

## Round 1 – APL 1

### APL 1 – Encounter 1A

#### Giant Wasp

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 13 (3d8)

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

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

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**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 1 – Encounter 1B

#### Ape

*Medium beast, unaligned*

**Armor Class** 12

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

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

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

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**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 target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

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

#### Boar

*Medium beast, unaligned*

**Armor Class** 11 (natural armor)

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

**Speed** 40 ft.

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

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**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 1 – Encounter 1C

### Grung Wildling

*Small humanoid (grung), lawful evil*

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

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

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

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

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**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 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 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.

### Grung

*Small humanoid (grung), lawful evil*

**Armor Class** 12

**Hit Points** 11 (2d6 + 4)

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

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

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**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 target. *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 1 – Encounter 2A

### 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 1 – Encounter 2B

### 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.

### 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 1 – Encounter 2C

### 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 +2, 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.

### 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 1 – Encounter 3A

### Magma Mephit

*Small elemental, neutral evil*

**Armor Class** 11

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

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

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

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**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 1 – Encounter 3B

### Thug

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

**Armor Class** 11 (leather armor)

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

**Speed** 30 ft.

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

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**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 target. *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 1 – Encounter 3C

### Cockatrice

*Small monstrosity, unaligned*

**Armor Class** 11

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

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

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

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**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 1 – Encounter 4A

### Ape

*Medium beast, unaligned*

**Armor Class** 12

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

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

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<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	14 (+2)	14 (+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 target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

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

## APL 1 – Encounter 4C

### Yuan-ti Pureblood

Medium humanoid (yuan-ti), neutral evil

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

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

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**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.** 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 two melee attacks.

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

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

### Flying Snake

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

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

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

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**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 1 – Encounter 5A

### Mantrap

*Large plant, unaligned*

**Armor Class** 12

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

**Speed** 0 ft.

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

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**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.

### Vegepygmy

*Small plant, neutral*

**Armor Class** 13

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

**Speed** 30 ft.

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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 target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



## APL 1 – Encounter 5C

### Giant Frog

*Medium beast, unaligned*

**Armor Class** 11

**Hit Points** 18 (4d8)

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

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<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
12 (+1)	13 (+1)	11 (+0)	2 (–4)	10 (+0)	3 (–4)

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**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

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**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 1 – Encounter 6A

### Shadow

*Medium undead, chaotic evil*

**Armor Class** 12

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

**Speed** 40 ft.

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

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**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.

### Skeleton

*Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

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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 1 – Encounter 6B

### Rust Monster

*Medium monstrosity, unaligned*

**Armor Class** 14 (natural armor)

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

**Speed** 40 ft.

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<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
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

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**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *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 1 – Encounter 6C

### Flail Snail

*Large elemental, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 52 (5d10 + 25)

**Speed** 10 ft.

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STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

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**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.

## Flumph

*Small aberration, lawful good*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 5 ft., fly 30 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
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 1 – Encounter 7A

### 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 1 – Encounter 7B

### 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 target. *Hit:* 6 (1d8 + 2) slashing damage.

## APL 1 – Encounter 8A

### 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 1 – Encounter 8B

### 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.

### Grung

*Small humanoid (grung), lawful evil*

**Armor Class** 12

**Hit Points** 11 (2d6 + 4)

**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 target. *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 1 – Encounter 9A

### 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.

### 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 1 – Encounter 9B

### 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 1 – Encounter 9C

### Gibbering Moulder

*Medium aberration, neutral*

**Armor Class** 9

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

**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 moulder 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 moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder 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 moulder 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 moulder.

**Blinding Spittle (Recharge 5-6).** The moulder 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 moulder's next turn.

## Round 2 – APL 1

### APL 1 – Track A1

#### Giant Owl

*Large beast, neutral*

**Armor Class** 12

**Hit Points** 19 (3d10 + 3)

**Speed** 5 ft., fly 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (–1)	13 (+1)	10 (+0)

---

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

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

**Languages** Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

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

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

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

#### Actions

**Talons.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

### APL 1 – Track A2

#### 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 1 – Track A3

#### Half-Ogre (Ogrillon)

*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 1 – Track A4

### Duergar

*Medium humanoid (dwarf), lawful evil*

**Armor Class** 16 (scale mail, shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** poison

**Senses** darkvision 120ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### Actions

**Enlarge (Recharges after a Short or Long Rest).**

For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the available space.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage, or 11 (2d8 + 2) piercing damage when enlarged.

**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. or 9 (2d6 + 2) piercing damage while enlarged.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## APL 1 – Track A5

### Twig Blight

*Small plant, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 4 (1d6 + 1)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

**Skills** Stealth +3

**Damage Vulnerabilities** fire

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

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

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

**False Appearance.** While the blight remains motionless, it is indistinguishable from a dead shrub.

### Actions

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

## APL 1 – Track A6

### Warhorse Skeleton

*Large undead, lawful evil*

**Armor Class** 13 (barding scraps)

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

**Speed** 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

---

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** --

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

#### Actions

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

## APL 1 – Track B1

### Dimetrodon

*Medium beast, unaligned*

**Armor Class** 12 (natural armor)

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

**Speed** 30 ft., swim 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

---

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** —

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

#### Actions

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

### Pteranodon

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

**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 1 – Track B2

### Vine Blight

*Medium plant, neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 10 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (–1)	14 (+2)	5 (–3)	10 (+0)	3 (–4)

---

**Skills** Stealth +1

**Condition Immunities** blinded, deafened

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

**Languages** Common

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

**False Appearance.** While the blight remains motionless, it is indistinguishable from a tangle of vines.

### Actions

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

**Entangling Plants (Recharge 5–6).** Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

### 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 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

**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 target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

## APL 1 – Track B3

### Grung

*Small humanoid (grung), lawful evil*

**Armor Class** 12

**Hit Points** 11 (2d6 + 4)

**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 target. *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.

### Grung Wildling

*Small humanoid (grung), 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 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 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 – Track B4

### Imp

*Tiny fiend (devil, shapechanger), lawful evil*

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

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

---

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

---

**Skills** Deception +4, Insight +3, Persuasion +4, Stealth +5

**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 11

**Languages** Infernal, Common

**Challenge** 1 (200 XP)

**Shapechanger.** The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

### Actions

**Sting (Bite in Beast Form).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Invisibility.** The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

### Smoke Mephit

*Small elemental, neutral evil*

**Armor Class** 12

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

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

---

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

---

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Auran, Ignan

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

**Death Burst.** When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

**Innate Spellcasting (1/Day).** The mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

### Actions

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

**Cinder Breath (Recharge 6).** The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.



## APL 1 – Track B5

### Steam Mephit

*Small elemental, neutral evil*

**Armor Class** 10

**Hit Points** 21 (6d6)

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

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
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.

### Mud Mephit

*Small elemental, neutral evil*

**Armor Class** 11

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

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

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
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 – Track B6

### Gazer

*Tiny aberration, neutral evil*

**Armor Class** 13

**Hit Points** 13 (3d4 + 6)

**Speed** 0 ft., fly 30 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

---

**Saving Throws** Wis +2

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

**Condition Immunities** prone

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

**Languages** —

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

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

**Mimicry.** The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

### Actions

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

**Eye Rays.** The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. *Dazing Ray.* The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. *Fear Ray.* The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. *Frost Ray.* The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. *Telekinetic Ray.* If the target is a creature that is medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

## APL 1 – Track C1

### Apprentice Wizard

*Medium humanoid (any race), any alignment*

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

---

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

---

**Skills** Arcana +4, History +4

**Senses** passive Perception 10

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

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

**Spellcasting.** The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*

1st level (2 slots): *burning hands*, *disguise self*, *shield*

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

### Tribal Warrior

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (hide armor)

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

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

---

**Senses** passive Perception 10

**Languages** any one language

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

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

### Actions

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



## APL 1 – Track C2

### Guard

*Medium humanoid (any race), any alignment*

**Armor Class** 16 (chain shirt, shield)

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

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

---

**Skills** Perception +2

**Senses** passive Perception 12

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

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

### Actions

---

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

## APL 1 – Track C3

### Firenewt Warrior

*Medium humanoid (firenewt), neutral evil*

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

---

**Damage Immunities** fire

**Senses** passive Perception 10

**Languages** Draconic, Ignan

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

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

### Actions

**Multiattack.** The firenewt makes two attacks with its scimitar.

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

**Spit Fire (Recharges after a Short or Long Rest).**

The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

## APL 1 – Track C4

### Manes

*Small fiend, chaotic evil*

**Armor Class** 9

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

**Speed** 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-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** 1/8 (25 XP)

### Actions

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

## APL 1 – Track C5

### 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 +2, 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 – Track C6

### Merfolk

*Medium humanoid (merfolk), neutral*

**Armor Class** 11

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

**Speed** 10 ft., swim 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

---

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Aquan, Common

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

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

### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing

damage if used with two hands to make a melee attack.