10 feet of the mold must make a DC 13 Constitution saving throw. *Failed Save:* 24 (7d6) poison damage. *Successful Save:* Half damage.

Effect on Objects: None.

Countermeasures: A 5-foot-square patch of yellow mold has AC 0 and 10 hit points. It is harmed only by fire, necrotic, and radiant damage. Bright light renders the mold dormant (that is, creatures may disturb it without fear of it releasing deadly spores).

ENCOUNTER BUILDING

Level 4 XP 140

Retch Plant (Globe Palm)

Huge Plant

Armor Class 5

Hit Points 45 (6d12 + 6); see Traits below

Speed 0 ft.

Senses tremorsense 5 ft.

Str 20 (+5) **Dex** 1 (–5) **Con** 13 (+1)

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

Alignment unaligned

Languages —

TRAITS

Hide in Plain Sight: The retch plant looks like an ordinary palm tree. A DC 17 Intelligence or Wisdom check reveals that the plant is, in fact, a retch plant. Once the retch plant's true nature is revealed, its fruit can be targeted and destroyed from a safe distance. Each fruit has AC 5 and 1 hit point.

Immunities: The retch plant is immune to psychic damage, gaze attacks, and other attack forms that rely on sight. It cannot be blinded, frightened, or paralyzed.

Resistances: The retch palm is resistant to bludgeoning and piercing damage.

Rooted: The retch palm cannot be knocked prone unless it's forcefully uprooted, requiring an action and a successful DC 30 Strength check. Once knocked prone, the retch plant cannot right itself or drop fruit (see Reactions).

REACTIONS

Drop Fruit: When a creature climbs the retch plant's trunk or passes underneath its fronds, the retch plant drops a ripe, globe-shaped fruit in the triggering creature's space. The fruit bursts open on impact, splashing nearby creatures with a nauseating fluid. All creatures within 10 feet of the point of impact carry an unpleasant odor (discernable out to a range of 50 feet) and must make a DC 13 Constitution saving throw. *Failed Save:* 10 (3d6) poison damage, and the target has disadvantage on all attack rolls, ability checks, and saving throws. The stench and debilitating effects of the fruit persist until the target is washed in alcohol. *Special:* The retch plant has 1d4 + 4 fruit; once it has dropped its entire supply, it can no longer take reactions. The retch plant regrows dropped fruit in one week.

ENCOUNTER BUILDING

Level 3 XP 90

Robot, Police

Medium Construct

Armor Class 17

Hit Points 65 (10d8 + 20); see Traits below

Speed 0 ft., fly 40 ft. (maximum altitude 5 ft.)

Senses darkvision 60 ft.

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

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

Alignment unaligned

Languages Common, understands all (translator unit)

TRAITS

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

Shut Down: If the robot starts its turn with 10 hit points or fewer, it must make a DC 10 Constitution saving throw. *Failed Save:* The robot shuts down and is disabled.

ACTIONS

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d4 + 4) bludgeoning damage.

Melee Attack—Tentacles: +6 to hit (reach 5 ft.; one Small or Medium creature). *Hit:* The target is grappled.

Grenade Launcher: The robot launches a grenade out to a range of 100 feet. The grenade explodes in a 20-foot-radius cloud at the point of impact. The robot chooses the type of grenade and carries two of each type.

Frag Grenade: All creatures in the area of effect must make a DC 10 Dexterity saving throw. *Failed Save:* 22 (4d10) piercing damage. *Successful Save:* Half damage.

Poison Gas Grenade: All creatures in the area of effect must make a DC 10 Constitution saving throw. *Failed Save:* 14 (4d6) poison damage. *Successful Save:* Half damage.

Sleep Grenade: All creatures in the area of effect must make a DC 10 Constitution saving throw. *Failed Save:* The target falls asleep for 1 hour or until it takes damage.

Laser: The robot fires a laser beam at a single creature within 150 feet of it. The target must make a DC 10 Dexterity saving throw. *Failed Save:* 10 (3d6) fire damage.

Tractor Beam: The robot uses *telekinesis* (as the spell).

ENCOUNTER BUILDING

Level 5 XP 370

Robot, Servo

Medium Construct

Armor Class 15

Hit Points 33 (6d8 + 6); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

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

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

Alignment unaligned

Languages Common, understands all (translator unit)

TRAITS

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

Shut Down: If the robot starts its turn with 10 hit points or fewer, it must make a DC 10 Constitution saving throw. *Failed Save:* The robot shuts down and is disabled.

Vulnerabilities: The robot is vulnerable to lightning.

ACTIONS

Melee Attack—Tentacles: +4 to hit (reach 5 ft.; one creature). Hit: 8 (2d4 + 3) bludgeoning damage.

ENCOUNTER BUILDING

Level 3 XP 80

Robot, Worker

Medium Construct

Armor Class 18

Hit Points 90 (12d8 + 36); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 20 (+5) **Dex** 8 (–1) **Con** 16 (+3)

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

Alignment unaligned

Languages Common, understands all (translator unit)

TRAITS

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

Resistances: The robot is resistant to acid and fire.

Shut Down: If the robot starts its turn with 10 hit points or fewer, it must make a DC 10 Constitution saving throw. *Failed Save:* The robot shuts down and is disabled.

ACTIONS

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

Tractor Beam: The robot uses *telekinesis* (as the spell).

ENCOUNTER BUILDING

Level 5 XP 470

Roper

Large Monstrosity

Armor Class 11

Hit Points 153 (18d10 + 54)

Speed 10 ft., climb 10 ft.

Senses darkvision 30 ft., tremorsense 50 ft.

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

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

Alignment neutral evil

Languages Common, Terran

TRAITS

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

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

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

ACTIONS

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

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

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

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

ENCOUNTER BUILDING

Level 7 XP 1,190

Shadow

Medium Undead

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

Senses darkvision 60 ft.

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

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

Alignment chaotic evil

Languages —

TRAITS

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

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

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

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

ACTIONS

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

ENCOUNTER BUILDING

Level 3 XP 110

Shambling Mound

Large Plant

Armor Class 8

Hit Points 93 (11d10 + 33); see Traits below

Speed 20 ft.

Senses blindsight 60 ft., tremorsense 30 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Immunities: The shambling mound is immune to gaze attacks and other attack forms that rely on sight. It is also immune to lightning; if it takes lightning damage, the shambling mound regains a number of hit points equal to the damage dealt.

Resistances: The shambling mound is resistant to bludgeoning damage as well as cold and fire.

ACTIONS

Multiattack: The shambling mound makes two slam attacks. If both attacks hit a single Small or Medium target, the shambling mound engulfs the target. While engulfed, the target is blinded and restrained, and it must make a DC 13 Constitution saving throw against suffocation at the start of each of its turns. *Failed Save:* The target loses 10 (3d6) hit points.

As an action, an engulfed target can make a DC 14 Strength check to escape the shambling mound. The mound can engulf only one creature at a time.

Melee Attack—Slam: +8 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 7 XP 1,410

Shedu

Large Monstrosity

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 30 ft., fly 120 ft.

Str 18 (+4) **Dex** 12 (+1) **Con** 13 (+1)

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

Alignment lawful good

Languages Common

ACTIONS

Melee Attack—Hooves: +7 to hit (reach 5 ft.; one creature). *Hit:* 18 (4d6 + 4) bludgeoning damage.

Spellcasting: The shedu casts one of the following spells: 3/day—*detect magic, lesser restoration, read magic*; 1/day—*astral projection, detect thoughts, dimension door, dominate person, greater restoration, invisibility, plane shift, telekinesis*. The shedu uses Intelligence as its magic ability score; the saving throw DC to resist its spells is 13.

ENCOUNTER BUILDING

Level 5 XP 410

Shrieker

Medium Plant

Armor Class 5

Hit Points 13 (3d8)

Speed 1 ft.

Senses blindsight 30 ft., tremorsense 30 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Immunities: The shrieker is immune to gaze attacks and other attack forms that rely on sight. It cannot be charmed, frightened, or paralyzed.

Mistaken Identity: The shrieker superficially resembles an oversized mushroom or toadstool. A creature within 30 feet of the shrieker can ascertain its true nature with a DC 11 Intelligence or Wisdom check.

REACTIONS

Shriek: When a light source comes within 30 feet of the shrieker, or when a creature comes within 10 feet of the shrieker, it emits a piercing shriek that lasts until the cause of the disturbance moves out of range and for an additional 1d4 rounds thereafter.

ENCOUNTER BUILDING

Level 1 XP 10

Slithering Tracker

Small Ooze

Armor Class 8

Hit Points 17 (5d6)

Speed 30 ft., climb 30 ft.

Senses blindsight 60 ft.

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

Int 8 (–1) **Wis** 6 (–2) **Cha** 5 (–3)

Alignment unaligned

Languages —

TRAITS

Formless: The slithering tracker can squeeze through gaps that are at least 1 inch wide without taking any penalties to its speed or its attacks.

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

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

ACTIONS

Melee Attack—Touch: +8 to hit (reach 5 ft.; one creature). *Hit:* The target must make a DC 10 Constitution saving throw. *Failed Save:* The target is paralyzed for 1 hour.

Blood Drain: The slithering tracker drains the blood of one paralyzed or unconscious creature in direct contact with it. The blood-drained creature loses 5 (1d10) hit points. After draining a number of hit points equal to its maximum hit point value, the slithering tracker is sated and withdraws.

ENCOUNTER BUILDING

Level 2 XP 30

Snappersaw

Huge Plant

Armor Class 11

Hit Points 32 (5d12); see Traits below

Speed 0 ft.

Senses tremorsense 5 ft.

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

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

Alignment unaligned

Languages —

TRAITS

Hide in Plain Sight: The snappersaw can remain so still that it appears to be a large bush. A DC 15 Intelligence or Wisdom check reveals that the plant is, in fact, a snappersaw.

Immunities: The snappersaw is immune to psychic damage, gaze attacks, and other attack forms that rely on sight. It cannot be blinded, frightened, paralyzed, or knocked prone.

Vulnerabilities: The snappersaw is vulnerable to fire and slashing damage.

REACTIONS

Snappersaw Leaves: When a Large or smaller creature moves next to the snappersaw, the snappersaw's leaves try to close around it. The triggering creature must make a DC 11 Dexterity saving throw (at a –5 penalty if it's unaware of the snappersaw's true nature). *Failed Save:* The target is grappled by the plant's leaves. At the start of each of its turns, before it can take any actions, the grappled target takes 14 (4d6) slashing damage from the plant's saw-leaves. The target can escape or be pulled free with a DC 12 Strength check; this requires an action. If the snappersaw dies, all creatures it is grappling are released.

ENCOUNTER BUILDING

Level 3 XP 90

Spider, Phase

Large Beast

Armor Class 12

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

Senses darkvision 60 ft.

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

Int 6 (–2) **Wis** 10 (+0) **Cha** 9 (–1)

Alignment unaligned

Languages —

TRAITS

Ethereal Jaunt: Once on its turn, the spider can shift from the Prime Material Plane to the Ethereal Plane, or vice versa, or it can teleport up to 30 feet (as the *teleport* spell). This does not require an action.

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.

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

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 11 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 12 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 is used, the restrained creature also takes the damage.

ENCOUNTER BUILDING

Level 4 XP 130

Squealer

Large Monstrosity

Armor Class 13

Hit Points 90 (12d10 + 12)

Speed 30 ft., climb 20 ft.

Senses low-light vision

Str 18 (+4) **Dex** 16 (+3) **Con** 13 (+1)

Int 4 (–3) **Wis** 11 (+0) **Cha** 11 (+0)

Alignment unaligned

Languages —

TRAITS

Mimicry: The squealer can imitate the cries of distress of various beasts and humanoids. A creature hearing the imitated sounds can make a DC 20 Intelligence or Wisdom check to realize that they're not genuine.

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

ACTIONS

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

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

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

ENCOUNTER BUILDING

Level 6 XP 810

Thorny

Medium Plant

Armor Class 13

Hit Points 18 (4d8)

Speed 40 ft.

Senses darkvision 60 ft.

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

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

Alignment unaligned

Languages —

ACTIONS

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

Melee Attack—Thorn Spray (Recharge 5-6): The thorny releases a barrage of thorns in a 15-foot cone. All creatures in the cone must make a DC 10 Dexterity saving throw. *Failed Save:* 6 (1d12) piercing damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 2 XP 30

Trapper

Huge Monstrosity

Armor Class 13

Hit Points 85 (10d12 + 20); see Traits below

Speed 10 ft.

Senses tremorsense 30 ft.

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

Int 13 (+1) **Wis** 11 (+0) **Cha** 9 (–1)

Alignment unaligned

Languages —

TRAITS

Hide in Plain Sight: The trapper can hold itself so still that it appears to be a stone floor. A DC 20 Intelligence or Wisdom check reveals that the floor is, in fact, a trapper.

Resistances: The trapper is resistant to cold and fire.

Soft Underside: While the trapper is grappling one or more creatures, its soft underside is exposed, and the trapper has AC 11 against attacks made by creatures it is not grappling.

ACTIONS

Melee Attack—Crush: +10 to hit (reach 5 ft.; one Large creature or up to four Small or Medium creatures). The attack automatically hits any creature(s) the trapper is grappling. *Hit:* 21 (3d10 + 5) bludgeoning damage, and the target is grappled. While grappled, the target can wield light weapons only.

ENCOUNTER BUILDING

Level 7 XP 1,760

Tri-Flower Frond

Medium Plant

Armor Class 8

Hit Points 17 (2d8 + 8); see Traits below

Speed 0 ft.

Senses tremorsense 5 ft.

Str 3 (–4) **Dex** 6 (–2) **Con** 18 (+4)

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

Alignment unaligned

Languages —

TRAITS

Hide in Plain Sight: The tri-flower frond can remain so still that it appears to be an ordinary tropical plant. A DC 15 Intelligence or Wisdom check reveals that the plant is, in fact, a tri-flower frond.

Immunities: The tri-flower frond is immune to psychic damage, gaze attacks, and other attack forms that rely on sight. It cannot be blinded, frightened, paralyzed, or knocked prone.

Vulnerabilities: The tri-flower frond is vulnerable to fire and slashing damage.

ACTIONS

Multiattack: The tri-flower frond makes one orange flower attack, one yellow flower attack, and one red flower attack.

Melee Attack—Orange Flower: +4 to hit (reach 5 ft.; one creature). *Hit:* The target must make a DC 14 Constitution saving throw. *Failed Save:* The target falls asleep and cannot be awakened except by a *lesser restoration* spell.

Melee Attack—Yellow Flower: +4 to hit (reach 5 ft.; one creature). *Hit:* The target must make a DC 12 Dexterity saving throw. *Failed Save:* 3 (1d6) acid damage, and the target takes 3 (1d6) acid damage at the start of each of its turns until an action is used to wash off the enzymes with water.

Melee Attack—Red Flower: +4 to hit (reach 5 ft.; one creature). The attack automatically hits a creature the tri-flower frond is grappling. *Hit:* 5 (2d4) piercing damage, and the target is grappled.

ENCOUNTER BUILDING

Level 3 XP 80

Umbur Hulk

Large Monstrosity

Armor Class 14

Hit Points 68 (8d10 + 24)

Speed 20 ft.; burrow

Senses darkvision 100 ft., tremorsense 50 ft.

Str 20 (+5) **Dex** 13 (+1) **Con** 17 (+3)

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

Alignment chaotic evil

Languages Terran

TRAITS

Confusing Gaze: A creature that starts its turn within 30 feet of the umbur hulk that can see the umbur hulk must either avert its eyes or make a DC 11 Wisdom saving throw (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:* Using its action, the target must attack a randomly determined target within range. The attack can be any harmful effect the target can use at-will.

ACTIONS

Multiattack: The umbur hulk makes two claw attacks and one mandible bite attack.

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

Melee Attack—Mandible Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 14 (2d8 + 5) slashing damage.

ENCOUNTER BUILDING

Level 6 XP 860

Vampire Rose Bush (Vampire Thorn)

Medium Plant

Armor Class 6

Hit Points 27 (6d8); see Traits below

Speed 0 ft.

Senses tremorsense 30 ft.

Str 6 (–2) **Dex** 3 (–4) **Con** 10 (+0)

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

Alignment unaligned

Languages —

TRAITS

Hide in Plain Sight: The vampire rose bush resembles an ordinary flowering plant. A DC 17 Intelligence or Wisdom check reveals that the plant is, in fact, a vampire rose bush.

Hypnotic Fragrance: Any creature that ends its turn next to the vampire rose bush must make a DC 10 Wisdom saving throw. *Failed Save:* The creature is stunned until the end of its next turn. This is a charm effect.

Immunities: The vampire rose bush is immune to psychic damage, gaze attacks, and other attack forms that rely on sight. It cannot be blinded, frightened, paralyzed, or knocked prone.

ACTIONS

Melee Attack—Blood Drain: +5 to hit (reach 5 ft.; one creature). The attack automatically hits a creature the vampire rose bush is grappling. *Hit:* 4 (1d8) piercing damage, the vampire rose bush regains a number of hit points equal to the damage dealt, and the target is grappled.

ENCOUNTER BUILDING

Level 2 XP 60

Vegepygmy

Small Humanoid (Vegepygmy)

Armor Class 11

Hit Points 10 (3d6); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 8 (–1) **Dex** 12 (+1) **Con** 10 (+0)

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

Alignment neutral

Languages —

TRAITS

Resistance: The vegepygmy is resistant to lightning and piercing damage.

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

ACTIONS

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

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

Spore Cloud (1/day): The vegepygmy releases a cloud of spores. All non-plant creatures within 5 feet of the vegepygmy must make a DC 10 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage, and the target contracts the moldies. If the disease is not cured within 24 hours, the target dies and its corpse transforms into a patch of russet mold 3d6 + 6 hours later. Once this transformation is complete, the target cannot be raised from the dead.

ENCOUNTER BUILDING

Level 1 XP 20

Violet Fungus

Medium Plant

Armor Class 5

Hit Points 13 (3d8)

Speed 1 ft.

Senses blindsight 30 ft., tremorsense 30 ft.

Str 3 (–4) **Dex** 1 (–5) **Con** 10 (+0)

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

Alignment unaligned

Languages —

TRAITS

Immunities: The violet fungus is immune to gaze attacks and other attack forms that rely on sight. It cannot be charmed, frightened, or paralyzed.

ACTIONS

Multiattack: The violet fungus makes 1d4 rotting touch attacks.

Melee Attack—Rotting Touch: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d8) necrotic damage.

ENCOUNTER BUILDING

Level 1 XP 20

Webbird

Tiny Beast

Armor Class 12

Hit Points 1 (1d4 – 1)

Speed 5 ft., fly 30 ft.

Senses darkvision 30 ft.

Str 1 (–5) **Dex** 15 (+2) **Con** 8 (–1)

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

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Sting: +3 to hit (reach 5 ft.; one paralyzed, restrained, stunned, or unconscious living creature). *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* The webbird plants an egg in the target. The egg hatches one hour later, and the webbird grub begins consuming the host from the inside out, dealing 2 (1d4) piercing damage at the start of each of the target's turns until it dies and the grub can crawl out. A target carrying multiple grubs takes cumulative damage. A *lesser restoration* spell kills all webbird eggs and grubs in the target, ending the effect.

Web: The webbird shoots a web at a creature within 30 feet of it, or 2–7 webbirds can combine their actions to cast a stronger web. The target must make a Dexterity saving throw with a DC equal to 5 + the number of webbirds spinning the web. *Failed Save:* The target is restrained by webbing. As an action, the restrained creature can make a Strength check to escape, with a DC equal to 5 + the number of webbirds that spun the web. The webbing has AC 10, and 5 fire or slashing damage destroys it; if fire is used, the restrained creature also takes the damage.

ENCOUNTER BUILDING

Level 1 XP 10

Will-o'-Wisp

Small Undead

Armor Class 19

Hit Points 31 (9d6); see Traits below

Speed 0 ft., fly 50 ft.

Senses darkvision 120 ft.

Str 1 (–5) **Dex** 29 (+9) **Con** 10 (+0)

Int 15 (+2) **Wis** 14 (+2) **Cha** 10 (+0)

Alignment chaotic evil

Languages Auran, Common

TRAITS

Immunities: The will-o'-wisp is immune to spells except for *maze* and *magic missile*. It does not need to sleep or breathe.

ACTIONS

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

Invisibility: The will-o'-wisp dims its light, becoming invisible until it makes an attack or its concentration is broken.

Life Drain: The will-o'-wisp drains the life force of one dying creature it can see within 5 feet of it. The dying creature is slain, and the will-o'-wisp regains 5 (1d10) hit points.

ENCOUNTER BUILDING

Level 5 XP 300

Wolf-in-Sheep's-Clothing

Medium Plant

Armor Class 11

Hit Points 40 (9d8)

Speed 5 ft.

Senses low-light vision, tremorsense 30 ft.

Str 18 (+4) **Dex** 12 (+1) **Con** 11 (+0)

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

Alignment unaligned

Languages —

TRAITS

Hide in Plain Sight: The wolf-in-sheep's-clothing resembles a tree stump with a furry critter perched atop it. A DC 18 Intelligence or Wisdom check reveals that the stump and critter are, in fact, a wolf-in-sheep's-clothing.

Roots: A root that is grappling a creature can be attacked separately. It has AC 15 and 10 hit points. Damage to a root does not also apply to the wolf-in-sheep's-clothing's hit point total. The wolf-in-sheep's-clothing regrows lost roots in 1 week.

ACTIONS

Multiattack: The wolf-in-sheep's-clothing makes two root attacks. It can forgo a root attack to initiate a Strength contest against a creature it is grappling; if it wins the contest, the wolf-in-sheep's-clothing pulls the grappled creature next to it and makes a bite attack against it. It can only make one bite attack on its turn.

Melee Attack—Bite: +7 to hit (reach 5 ft.; one creature). The wolf-in-sheep's-clothing has advantage against a creature it is grappling. *Hit:* 11 (2d6 + 4) piercing damage.

Melee Attack—Root: +7 to hit (reach 20 ft.; one creature). *Hit:* 6 (1d4 + 4) bludgeoning damage, and the target is grappled.

ENCOUNTER BUILDING

Level 4 XP 220