

## Master List Round 1

### Encounter 1A

#### APL 1 & 2, 4

#### Giant Wasp

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

#### Actions

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

#### APL 3

#### Giant Vulture

*Large beast, neutral evil*

**Armor Class** 10

**Hit Points** 22 (3d10+6)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** understands Common but can't speak

**Challenge** 1 (200 XP)

**Keen Sight and Smell.** The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Pack Tactics.** The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### Actions

**Multiattack.** The vulture makes two attacks: one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

**Talons.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

#### APL 5 & 6

#### Gargoyle

*Medium elemental, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 2 (450 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

#### Actions

**Multiattack.** The gargoyle makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

#### APL 7 & 8

#### Manticore

*Large monstrosity, lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

**Tail Spike Regrowth.** The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

#### Actions

**Multiattack.** The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Tail Spike.** *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## APL 9 & 10

### Air Elemental

*Large elemental, neutral*

**Armor Class** 15

**Hit Points** 90 (12d10 + 24)

**Speed** 0 ft., fly 90 ft. (hover)

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran

**Challenge** 5 (1,800 XP)

**Air Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

## Actions

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Whirlwind (Recharge 4–6).** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8+2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

## Encounter 1B

### APL 1, 2, 3, 4

#### Ape

Medium beast, unaligned

**Armor Class** 12

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	10 (+2)	6 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/2 (100 XP)

#### Actions

**Multiaction.** The ape makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

### APL 1 & 2

#### Boar

Medium beast, unaligned

**Armor Class** 11 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

**Senses** passive Perception 9

**Languages** —

**Challenge** 1/4 (50 XP)

**Charge.** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

#### Actions

**Tusk.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

### APL 3, 4, 5, & 6

#### Giant Boar

Large beast, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

**Senses** passive Perception 8

**Languages** —

**Challenge** 2 (450 XP)

**Charge.** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

#### Actions

**Tusk.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

### APL 5, 6 & 9

#### Elephant

Huge beast, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 76 (8d12+24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (+1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

**Senses** passive Perception 10

**Languages** —

**Challenge** 4 (1,100 XP)

**Trampling Charge.** If the elephant moves at least 20 feet straight toward a creature and then hits with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

#### Actions

**Gore.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

**Stomp.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10+5) bludgeoning damage.

#### APL 7, 8, 9 & 10

##### Ankylosaurus

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 68 (8d12 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

**Senses** passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

##### Actions

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

#### APL 7, 8 & 10

##### Triceratops

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 95 (10d12+30)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (+1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

**Senses** passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Trampling Charge.** If the triceratops moves at least 20 feet straight toward a creature and then hits with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

##### Actions

**Gore.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

**Stomp.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10+6) bludgeoning damage.

## Encounter 1C

### APL 1 & 2

#### Grung Wildling

*Small humanoid, lawful evil*

**Armor Class** 13 (16 with *barkskin*)

**Hit Points** 27 (5d6 + 10)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

**Saving Throws** Dex +5

**Skills** Athletics +2, Perception +4, Stealth +5, Survival +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 14

**Languages** Grung

**Challenge** 1 (200 XP)

**Amphibious.** The grung can breathe air and water.

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Spellcasting.** The grung wildling is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following ranger spells:

1st level (4 slots): *cure wounds*, *jump*

2nd level (3 slots): *barkskin*, *spike growth*

3rd level (2 slot): *plant growth*

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

#### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

### APL 1, 2, 3 & 4

#### Grung

*Small humanoid, lawful evil*

**Armor Class** 12

**Hit Points** 11 (2d6 + 40)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

**Saving Throws** Dex +4

**Skills** Athletics +2, Perception +2, Stealth +4, Survival +2

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 12

**Languages** Grung

**Challenge** 1/4 (50 XP)

**Amphibious.** The grung can breathe air and water.

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

#### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

immune. Each humanoid or beast within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.

### APL 3 & 4

#### Grung Elite Warrior

*Small humanoid (grung), lawful evil*

**Armor Class** 13

**Hit Points** 49 (9d6 + 18)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

**Saving Throws** Dex +5

**Skills** Athletics +2, Perception +2, Stealth +5, Survival +2

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 12

**Languages** Grung

**Challenge** 2 (450 XP)

**Amphibious.** The grung can breathe air and water.

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

#### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

**Mesmerizing Chirr (Recharge 6).** The grung makes a chirring noise to which grungs are

## APL 5 & 6

### Yuan-ti Pit Master

*Large monstrosity (shapechanger yuan-ti), neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 88 (16d8+16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

**Saving Throws** Wis +3, Cha +5

**Skills** Deception +5, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft. (penetrates magical darkness), passive Perception 11

**Languages** Abyssal, Common, Draconic

**Challenge** 5 (1,800 XP)

**Shapechanger.** The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

**Innate Spellcasting (Yuan-ti Form Only).** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

**Magic Resistance.** The yuan-ti has advantage on saving throws against spells and other magical effects.

**Poison's Disciple (2/Day).** The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3dl0) poison damage to the target.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell

attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *friends, guidance, mage hand, message, poison spray*

1st-3rd level (2 3rd-level slots): *command, counterspell, hellish rebuke, invisibility, misty step, unseen servant, vampiric touch*

### Actions

**Multiattack (Yuan-ti Form Only).** The yuan-ti makes two bite attacks using its snake arms.

**Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

**Merrshaulk's Slumber (1/Day).** The yuan-ti targets up to five creatures that it can see within 60 feet of it. Each target must succeed on a DC 13 Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or if someone uses an action to shake or slap it awake. This magical sleep has no effect on a creature immune to being charmed.



## APL 5, 6, 7, 8, 9 & 10

### Yuan-ti Malison (Type 1)

*Medium monstrosity (shapechanger, yuan-ti), neutral evil*

**Armor Class** 12

**Hit Points** 66 (12d8+12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

**Skills** Deception +5, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Abyssal, Common, Draconic

**Challenge** 3 (700 XP)

**Shapechanger.** The yuan -ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

**Innate Spellcasting (Yuan-ti Form Only).** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

**Magic Resistance.** The yuan-ti has advantage on saving throws against spells and other magical effects.

**Malison Type 1: Human body with snake head**

### Actions

**Multiattack (Yuan-ti Form Only).** The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

**Scimitar (Yuan-ti Form Only).** *Melee Weapon*

*Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Longbow (Yuan-ti Form Only).** *Ranged Weapon*

*Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

## APL 7, 8 & 9

### Yuan-ti Abomination

*Large monstrosity (shapechanger, yuan-ti), neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

**Skills** Perception +5, Stealth +6

**Damage immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal, Common, Draconic

**Challenge** 7 (2,900 XP)

**Shapechanger.** The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

**Innate Spellcasting (Abomination Form Only).**

The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

**Magic Resistance.** The yuan-ti has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

**Constrict.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning



damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

**Scimitar (Abomination Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

**Longbow (Abomination Form Only).** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8+3) piercing damage plus 10 (3d6) poison damage.

## APL 10

### Yuan-ti Anathema

*Huge monstrosity (shapechanger yuan-ti), neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 189 (18d12+72)

**Speed** 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

**Skills** Perception +7, Stealth +5

**Damage Resistances** acid, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 17

**Languages** Abyssal, Common, Draconic

**Challenge** 12 (8,400 XP)

**Innate Spellcasting (Anathema Form Only).** The anathema's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

**At will:** *animal friendship* (snakes only)

**3/day each:** *darkness*, *entangle*, *fear*, *haste*, *suggestion*, *polymorph*

**1/day:** *divine word*

**Magic Resistance.** The anathema has advantage on saving throws against spells and other magical effects.

**Ophidiophobia Aura.** Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

**Shapechanger.** The anathema can use its action to polymorph into a Huge giant constrictor snake, or back into its true form.

Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

**Six Heads.** The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

### Actions

**Multiattack (Anathema Form Only).** The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

**Claw (Anathema Form Only).** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Constrict.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

**Flurry of Bites.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 27 (6d6 + 6) piercing damage plus 14 (4d6) poison damage.

## Encounter 2A

### APL 1 & 2

#### Scout

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

**Keen Hearing and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

#### Actions

**Multiattack.** The scout makes two melee attacks or two ranged attacks.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

### APL 3 & 4

#### Bugbear

*Medium humanoid (goblinoid), chaotic evil*

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Skills** Stealth +6, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

#### Actions

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

### APL 5 & 6

#### Ogre

*Large giant, chaotic evil*

**Armor Class** 11 (hide armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

#### Actions

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

## APL 7 & 8

### Veteran

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

#### Actions

**Multiattack.** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

#### Actions

**Multiattack.** The drow makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

## APL 9 & 10

### Drow Elite Warrior

Medium humanoid (elf), neutral evil

**Armor Class** 18 (studded leather and shield)

**Hit Points** 71 (11d8+22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

**Saving Throws** Dex +7, Con +5, Wis +4

**Skills** Perception +4, Stealth +10

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Elvish, Undercommon

**Challenge** 5 (1,800 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

## Encounter 2B

### APL 1 & 2

#### Shadow

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 16 (3d8 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

**Skills** Stealth +4 (+6 in dim light or darkness)

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Amorphous.** The shadow can move through a space as narrow as 1 inch wide without squeezing.

**Shadow Stealth.** While in dim light or darkness, the shadow can take the Hide action as a bonus action.

**Sunlight Weakness.** While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

#### Actions

**Strength Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

### APL 1, 2, 3 & 5

#### Zombie

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands the languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

#### Actions

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

### APL 3 & 4

#### Specter

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Incorporeal Movement.** The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### **Actions**

**Life Drain.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## **APL 4**

### **Ogre Zombie**

*Large undead, neutral evil*

**Armor Class** 8

**Hit Points** 85 (9d10+36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Giant and Common but can't speak

**Challenge** 2 (450 XP)

### **Actions**

**Morningstar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

## **APL 5, 6 & 10**

### **Banshee**

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 58 (13d8)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

**Saving Throws** Wis +2, Cha +5

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Elvish

**Challenge** 4 (1,100 XP)

**Detect Life.** The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

**Incorporeal Movement.** The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

### **Actions**

**Corrupting Touch.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

**Horrifying Visage.** Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

**Wail (1/Day).** The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her than can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

## APL 7, 8, 9 & 10

### Wraith

*Medium undead, neutral evil*

**Armor Class** 13

**Hit Points** 67 (9d8 + 27)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 5 (1800 XP)

**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Create Specter.** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

## APL 7, 8 & 9

### Mummy

*Medium undead, lawful evil*

**Armor Class** 11

**Hit Points** 58 (9d8 + 18)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

**Saving Throws** Wis +2

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

### Actions

**Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10



(3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

## Encounter 2C

### APL 1, 2, 3 & 4

#### White Dragon Wyrmling

*Medium dragon, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft., burrow 15ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

**Saving Throws** Dex +4, Con +4, Wis +2, Cha +2

**Skills** Perception +4, Stealth +2

**Damage Immunities** cold

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Challenge** 2 (450 XP)

#### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

### APL 1 & 2

#### Goblin

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

#### Actions

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



### APL 3

#### Half-Ogre

*Large giant, any chaotic alignment*

**Armor Class** 12 (hide armor)

**Hit Points** 30 (4d10 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Giant

**Challenge** 1 (200 XP)

#### Actions

**Battleaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

### APL 4 & 5

#### Ogre

*Large giant, chaotic evil*

**Armor Class** 11 (hide armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

#### Actions

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

### APL 5, 6 & 7

#### Young White Dragon

*Large dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

**Saving Throws** Dex +3, Con +7, Wis +3, Cha +4

**Skills** Perception +6, Stealth +3

**Damage Immunities** cold

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 6 (2,300 XP)

**Ice Walk.** The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

#### Actions

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

### APL 6, 7, & 8

#### Hobgoblin Captain

*Medium humanoid (goblinoid), lawful evil*

**Armor Class** 17 (half plate)

**Hit Points** 39 (6d8+12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within

5 feet of an ally of the hobgoblin that isn't incapacitated.

### Actions

**Multiattack.** The hobgoblin makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/ 120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Leadership** (*Recharges after a Short or Long Rest*). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

### APL 8, 9 & 10

#### Adult White Dragon

*Huge dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+6)	8 (-1)	12 (+1)	12 (+1)

**Saving Throws** Dex +5, Con +11, Wis +6, Cha +6

**Skills** Perception +11, Stealth +5

**Damage Immunities** cold

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21

**Languages** Common, Draconic

**Challenge** 13 (10,000 XP)

**Ice Walk.** The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

### Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving

throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## APL 9

### Cambion

*Medium fiend, lawful evil*

**Armor Class** 19 (scale mail)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

**Saving Throws** Str +7, Con +6, Int +5, Cha +6

**Skills** Deception +6, Intimidation +6, Perception +4, Stealth +7

**Damage Resistances** cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common, Infernal

**Challenge** 5 (1,800 XP)

**Fiendish Blessing.** The AC of the cambion includes its Charisma bonus.

**Innate Spellcasting.** The cambion's spellcasting ability is Charisma (spell save DC 14). The cambion can innately cast the following spells, requiring no material components:

3/day each: *alter self*, *command*, *detect magic*

1/day: *plane shift* (self only)

### Actions

**Multiattack.** The cambion makes two melee attacks or uses its Fire Ray twice.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

**Fire Ray.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

**Fiendish Charm.** One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

## APL 10

### Oni

*Large giant, lawful evil*

**Armor Class** 16 (chain mail)

**Hit Points** 110 (13d10 + 39)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

**Saving Throws** Dex +3, Con +6, Wis +4, Cha +5

**Skills** Arcana +5, Deception +8, Perception +4

**Senses** darkvision 60 ft., Passive Perception 14

**Languages** Common, Giant

**Challenge** 7 (2,900 XP)

**Innate Spellcasting.** The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components.

At will: *darkness*, *invisibility*

1/day: *charm person*, *cone of cold*, *gaseous form*, *sleep*

**Magic Weapons.** The oni's weapon attacks are magical.

**Regeneration.** The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

### Actions

**Multiattack.** The oni makes two attacks, either with its claws or its glaive.

**Claw (Oni Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Glaive.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

**Change Shape.** The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

## Encounter 3A

### APL 1 & 2

#### Magma Mephit

*Small elemental, neutral evil*

**Armor Class** 11

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

**Skills** Stealth +3

**Damage Vulnerabilities** cold

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan, Terran

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

**Innate Spellcasting (1/Day).** The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

### Actions

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

**Fire Breath (Recharge 6).** The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

### APL 3 & 4

#### Fire Snake

*Medium elemental, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

**Damage Vulnerabilities** cold

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Ignan but can't speak

**Challenge** 1 (200 XP)

**Heated Body.** A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

### **Actions**

**Multiattack.** The snake makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

**Tail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

### **APL 5 & 6**

#### **Azer**

*Medium elemental, lawful neutral*

**Armor Class** 17 (natural armor, shield)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

**Saving Throws** Con +4

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** passive Perception 11

**Languages** Ignan

**Challenge** 2 (450 XP)

**Heated Body.** A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

**Heated Weapons.** When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

**Illumination.** The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

### **Actions**

**Warhammer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

### **APL 7 & 8**

#### **Salamander**

*Large elemental, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+2)

**Damage Vulnerabilities** cold

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Challenge** 5 (1,800 XP)

**Heated Body.** A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

**Heated Weapons.** Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

### **Actions**

**Multiattack.** The salamander makes two attacks: one with its spear and one with its tail.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

## APL 9 & 10

### Fire Elemental

*Large elemental, neutral*

**Armor Class** 13

**Hit Points** 102 (12d10 + 36)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-1)	10 (+0)	7 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., Passive Perception 10

**Languages** Ignan

**Challenge** 5 (1,800 XP)

**Fire Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

**Illumination.** The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

**Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### Actions

**Multiattack.** The elemental makes two touch attacks.

**Touch.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until the creature takes an action to douse the fire, the target takes 5 (1d10) fire at the start of each of its turns.

## Encounter 3B

### APL 1, 2 & 3

#### Thug

*Medium humanoid, any non-good alignment*

**Armor Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

**Skills** Intimidation +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

**Pack Tactics.** The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Multiattack.** The thug makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

### APL 2, 3 & 4

#### Spy

*Medium humanoid (any race), any alignment*

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** passive Perception 16

**Languages** any two languages

**Challenge** 1 (200 XP)

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon



attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** The spy makes two melee attacks.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

### APL 4 & 5

#### Bandit Captain

*Medium humanoid (any race), any non-lawful alignment*

**Armor Class** 15 (studded leather)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Athletics +4, Deception +4

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 2 (450 XP)

### Actions

**Multiattack.** The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

### Reactions

**Parry.** The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

### APL 5, 6, 7 & 8

#### Archer

*Medium humanoid (any race), any alignment*

**Armor Class** 16 (studded leather)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

**Skills** Acrobatics +6, Perception +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Archer's Eye (3/Day).** As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

### Actions

**Multiattack.** The archer makes two attacks with its longbow.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

### APL 6, 7, 8, 9 & 10

#### Orc Blade of Ilneval

*Medium humanoid (orc), chaotic evil*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

**Saving Throws** Wis +3

**Skills** Perception +3, Insight +3, Intimidation +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orc

**Challenge** 4 (1,100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Foe Smiter of Ilneval.** The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).



## Actions

**Multiattack.** The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Ilneval's Command (Recharge 4-6).** Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

## APL 9 & 10 Blackguard

*Medium humanoid (any race), any non-good alignment*

**Armor Class** 18 (plate)

**Hit Points** 153 (18d8+72)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

**Saving Throws** Wis +5, Cha +5

**Skills** Athletics +7, Deception +5, Intimidation +5

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 8 (3,900 XP)

**Spellcasting.** The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

## Actions

**Multiattack.** The blackguard makes three attacks with its glaive or its shortbow.

**Glaive.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Dreadful Aspect (Recharges after a Short or Long Rest).** The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom

saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

## Encounter 3C

### APL 1 & 4

#### Cockatrice

*Small monstrosity, unaligned*

**Armor Class** 11

**Hit Points** 27 (6d6 + 6)

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** --

**Challenge** 1/2 (100 XP)

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins turning to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

### APL 2, 3 & 4

#### Death Dog

*Medium monstrosity, neutral evil*

**Armor Class** 12

**Hit Points** 39 (6d8 + 12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

**Skills** Perception +5, Stealth +4

**Senses** darkvision 120 ft., passive Perception 15

**Languages** —

**Challenge** 1 (200 XP)

**Two-Headed.** The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

## Actions

**Multiattack.** The dog makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the

target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

## APL 5 & 6

### Hell Hound

*Medium fiend, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

**Skills** Perception +5

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Infernal but can't speak it

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

**Fire Breath (Recharge 5–6).** The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

## APL 5 & 6

### Giant Ape

*Huge beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 157 (15d12+60)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +9, Perception ++4

**Senses** passive Perception 14

**Languages** —

**Challenge** 7 (2,900 XP)

## Actions

**Multiattack.** The ape makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

## APL 7

### Bone Devil

*Large fiend (devil), lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 142 (15d10+60)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

**Saving Throws** Int +5, Wis +6, Cha +7

**Skills** Deception +7, Insight +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Infernal, telepathy 120 ft.

**Challenge** 9 (5,000 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The devil makes three attacks: two with its claws and one with its sting.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Sting.** *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## APL 8

### Yochlol

*Medium fiend (demon, shapechanger), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

**Saving Throws** Dex +6, Int +5, Wis +6, Cha +6

**Skills** Deception +10, Insight +6

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Abyssal, Elvish, Undercommon

**Challenge** 10 (5,900 XP)

**Shapechanger.** The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Magical Resistance.** The yochlol has advantage on saving throws against spells and other magical effects.

**Spider Climb.** The yochlol can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Innate Spellcasting.** The yochlol's innate spellcasting ability is Charisma (spell save DC 14). The yochlol can innately cast the following spells, requiring no material components.

At will: *detect thoughts*, *web*

1/day: *dominate person*

**Web Walker.** The yochlol ignores movement restrictions caused by webbing.

### Actions

**Multiattack.** The yochlol makes two melee attacks.

**Slam (Bite in Spider Form).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., (10 ft. in demon form) one target. *Hit:* 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

**Mist Form.** The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts

to its true form if it dies.

While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

## APL 9

### Horned Devil

*Medium fiend (devil), lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 178 (17d10 + 55)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+2)	17 (+2)

**Saving Throws** Str +10, Dex +7, Wis +7, Cha +7

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Infernal, telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magical Resistance.** The devil has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The devil makes three melee attacks: one with its tail and two with its claws. It can use Hurl Flame in place of any one melee attack.

**Fork.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the

start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to staunch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

**Hurl Flame.** *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

## APL 10 Arcanaloth

*Medium fiend (yugoloth), neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

**Saving Throws** Dex +5, Int +9, Wis +7, Cha +7

**Skills** Arcana +13, Deception +9, Insight +9, Perception +7

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** acid, poison

**Condition Immunities** charmed, poisoned

**Senses** truesight 120 ft., passive Perception 17

**Languages** all, telepathy 60 ft.

**Challenge** 12 (8,400 XP)

**Innate Spellcasting.** The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components.

At will: *alter self*, *darkness*, *heat metal*, *invisibility* (self only), *magic missile*

**Magic Resistance.** The arcanaloth has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The arcanaloth's weapon attacks are magical.

**Spellcasting.** The arcanaloth is a 16th level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*, *Tenser's floating disk*

2nd level (3 slots): *detect thoughts*, *mirror image*, *phantasmal force*, *suggestion*

3rd level (3 slots): *counterspell*, *fear*, *fireball*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (3 slots): *contact other plane*, *hold monster*

6th level (1 slot): *chain lightning*

7th level (1 slot): *finger of death*

8th level (1 slot): *mind blank*

## Actions

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one.

**Teleport.** The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

## Encounter 4A

APL 1, 2, 3 & 4

## Ape

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	10 (+2)	6 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/2 (100 XP)

## Actions

**Multiattack.** The ape makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

APL 2, 3, 4, 5 & 6

## Su-Monster

*Medium monstrosity, chaotic evil*

**Armor Class** 12

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	9 (-1)	13 (+1)	9 (-1)

**Skills** Athletics +6, Perception +2

**Senses** passive Perception 12

**Languages** —

**Challenge** 1 (200 XP)

### **Actions**

**Multiattack.** The su-monster makes two attacks: one with its bite and one with its claws.

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

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, or 12 (4d4 + 2) slashing damage if the su-monster is hanging by its tails and all four of its feet are free.

**Psychic Crush (Recharge 6).** The su-monster targets one creature it can see within 30 feet of it. If the target fails a DC 11 Wisdom saving throw, it takes 17 (5d6) psychic damage and is stunned for 1 minute. A stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## **APL 5, 6, 7, 8, 9 & 10**

### **Girallon**

*Large monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 59 (7d10+21)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** --

**Challenge** 4 (1,100 XP)

**Aggressive.** As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

**Keen Smell.** The girallon has advantage on Wisdom (Perception) checks that rely on smell.

### **Actions**

**Multiattack.** The girallon makes five attacks: one with its bite and four with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

## **APL 9 & 10**

### **Giant Ape**

*Huge beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 157 (15d12+60)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +9, Perception ++4

**Senses** passive Perception 14

**Languages** —

**Challenge** 7 (2,900 XP)

### **Actions**

**Multiattack.** The ape makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.



## Encounter 4C

### APL 1, 2, 3 & 4

#### Yuan-ti Pureblood

Medium humanoid (yuan-ti), neutral evil

**Armor Class** 11

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

**Skills** Deception +6, Perception +3, Stealth +3

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Common, Draconic

**Challenge** 1 (200 XP)

**Innate Spellcasting (Yuan-ti Form Only).** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *poison spray*, *suggestion*

**Magic Resistance.** The yuan-ti has advantage on saving throws against spells and other magical effects.

#### Actions

**Multiattack.** The yuan-ti makes melee attacks.

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

### APL 1 & 2

#### Flying Snake

Tiny beast, unaligned

**Armor Class** 14

**Hit Points** 5 (2d4)

**Speed** 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

**Senses** blindsight 10 ft., passive Perception 11

**Languages** --

**Challenge** 1/8 (25 XP)

**Flyby.** The snake doesn't provoke opportunity attacks when it flies out of an enemy reach.

#### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

### APL 3, 4, 5, 6, 7 & 8

#### Yuan-ti Broodguard

Medium humanoid (yuan-ti), neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	4 (-3)

**Saving Throws** Str +4, Dex +4, Wis +2

**Skills** Perception +2,

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common, Draconic

**Challenge** 2 (450 XP)

**Mental Resistance.** The broodguard has advantage on saving throws against being charmed, and magic can't paralyze it.

**Reckless.** At the start of its turn, the broodguard can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

#### Actions

**Multiattack.** The broodguard makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

## APL 5, 6 & 9

### Yuan-ti Malison (Type 2)

*Medium monstrosity (shapechanger, yuan-ti), neutral evil*

**Armor Class** 12

**Hit Points** 66 (12d8+12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

**Skills** Deception +5, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Abyssal, Common, Draconic

**Challenge** 3 (700 XP)

**Shapechanger.** The yuan -ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

**Innate Spellcasting (Yuan-ti Form Only).** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

**Magic Resistance.** The yuan-ti has advantage on saving throws against spells and other magical effects.

**Malison Type 2: Human head and body with snakes for arms.**

### Actions

**Multiattack (Yuan-ti Form Only).** The yuan-ti makes two bite attacks using its snake arms.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

## APL 7, 8 & 10

### Yuan-ti Mind Whisperer

*Medium monstrosity (shapechanger, yuan-ti), neutral evil*

**Armor Class** 14

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	14 (+2)	16 (+3)

**Saving Throws** Wis +4, Cha +5

**Skills** Deception +5, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft. (penetrates magical darkness), passive Perception 12

**Languages** Abyssal, Common, Draconic

**Challenge** 4 (1,100 XP)

**Shapechanger.** The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

**Innate Spellcasting (Yuan-ti Form Only).** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

**Magic Resistance.** The yuan-ti has advantage on saving throws against spells and other magical effects.

**Mind Fangs (2/Day).** The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) psychic damage to the target.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti is a 6<sup>th</sup>-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *friends*, *message*, *minor illusion*, *poison spray*, *prestidigitation*

1st-3rd level (2 3rd-level slots): *charm person*, *crown of madness*, *detect thoughts*, *expeditious retreat*, *fly*, *hypnotic pattern*, *illusory script*

**Sseth's Blessing.** When the yuan-ti reduces an enemy to 0 hit points, the yuan-ti gains 9 temporary hit points.

### Actions

**Multiattack (Yuan-ti Form Only).** The yuan-ti makes one bite attack and one scimitar attack.



**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

**Scimitar (Yuan-ti Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

## APL 9 & 10

### Yuan-ti Anathema

*Huge monstrosity (shapechanger yuan-ti), neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 189 (18d12+72)

**Speed** 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

**Skills** Perception +7, Stealth +5

**Damage Resistances** acid, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 17

**Languages** Abyssal, Common, Draconic

**Challenge** 12 (8,400 XP)

**Innate Spellcasting (Anathema Form Only).** The anathema's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

**At will:** *animal friendship* (snakes only)

**3/day each:** *darkness*, *entangle*, *fear*, *haste*, *suggestion*, *polymorph*

**1/day:** *divine word*

**Magic Resistance.** The anathema has advantage on saving throws against spells and other magical effects.

**Ophidiophobia Aura.** Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

**Shapechanger.** The anathema can use its action to polymorph into a Huge giant constrictor snake, or back into its true form.

Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

**Six Heads.** The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

### Actions

**Multiattack (Anathema Form Only).** The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

**Claw (Anathema Form Only).** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Constrict.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

**Flurry of Bites.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 27 (6d6 + 6) piercing damage plus 14 (4d6) poison damage.

## Encounter 5A

APL 1, 2, 3 & 4

### Mantrap

*Large plant, unaligned*

**Armor Class** 12

**Hit Points** 45 (7d10 + 7)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (–5)	10 (+0)	2 (–4)

**Condition Immunities** blinded, deafened, exhaustion, prone

**Senses** tremorsense 30 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Attractive Pollen (1/Day).** When the mantrap detects one or more creatures nearby, it releases pollen out to a radius of 30 feet. Any beast or humanoid within the area must succeed on DC 11 Wisdom saving throw or be forced to use all its movement on its turn to get as close to the mantrap as possible. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**False Appearance.** While the mantrap remains motionless, it is indistinguishable from an ordinary tropical plant.

### Actions

**Engulf.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* The target is trapped inside the mantrap's leafy jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the mantrap, and takes 14 (4d6) acid damage at the start of each of the mantrap's turns. If the mantrap dies, the creature inside it is no longer restrained by it. A mantrap can engulf only one creature at a time.

APL 1, 2, 3, 4 & 5

### Vegepygmy

*Small plant, neutral*

**Armor Class** 13

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	14 (+2)	13 (+1)	6 (–2)	11 (+0)	7 (–2)

**Skills** Perception +2, Stealth +4

**Damage Resistances** lightning, piercing

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Vegepygmy

**Challenge** 1/4 (50 XP)

**Plant Camouflage.** The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

**Regeneration.** The vegepygmy regains 3 points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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

APL 3, 4, 5, 6 & 7

### Vegepygmy Chief

*Small plant, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	7 (–2)	12 (+1)	9 (–1)

**Skills** Perception +3, Stealth +4

**Damage Resistances** lightning, piercing

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Vegepygmy

**Challenge** 2 (450 XP)

**Plant Camouflage.** The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

**Regeneration.** The vegepygmy regains 5 points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

**Multiattack.** The vegepygmy makes two attacks with its claws or two melee attacks with its spear.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Spear.** *Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

**Spores (1/Day).** A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners.

Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

#### APL 5, 6, 7, 9 & 10 Assassin Vine

*Large plant, unaligned*

**Armor Class** 13

**Hit Points** 85 (10d10 + 30)

**Speed** 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (–5)	10 (+0)	1 (–5)

**Damage Resistances** cold, fire

**Condition Immunities** blinded, deafened, exhaustion, prone

**Senses** blindsight 30 ft., passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**False Appearance.** While the assassin vine remains motionless, it is indistinguishable from a normal plant.

#### Actions

**Constrict.** *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 14). While it is grappled, the target is restrained and takes 11 (2d6 + 4) bludgeoning damage plus 21 (6d6) poison damage at the start of each of the vine's turns. The vine can constrict only one target at a time.

**Entangling Vines.** The assassin vine can animate normal vines and roots in a 15-foot square starting at a point within 30 feet of it. A creature in the area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by the entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute, or when the assassin vine dies or uses its Entangling Vines again.

#### APL 8, 9 & 10 Shambling Mound

*Large plant, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	16 (+3)	5 (–3)	10 (+0)	5 (–3)

**Skills** Stealth +2

**Damage Resistances** cold, fire

**Damage Immunities** lightning

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Lightning Absorption.** Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

#### Actions

**Multiattack.** The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Engulf.** The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

## Encounter 5C

### APL 1 & 2

#### Giant Frog

*Medium beast, unaligned*

**Armor Class** 11

**Hit Points** 18 (4d8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

**Skills** Perception +2, Stealth +3

**Senses** darkvision 30 ft., passive Perception 12

**Languages** —

**Challenge** 1/4 (50 XP)

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

#### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

**Swallow.** The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

### APL 3 & 4

#### Giant Toad

*Large beast, unaligned*

**Armor Class** 11

**Hit Points** 39 (6d10 + 6)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Amphibious.** The toad can breathe air and water.

**Standing Leap.** The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone

### APL 4, 5 & 6

#### Basilisk (Frog)

*Medium monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	15 (+2)	2 (–4)	8 (–1)	7 (–2)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 3 (700 XP)

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

### APL 5, 6, 7 & 8

#### Giant Snapping Turtle

*Large beast, unaligned*

**Armor Class** 17 (natural armor), 12 when prone

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	2 (–4)	12 (+1)	5 (–3)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

**Amphibious.** The turtle can breathe water and air.

**Stable.** Whenever an effect would knock the turtle prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone turtle is upside down, and must use all its movement on its turn to make a DC 10 Dexterity check, righting itself if it succeeds.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

## APL 7, 9 & 10

### Catoblepas

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 84 (8d10 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (−4)	14 (+2)	8 (−1)

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 5 (1,800 XP)

**Keen Smell.** The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

**Stench.** Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

#### Actions

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

**Death Ray (Recharge 5-6).** The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

## APL 8, 9 & 10

### Froghemoth

*Huge monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 184 (16d12+80)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (−4)	12 (+1)	5 (−3)

**Saving Throws** Con +9, Wis +5

**Skills** Perception +9, Stealth +5

**Damage Resistances** fire, lightning

**Senses** darkvision 60 ft., passive Perception 19

**Languages** —

**Challenge** 10 (5,900 XP)

**Amphibious.** The froghemoth can breathe air and water.

**Shock Susceptibility.** If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

#### Actions

**Multiattack.** The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

**Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10



(3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

**Tongue.** The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

## Encounter 6A

APL 1, 2, 3, 4 & 5

Shadow

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 16 (3d8 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	13 (+1)	6 (–2)	10 (+0)	8 (–1)

**Skills** Stealth +4 (+6 in dim light or darkness)

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Amorphous.** The shadow can move through a space as narrow as 1 inch wide without squeezing.

**Shadow Stealth.** While in dim light or darkness, the shadow can take the Hide action as a bonus action.

**Sunlight Weakness.** While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

## Actions

**Strength Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.



### APL 1, 2 & 3

#### Skeleton

*Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

#### Actions

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

### APL 4, 5, 6 & 7

#### Ghast

*Medium undead, chaotic evil*

**Armor Class** 13

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

**Stench.** Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

**Turning Defiance.** The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

#### Actions

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

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### APL 6, 7 & 8

#### Minotaur Skeleton

*Large undead, lawful evil*

**Armor Class** 12 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Abyssal but can't speak

**Challenge** 2 (450 XP)

**Charge.** If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

#### Actions

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

**Gore.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

APL 8, 9 & 10

### Wraith

*Medium undead, neutral evil*

**Armor Class** 13

**Hit Points** 67 (9d8 + 27)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 5 (1800 XP)

**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Create Specter.** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

APL 9 & 10

### Bodak

*Medium undead, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 58 (9d8+18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

**Skills** Perception +4, Stealth +6

**Damage Resistances** cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal, the languages it knew in life

**Challenge** 6 (2,300 XP)

**Aura of Annihilation.** The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

**Death Gaze.** When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

**Sunlight Hypersensitivity.** The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### Actions

**Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage plus 9 (2d8) necrotic damage.

**Withering Gaze.** One creature that the bodak can see within 60 feet of it must make a DC 13

Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

## Encounter 6B

APL 1, 2, 3, 4 & 7

### Rust Monster

*Medium monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 40 ft.

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STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

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**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Iron Scent.** The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

**Rust Metal.** Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

### Actions

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

**Antennae.** The rust monster corrodes a nonmagical metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being carried or worn, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

### APL 3, 4 & 5 Displacer Beast

*Large monstrosity, lawful evil*  
**Armor Class** 13 (natural armor)  
**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

**Avoidance.** If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Displacement.** The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

#### Actions

**Multiattack.** The displacer beast makes two attacks with its tentacles.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

### APL 6, 7, 8 & 10 Chuul

*Large aberration, chaotic evil*  
**Armor Class** 16 (natural armor)  
**Hit Points** 93 (11d10+33)  
**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

**Skills** Perception +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Deep Speech but can't speak

**Challenge** 4 (1,100 XP)

**Amphibious.** The chuul can breathe air and water.

**Sense Magic.** The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical

#### Actions

**Multiattack.** The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

**Pincer.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

**Tentacles.** One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### APL 9 & 10 Shoosuva

*Large fiend (demon), chaotic evil*  
**Armor Class** 14 (natural armor)  
**Hit Points** 110 (13d10 + 39)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

**Saving Throws** Dex +4, Con +6, Wis +5

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Gnoll, telepathy 120 ft.

**Challenge** 8 (3,900 XP)

**Rampage.** When it reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva can take a bonus action to move up to half its speed and make a bite attack.

### **Actions**

**Multiattack.** The shoosuva makes two attacks: one with its bite and one with its tail stinger.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

**Tail Stinger.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## **Encounter 6C**

**APL 1, 2, 3, 4, 5, 6, 7, 8, 9 & 10**

### **Flail Snail**

*Large elemental, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 52 (5d10 + 25)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Antimagic Shell.** The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll. If the snail succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

- 1 - 2. If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.
- 3 - 4. No additional effect.
- 5 - 6. The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

**Flail Tentacles.** The flail snail has five flail tentacles. Whenever the snail takes 10 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all its tentacles die, the snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the regenerate spell, can halt this dying process.

## Actions

**Multiattack.** The flail snail makes as many Flail Tentacle attacks as it has flail tentacles, all against the same target.

**Flail Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Scintillating Shell (Recharges after a Short or Long Rest).** The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

**Shell Defense.** The flail snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

## APL 1

### Flumph

*Small aberration, lawful good*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

**Skills** Arcana +4, History +4, Religion +4

**Damage Vulnerabilities** psychic

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Undercommon but can't speak, telepathy 60 ft.

**Challenge** 1/8 (25 XP)

**Advanced Telepathy.** The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

**Prone Deficiency.** If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

**Telepathic Shroud.** The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

## Actions

**Tendrils.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A *lesser restoration* spell cast on the target also ends the recurring acid damage.

**Stench Spray (1/Day).** Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench



on itself by using a short rest to bathe in water, alcohol, or vinegar.

### APL 2, 3, 4, 5 & 6

#### Carrion Crawler

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

**Keen Smell.** The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

**Spider Climb.** The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

#### Actions

**Multiattack.** The carrion crawler makes two attacks: one with its tentacles and one with its bite.

**Tentacles.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

### APL 7, 8, 9 & 10

#### Hydra

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 172 (15d12+75)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

**Skills** Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** --

**Challenge** 8 (3,900 XP)

**Hold Breath.** The hydra can hold its breath for 1 hour.

**Multiple Heads.** The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

**Reactive Heads.** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While the hydra sleeps, at least one of its heads is awake.

#### Actions

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

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

## Encounter 7A

### APL 1

#### Blood Hawk

*Small beast, unaligned*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** —

**Challenge** 1/8 (25 XP)

**Keen Sight.** The hawk has advantage on Wisdom (Perception) checks that rely on sight.

**Pack Tactics.** The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### Actions

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage

### APL 2, 3 & 4

#### Pteranodon

*Medium beast, unaligned*

**Armor Class** 13

**Hit Points** 13 (3d8)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (-4)	9 (-1)	5 (-3)

**Skills** Perception +1

**Senses** passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

**Flyby.** The Pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

#### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

### APL 3 & 4

#### Giant Eagle

*Large beast, neutral good*

**Armor Class** 13

**Hit Points** 26 (4d10 + 4)

**Speed** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Eagle, understands Common and Auran but can't speak them

**Challenge** 1 (200 XP)

**Keen Sight.** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

#### Actions

**Multiattack.** The eagle makes two attacks: one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Talons.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

### APL 5 & 6

#### Harpy

*Medium monstrosity, chaotic evil*

**Armor Class** 11

**Hit Points** 38 (7d8 + 7)

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

#### Actions

**Multiattack.** The harpy makes two attacks: one with its claws and one with its club.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

**Club.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

**Luring Song.** The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is

more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

### APL 6 & 7

#### Peryton

*Medium monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

**Skills** Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 15

**Languages** understands Common and Elvish but can't speak

**Challenge** 2 (450 XP)

**Dive Attack.** If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

**Flyby.** The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

**Keen Sight and Smell.** The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

#### Actions

**Multiattack.** The peryton makes one gore attack and one talon attack.

**Gore.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Talons.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

### APL 7, 9 & 10

#### Couatl

*Medium celestial, lawful good*

**Armor Class** 19 (natural armor)

**Hit Points** 97 (13d8+39)

**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

**Saving Throws** Con +5, Wis +7, Cha +6

**Damage Resistances** radiant

**Damage Immunities** psychic, bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** truesight 120 ft., passive Perception 15

**Languages** all, telepathy 120ft.

**Challenge** 4 (1,100 XP)

**Magic Weapons.** The couatl's weapon attacks are magical.

**Shielded Mind.** The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

### Actions

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious.

Another creature can use an action to shake the target awake.

**Constrict.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

### APL 8, 9 & 10

#### Wyvern

*Large dragon, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 6 (2,300 XP)

### Actions

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Stinger.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

### Encounter 7B

#### APL 1 & 2

##### Axe Beak

*Large beast, unaligned*

**Armor Class** 11

**Hit Points** 19 (3d10 + 3)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

**Senses** passive Perception 10

**Languages** --

**Challenge** 1/4 (50 XP)

### Actions

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.

### APL 3 & 4

#### Worg

*Large monstrosity, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Goblin, Worg

**Challenge** 1/2 (100 XP)

**Keen Hearing and Smell.** The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If

the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone

#### APL 4 & 5

##### Lion

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 26 (4d10 + 4)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

**Skills** Perception +3, Stealth +6

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Keen Smell.** The lion has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Pounce.** If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

**Running Leap.** With a 10-foot running start, the lion can long jump up to 25 feet.

##### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

**Claw.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

#### APL 5, 6, 7 & 8

##### Quaggoth

*Medium humanoid (quaggoth), chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d8+18)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Undercommon

**Challenge** 2 (450 XP)

**Wounded Fury.** While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

##### Actions

**Multiattack.** The quaggoth makes two claw attacks.

**Claw. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.

#### APL 7 & 8

##### Quaggoth (Thonot Variant)

*Medium humanoid (quaggoth), chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Undercommon

**Challenge** 3 (700 XP)

**Wounded Fury.** While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

**Innate Spellcasting (Psionics).** The quaggoth's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no components:

At will: *feather fall*, *mage hand* (the hand is invisible)

1/day each: *cure wounds*, *enlarge/reduce*, *heat metal*, *mirror image*

##### Actions

**Multiattack.** The quaggoth makes two claw attacks.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

## APL 9 & 10

### Unicorn

*Large celestial, lawful good*

**Armor Class** 12

**Hit Points** 67 (9d10+18)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

**Damage Immunities** poison

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Celestial, Elvish, Sylvan, telepathy 60ft.

**Challenge** 5 (1,800 XP)

**Charge.** If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Innate Spellcasting.** The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *pass without trace*

1/day each: *calm emotions*, *dispel evil and good*, *entangle*

**Magic Resistance.** The unicorn has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The unicorn's weapon attacks are magical.

### Actions

**Multiattack.** The unicorn makes two attacks: one with its hooves and one with its horn.

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Horn.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Healing Touch (3/Day).** The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

## APL 9 & 10

### Red Dragon Wyrmling

*Medium dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 75 (10d8+30)

**Speed** 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

**Saving Throws** Dex +2, Con +5, Wis +2, Cha +4

**Skills** Perception +4, Stealth +2

**Damage Immunities** fire

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Challenge** 4 (1,100 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage plus 3 (1d6) fire damage.

**Fire Breath (Recharge 5-6).** The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.





## Encounter 8A

### APL 1, 2 & 3

#### Panther

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

**Skills** Perception +4, Stealth +6

**Senses** passive Perception 14

**Languages** —

**Challenge** 1/4 (50 XP)

**Keen Smell.** The panther has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

#### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

### APL 3 & 4

#### Jackalwere

*Medium humanoid (shapechanger), chaotic evil*

**Armor Class** 12

**Hit Points** 18 (4d8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	13 (+1)	11 (+0)	10 (+0)

**Skills** Deception +4, Perception +2, Stealth +4

**Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Senses** passive Perception 12

**Languages** Common (can't speak in jackal form)

**Challenge** 1/2 (100 XP)

**Shapechanger.** The jackalwere can use its action to polymorph into a specific Medium human or jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The jackalwere has advantage on an attack roll against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### Actions

**Bite (Jackal or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Sleep Gaze.** The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

### APL 4 & 5

#### Giant Hyena

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Rampage.** When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

#### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

## APL 5 & 6

### Saber-Toothed Tiger

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 52 (7d10 + 14)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

**Skills** Perception +3, Stealth +6

**Senses** passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

**Keen Smell.** The tiger has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

#### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

## APL 6, 7 8, 9 & 10

### Weretiger

*Medium humanoid (human, shapechanger), neutral*

**Armor Class** 12

**Hit Points** 120 (16d8+48)

**Speed** 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

**Skills** Perception +5, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common (can't speak in tiger form)

**Challenge** 4 (1,100 XP)

**Shapechanger.** The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is

humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pounce (Tiger or Hybrid Form Only).** If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

#### Actions

**Multiattack (Humanoid or Hybrid Form Only).**

In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

**Bite (Tiger or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

**Claw (Tiger or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Scimitar (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Longbow (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## APL 9 & 10

### Chimera

*Large monstrosity, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., fly 60 ft.

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STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

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**Skills** Perception +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** understands Draconic but can't speak

**Challenge** 6 (2,300 XP)

### Actions

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**Multiattack.** The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Horns.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Fire Breath (Recharge 5–6).** The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one

## Encounter 8B

### APL 1, 2 & 3

#### Giant Wolf Spider

*Medium beast, unaligned*

**Armor Class** 13

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

**Skills** Perception +3, Stealth +7

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 1/4 (50 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

#### Actions

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

### APL 1

#### Grung

*Small humanoid, lawful evil*

**Armor Class** 12

**Hit Points** 11 (2d6 + 40)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

**Saving Throws** Dex +4

**Skills** Athletics +2, Perception +2, Stealth +4, Survival +2

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 12

**Languages** Grung

**Challenge** 1/4 (50 XP)

**Amphibious.** The grung can breathe air and water.

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

#### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

## APL 2 & 3

### Grung Wildling

*Small humanoid, lawful evil*

**Armor Class** 13 (16 with *barkskin*)

**Hit Points** 27 (5d6 + 10)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	11 (+0)

**Saving Throws** Dex +5

**Skills** Athletics +2, Perception +4, Stealth +5, Survival +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 14

**Languages** Grung

**Challenge** 1 (200 XP)

**Amphibious.** The grung can breathe air and water.

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12

Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Spellcasting.** The grung wildling is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following ranger spells:

1st level (4 slots): *cure wounds*, *jump*

2nd level (3 slots): *barkskin*, *spike growth*

3rd level (2 slot): *plant growth*

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

#### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12

Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

## APL 4

### Giant Spider

*Large beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +7

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

#### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5–6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



#### APL 4, 5, 6 & 7

##### Grung Elite Warrior

*Small humanoid (grung), lawful evil*

**Armor Class** 13

**Hit Points** 49 (9d6 + 18)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

**Saving Throws** Dex +5

**Skills** Athletics +2, Perception +2, Stealth +5, Survival +2

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 12

**Languages** Grung

**Challenge** 2 (450 XP)

**Amphibious.** The grung can breathe air and water.

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

#### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

**Mesmerizing Chirr (Recharge 6).** The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.

#### APL 5, 6, 7, 8, 9 & 10

##### Phase Spider

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 32 (5d10+5)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Ethereal Jaunt.** As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

#### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## APL 8, 9 & 10

### Gladiator Grung (Special)

*Medium humanoid (grung), lawful evil*

**Armor Class** 16 (studded leather, shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

**Saving Throws** Str +7, Dex +5, Con +6

**Skills** Athletics +10, Intimidation +5

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 5 (1,800 XP)

**Amphibious.** The grung can breathe air and water.

**Mounted Combatant.** The grung uses a phase spider as a mount, gaining the benefits of this feat (PH 168):

- Advantage on melee attack rolls against any unmounted creature that is smaller than the mount.
- Can force an attack on the mount to target the grung instead.
- If the mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

**Brave.** The gladiator has advantage on saving throws against being frightened.

**Brute.** A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

### Actions

**Multiattack.** The gladiator makes three melee attacks or two ranged attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

### Reactions

**Parry.** The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

## Encounter 9A

### APL 1 & 2

#### Mud Mephit

*Small elemental, neutral evil*

**Armor Class** 11

**Hit Points** 27 (6d6 + 6)

**Speed** 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

**Skills** Stealth +3

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan, Terran

**Challenge** 1/4 (50 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

#### Actions

**Fists.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

**Mud Breath (Recharge 6).** The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### APL 1 & 2

#### Steam Mephit

*Small elemental, neutral evil*

**Armor Class** 10

**Hit Points** 21 (6d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan, Ignan

**Challenge** 1/4 (50 XP)

**Death Burst.** When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

**Innate Spellcasting (1/Day).** The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

#### Actions

**Claws.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

**Steam Breath (Recharge 6).** The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

### APL 3,4 & 5

#### Maw Demon

*Medium fiend (demon), chaotic evil*

**Armor Class** 13

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Abyssal but can't speak

**Challenge** 1 (200 XP)

**Rampage.** When it reduces a creature to 0 hit points with a melee attack on its turn, the maw demon can take a bonus action to move up to half its speed and make a bite attack.

#### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

### APL 3, 4, 5 & 6

#### Nothic

*Medium aberration, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (6d8+18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

**Skills** Arcana +3, Insight +4 Perception +2, Stealth +5

**Senses** truesight 120 ft., passive Perception 12

**Languages** Undercommon

**Challenge** 2 (450 XP)

**Keen Sight.** The nothic has advantage on Wisdom (Perception) checks that rely on sight.

#### Actions

**Multiattack.** The nothic makes two claw attacks.

**Claw. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.

**Rotting Gaze.** The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

**Weird Insight.** The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

### APL 6, 7, 8, 9 & 10

#### Hook Horror

*Large monstrosity, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 75 (10d10+20)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** blindsight 60 ft., darkvision 10 ft., passive Perception 13

**Languages** Hook Horror

**Challenge** 3 (700 XP)

**Echolocation.** The hook horror can't use its blindsight while deafened.

**Keen Hearing.** The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

#### Actions

**Multiattack.** The hook horror makes two hook attacks.

**Hook. Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage.

### APL 7, 8, 9 & 10

#### Tanarukk

*Medium fiend (demon, orc), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 95 (10d8+50)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

**Skills** Intimidation +2, Perception +2

**Damage Resistances** fire, poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common, Orc

**Challenge** 5 (1,800 XP)

**Aggressive.** As a bonus action, the tanarukk can move up to its speed toward a hostile creature that it can see.

**Magic Resistance.** The tanarukk has advantage on saving throws against spells and other magical effects.

#### Actions

**Multiattack.** The tanarukk makes two attacks: one with its bite and one with its greatsword.

**Bite. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

**Greatsword. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

#### Reactions

**Unbridled Fury.** In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

## Encounter 9B

### APL 1 & 3

#### Mimic

*Medium monstrosity (shapechanger), neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

**Skills** Stealth +5

**Damage Immunities** acid

**Condition Immunities** prone

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

#### Actions

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

### APL 2, 3, 4 & 5

#### Water Weird

*Large elemental, neutral*

**Armor Class** 13

**Hit Points** 58 (9d10 + 9) **Max. HP** 99

**Speed** 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

**Senses** blindsight 30 ft., passive Perception 10

**Languages** understands Aquan but doesn't speak

**Challenge** 3 (700 XP)

**Invisible in Water.** The water weird is invisible while fully immersed in water.

**Water Bound.** The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

#### Actions

**Constrict.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

## APL 5, 6, 8, 9 & 10

### Water Elemental

*Large elemental, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48). **168 Max HP**

**Speed** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (−3)	10 (+0)	8 (−1)

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan

**Challenge** 5 (1,800 XP)

**Water Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

### Actions

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Whelm (Recharge 4–6).** Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.

## APL 7, 8, 9 & 10

### Young Black Dragon

*Large dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 127(15d10+45). **195 Max HP**

**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

**Saving Throws** Dex +5, Con +6, Wis +3, Cha +5

**Skills** Perception +6, Stealth +5

**Damage Immunities** acid

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 7 (2,900 XP)

**Amphibious.** The dragon can breathe air and water.

### Actions

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Acid Breath (Recharge 5–6).** The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.



## Encounter 9C

APL 1, 2, 3, 4, 5, 6, 7, 8, 9, & 10

### Gibbering Mouther

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27). 99 Max HP

Speed 10ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

**Aberrant Ground.** The ground in a 10-foot radius around the mouther is dough like difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Gibbering.** The mouther babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouther and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 to 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

### Actions

**Multiattack.** The gibbering mouther makes one bite attack and, if it can, uses its *blinding spittle*.

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouther.

**Blinding Spittle (Recharge 5-6).** The mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouther's next turn.

## APL 5, 6, 7 & 8

### Air Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24). 144 Max HP

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

**Air Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### Actions

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Whirlwind (Recharge 4-6).** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8+2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

## APL 9 & 10

### Invisible Stalker

*Medium elemental, neutral*

**Armor Class** 14

**Hit Points** 104 (16d8 + 32). **160 Max HP**

**Speed** 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

**Skills** Perception +8, Stealth +10

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Auran, understands Common but doesn't speak it

**Challenge** 6 (2,300 XP)

**Invisibility.** The stalker is invisible.

**Faultless Tracker.** The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

### Actions

**Multiattack.** The stalker makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.