

## D&D Next Bestiary for Module S4: The Lost Caverns of Tsojcanth

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This file contains D&D Next statistical conversions for the monsters encountered in module S4, *The Lost Caverns of Tsojcanth*, recently re-released in *Dungeons of Dread™* (a hardcover compilation of the classic S series adventure modules first published by TSR, Inc.). The monster format is identical to that used in the D&D Next monster bestiary.

### Animated Suit of Armor

**Medium Construct**

**Armor Class** 18 (plate mail)

**Hit Points** 18 (4d8); see Traits below

**Speed** 25 ft.

**Senses** blindsight 30 ft.

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

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

**Alignment** unaligned

**Languages** —

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#### TRAITS

**Immunities:** The armor is immune to disease, petrification, poison, gaze effects, and other attack forms that rely on sight. It cannot be blinded, charmed, frightened, paralyzed, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

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#### ACTIONS

**Multiattack:** The suit of armor makes two long sword attacks.

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

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#### ENCOUNTER BUILDING

**Level 3   XP 80**

### Bat

**Tiny Beast**

**Armor Class** 12

**Hit Points** 1 (1d4 – 1)

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

**Senses** blindsight 60 ft., darkvision 30 ft.

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

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

**Alignment** unaligned

**Languages** —

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#### TRAITS

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

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#### ACTIONS

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

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#### ENCOUNTER BUILDING

**Level 1   XP 5**

## Bat, Giant (Mobat)

**Large Beast**

**Armor Class** 12

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

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

**Senses** blindsight 60 ft., darkvision 60 ft.

**Str** 16 (+3)      **Dex** 15 (+2)      **Con** 13 (+1)

**Int** 2 (–4)      **Wis** 7 (–2)      **Cha** 6 (–2)

**Alignment** unaligned

**Languages** —

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### TRAITS

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

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### ACTIONS

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

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### ENCOUNTER BUILDING

**Level 3** XP 120

## Bear, Brown

**Large Beast**

**Armor Class** 10

**Hit Points** 47 (5d10 + 20)

**Speed** 40 ft., climb 20 ft.

**Senses** low-light vision

**Str** 19 (+4)      **Dex** 10 (+0)      **Con** 18 (+4)

**Int** 3 (–4)      **Wis** 10 (+0)      **Cha** 7 (–2)

**Alignment** unaligned

**Languages** —

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### TRAITS

**Keen Senses:** The bear gains a +5 bonus to all checks to detect hidden creatures.

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### ACTIONS

**Multiattack:** The bear makes one bite attack and one claws attack.

**Melee Attack—Bite:** +6 to hit (reach 5 ft.; one creature).  
*Hit:* 8 (1d8 + 4) piercing damage.

**Melee Attack—Claws:** +6 to hit (reach 5 ft.; one creature).  
*Hit:* 11 (2d6 + 4) slashing damage.

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### ENCOUNTER BUILDING

**Level 5** XP 300

## Beetle, Giant Rhinoceros

Large Beast

Armor Class 14

Hit Points 90 (12d10 + 24)

Speed 30 ft.

Str 17 (+3)      Dex 10 (+0)      Con 15 (+2)

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

Alignment unaligned

Languages —

### ACTIONS

**Melee Attack—Bite:** +8 to hit (reach 5 ft.; one creature).  
Hit: 12 (2d8 + 3) piercing damage.

**Melee Attack—Gore:** +8 to hit (reach 10 ft.; one creature not within 5 feet of the beetle). *Hit:* 13 (3d6 + 3) piercing damage, or double damage on a charge.

### ENCOUNTER BUILDING

Level 6   XP 680

## Behir

Huge Monstrosity

Armor Class 15

Hit Points 114 (12d12 + 36); see Traits below

Speed 50 ft., climb 30 ft.

Senses darkvision 90 ft.

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

Int 6 (–2)      Wis 14 (+2)      Cha 12 (+1)

Alignment neutral evil

Languages Draconic

### TRAITS

**Immunity:** The behir is immune to lightning.

### ACTIONS

**Multiaction:** The behir makes one bite attack and one constrict attack, or if the behir has a creature grappled, it can make six claw attacks against that creature.

**Melee Attack—Bite:** +6 to hit (reach 10 ft.; one creature).  
*Hit:* 12 (2d6 + 5) piercing damage.

**Melee Attack—Claw:** +6 to hit (reach 5 ft.; one creature).  
*Hit:* 8 (1d6 + 5) slashing damage.

**Melee Attack—Constrict:** +6 to hit (reach 10 ft.; one creature). *Hit:* 14 (2d8 + 5) bludgeoning damage, and a Large or smaller target is grappled and is restrained while grappled. The behir can have only one creature grappled at a time.

**Lightning Breath (Recharge 5-6):** The behir breathes lightning in a 20-foot line. Each creature in the line must make a DC 12 Dexterity saving throw. *Failed Save:* 24 (7d6) lightning damage. *Successful Save:* Half damage.

**Swallow Whole:** While grappling a Medium or smaller creature, the behir can make a bite attack against the creature, and if the behir hits, it also swallows the creature. A behir can swallow one creature at a time.

A swallowed creature takes 20 (3d6 + 10) acid damage at the start of each of the behir's turns until it escapes. A swallowed creature is blinded and restrained, but it can use its action to cut its way free by dealing 15 piercing or slashing damage to the gizzard (AC 12). A creature that frees itself falls prone in an unoccupied space within 5 feet of the behir.

### ENCOUNTER BUILDING

Level 7      XP 1,880

## Bodak

**Medium Fiend**

**Armor Class** 11

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

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 18 (+4)      **Dex** 13 (+1)      **Con** 15 (+2)

**Int** 9 (–1)      **Wis** 11 (+0)      **Cha** 10 (+0)

**Alignment** chaotic evil

**Languages** Abyssal

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### TRAITS

**Death Gaze:** A creature that starts its turn within 30 feet of the bodak and can see it must either avert its eyes or make a DC 13 Constitution saving throw (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn. *Failed Save:* 22 (4d10) necrotic damage. If this damage reduces the target to 0 hit points or less, the target withers and dies.

**Immunities:** The bodak is immune to nonmagical weapons except those made of cold-forged iron. It is also immune to poison and cannot be charmed, frightened, restrained, or put to sleep. It does not need to sleep, eat, or breathe.

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

**Resistances:** The bodak is resistant to cold, fire, lightning, and thunder damage.

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### ACTIONS

**Multiattack:** The bodak makes two claw attacks or two scythe attacks.

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

**Melee Attack—Scythe:** +7 to hit (reach 5 ft.; one creature). *Hit:* 10 (1d12 + 4) slashing damage.

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### ENCOUNTER BUILDING

**Level 7** XP 1,490

## Bull

**Large Beast**

**Armor Class** 10

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

**Speed** 40 ft.

**Str** 19 (+4)      **Dex** 11 (+0)      **Con** 15 (+2)

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

**Alignment** unaligned

**Languages** —

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### ACTIONS

**Melee Attack—Gore:** +6 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

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

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

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### ENCOUNTER BUILDING

**Level 4** XP 150

## Cave Cricket, Giant

**Small Beast**

**Armor Class** 14

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

**Speed** 20 ft.

**Senses** blindsight 60 ft., darkvision 60 ft.

**Str** 8 (–1)      **Dex** 18 (+4)      **Con** 12 (+1)

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

**Alignment** unaligned

**Languages** —

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### TRAITS

**Leap:** On land, the cave cricket can leap up to 60 feet horizontally and up to 20 feet vertically without a running start. Leaping counts as part of its movement.

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### ACTIONS

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

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### ENCOUNTER BUILDING

**Level 1**   **XP** 10

## Centaur

**Large Monstrosity**

**Armor Class** 12 (shield)

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

**Speed** 60 ft.

**Str** 18 (+4)      **Dex** 12 (+1)      **Con** 14 (+2)

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

**Alignment** chaotic good

**Languages** Common plus one other (usually Elvish)

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### ACTIONS

**Multiattack:** The centaur makes one club attack and one hooves attack, or two longbow attacks.

**Melee Attack—Club:** +7 to hit (reach 5 ft.; one creature).  
*Hit:* 6 (1d4 + 4) bludgeoning damage.

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

**Ranged Attack—Longbow:** +4 to hit (range 150 ft./600 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

*Special:* While the centaur is wielding a longbow, its AC drops to 10.

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### ENCOUNTER BUILDING

**Level 4**   **XP** 190

## Cockatrice

**Small Beast**

**Armor Class** 12

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

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

**Senses** darkvision 60 ft.

**Str** 6 (–2)      **Dex** 14 (+2)      **Con** 12 (+1)

**Int** 1 (–5)      **Wis** 13 (+1)      **Cha** 8 (–1)

**Alignment** unaligned

**Languages** —

### ACTIONS

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**Melee Attack—Bite:** +5 to hit (reach 5 ft.; one creature).  
**Hit:** 4 (1d4 + 2) piercing damage, and the target makes a DC 11 Constitution saving throw. *Failed Save:* The target is restrained. The target can use its action to make a DC 11 Constitution check. If the check fails or is not made, the target turns to stone permanently.

### ENCOUNTER BUILDING

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**Level 2**   **XP** 40

## Cooshee (Elven Hound)

**Medium Beast**

**Armor Class** 12

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

**Speed** 40 ft.; see Traits below

**Senses** low-light vision

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

**Int** 3 (–4)      **Wis** 10 (+0)      **Cha** 7 (–2)

**Alignment** unaligned

**Languages** understands Elvish

### TRAITS

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**Sprint:** The cooshee can increase its speed to 80 feet for 3 rounds, after which it cannot sprint again for 30 minutes.

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

### ACTIONS

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

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

**Pounce:** The cooshee moves up to its speed. If it moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes one claws against a single target. If the attack hits, the target also falls prone, and the cooshee can make a bite attack against it.

### ENCOUNTER BUILDING

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**Level 2**   **XP** 40

## Crystal Ooze

**Medium Ooze**

**Armor Class** 7

**Hit Points** 18 (4d8); see Traits below

**Speed** 10 ft., swim 20 ft.

**Senses** tremorsense 60 ft.

**Str** 6 (–2)      **Dex** 5 (–3)      **Con** 11 (+0)

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

**Alignment** unaligned

**Languages** —

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### TRAITS

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

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

**Resistances:** The ooze is resistant to bludgeoning, piercing, and slashing damage.

**Stealthy +10:** The ooze gains a +10 bonus to all checks to avoid detection.

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### ACTIONS

**Melee Attack—Paralytic Touch:** +6 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d8) poison damage, and the target must make a DC 10 Dexterity saving throw. *Failed Save:* The target is paralyzed for 1 minute.

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### REACTIONS

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

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### ENCOUNTER BUILDING

**Level 2** XP 40

## Dao

**Large Elemental (Earth)**

**Armor Class** 17

**Hit Points** 137 (11d10 + 77)

**Speed** 30 ft., burrow 20 ft., fly 50 ft.

**Senses** darkvision 120 ft.

**Str** 23 (+6)      **Dex** 12 (+1)      **Con** 24 (+7)

**Int** 12 (+1)      **Wis** 13 (+1)      **Cha** 14 (+2)

**Alignment** neutral evil

**Languages** Common, Terran

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### TRAITS

**Earthen Demise:** When the dao dies, it crumbles into a pile of crystalline powder, leaving nothing else behind but any gear it was carrying or wearing.

**Immunity:** The dao cannot be turned to stone.

**Sure-Footed:** Anytime an effect would knock the dao prone, it can make a DC 10 Dexterity saving throw.

*Successful Save:* The dao does not fall prone.

**Telepathy:** The dao can communicate telepathically with any other creature within 100 feet that speaks or understands a language.

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### ACTIONS

**Multiattack:** The dao makes two slam attacks. If both attacks hit the same target, the target must make a DC 16 Constitution saving throw. *Failed Save:* The target is stunned until the end of its next turn.

**Melee Attack—Slam:** +8 to hit (reach 5 ft.; one creature). *Hit:* 17 (2d10 + 6) bludgeoning damage.

**Spellcasting:** The dao casts one of the following spells: 3/day—*transmute rock and mud*; 1/day—*change self*, *detect magic*, *invisibility*, *passwall*, *spectral force*, *wall of stone*. Once per month, it can cast *wish*, but never for its own gain or benefit. The dao uses Charisma as its magic ability, and the saving throw DC to resist its spells is 12.

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### ENCOUNTER BUILDING

**Level 9** XP 2,740

## Demon: Barlgura

**Large Fiend (Demon)**

**Armor Class** 13

**Hit Points** 58 (9d10 + 9); see Traits below

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

**Senses** darkvision 120 ft.

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

**Int** 7 (–2)      **Wis** 9 (–1)      **Cha** 9 (–1)

**Alignment** chaotic evil

**Languages** Abyssal

### TRAITS

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**Resistances:** The barlgura is resistant to nonmagical weapons except those made of cold-forged iron.

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

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

### ACTIONS

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**Multiattack:** The barlgura makes two slam attacks.

**Melee Attack—Bite:** +8 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Melee Attack—Slam:** +8 to hit (reach 5 ft.; one creature). *Hit:* 10 (1d10 + 5) bludgeoning damage.

**Leaping Attack:** The barlgura jumps up to 40 feet horizontally (maximum height 10 feet). If it moves at least 20 feet and ends its movement so that at least one creature is in its reach, it makes two slam attacks against a single target. If both attacks hit, the target also falls prone, and the barlgura can make a bite attack against it.

**Spellcasting:** The barlgura casts one of the following spells: 2/day—*change self*, *invisibility*; 1/day—*detect invisibility*, *plant growth*, *spectral force*.

**Summon Demon (1/day):** A barlgura can summon another barlgura with a 30% chance of success. The summoned demon appears within 50 feet of the barlgura, disappears if the barlgura is slain, and cannot summon demons of its own.

### ENCOUNTER BUILDING

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**Level 7** XP 1,190

## Demon: Chasme

**Large Fiend (Demon)**

**Armor Class** 13

**Hit Points** 52 (8d10 + 8); see Traits below

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

**Senses** darkvision 120 ft.

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

**Int** 12 (+1)      **Wis** 15 (+2)      **Cha** 10 (+0)

**Alignment** chaotic evil

**Languages** understands Abyssal

### TRAITS

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**Resistances:** The chasme is resistant to nonmagical weapons except those made of cold-forged iron.

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

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

### ACTIONS

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**Melee Attack—Proboscis:** +7 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) piercing damage, and the target loses 3 (1d6) hit points at the start of each of its turns until it receives magical healing.

**Drone:** The chasme produces a horrid droning sound. All non-deafened creatures within 30 feet of the chasme (except demons) must make a DC 11 Constitution saving throw. *Failed Save:* The target falls asleep for 1 minute. The target awakens if it takes damage or if it is splashed with water or shaken vigorously (which requires an action).

**Spellcasting:** The chasme casts one of the following spells: 1/day—*detect invisibility*, *insect plague*, *ray of enfeeblement*, *telekinesis*. The chasme uses Intelligence as its magic ability, and the saving throw DC to resist its spells is 11.

**Summon Demons (1/day):** A chasme can summon 2d6 dretches or another chasme with a 40% chance of success. The summoned demons appear within 50 feet of the chasme, disappears if the chasme is slain, and cannot summon demons of their own.

### ENCOUNTER BUILDING

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**Level 6** XP 930



## Demon: Dretch

**Small Fiend (Demon)**

**Armor Class** 9

**Hit Points** 9 (2d6 + 2); see Traits below

**Speed** 20 ft.

**Senses** darkvision 60 ft.

**Str** 11 (+0)      **Dex** 8 (–1)      **Con** 12 (+1)

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

**Alignment** chaotic evil

**Languages** Abyssal

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### TRAITS

**Resistances:** The dretch is resistant to nonmagical weapons except those made of cold-forged iron.

**Limited Telepathy:** The dretch can communicate telepathically with any creature within 100 feet that understands Abyssal.

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### ACTIONS

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

**Stinking Cloud (1/day):** As the *stinking cloud* spell (save DC 11). Demons are unaffected by the cloud.

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### ENCOUNTER BUILDING

**Level 1**   **XP 20**

## Demon: Rutterkin

**Medium Fiend (Demon)**

**Armor Class** 9

**Hit Points** 22 (4d8 + 4); see Traits below

**Speed** 20 ft.

**Senses** darkvision 60 ft.

**Str** 14 (+2)      **Dex** 9 (–1)      **Con** 12 (+1)

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

**Alignment** chaotic evil

**Languages** Abyssal

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### TRAITS

**Resistances:** The rutterkin is resistant to nonmagical weapons except those made of cold-forged iron.

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

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### ACTIONS

**Melee Attack—Claws:** +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage.

**Melee Attack—Halberd:** +6 to hit (reach 10 ft.; one creature). *Hit:* 7 (1d10 + 2) slashing damage.

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### ENCOUNTER BUILDING

**Level 3**   **XP 90**

## Derro

### Small Humanoid (Derro)

**Armor Class** 17 (studded leather, shield)

**Hit Points** 13 (3d6 + 3)

**Speed** 20 ft.

**Senses** darkvision 120 ft.

**Str** 11 (+0)      **Dex** 14 (+2)      **Con** 13 (+1)

**Int** 10 (+0)      **Wis** 7 (–2)      **Cha** 11 (+0)

**Alignment** chaotic evil

**Languages** Dwarvish, Undercommon

#### TRAITS

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

**Madness:** The derro is immune to confusion and insanity effects. It cannot be restored to sanity by any means short of a *wish* spell.

**Pack Tactics:** The derro gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

**Poison Use:** Derro are fond of applying poison to their weapons and ammunition. Poison applied to a derro's weapon or ammunition is spent on a hit.

#### ACTIONS

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**Melee Attack—Short Sword:** +6 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage, and if the weapon is poisoned (see Traits above), the target must make a DC 11 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

**Ranged Attack—Hand Crossbow:** +6 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage, and if the weapon is poisoned (see Traits above), the target must make a DC 11 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

#### ENCOUNTER BUILDING

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**Level 3** XP 70

## Derro Savant

### Small Humanoid (Derro)

**Armor Class** 14 (*mage armor*)

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

**Speed** 20 ft.

**Senses** darkvision 120 ft.

**Str** 11 (+0)      **Dex** 14 (+2)      **Con** 13 (+1)

**Int** 16 (+3)      **Wis** 7 (–2)      **Cha** 13 (+1)

**Alignment** chaotic evil

**Languages** Dwarvish, Undercommon

#### TRAITS

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

**Madness:** The derro is immune to confusion and insanity effects. It cannot be restored to sanity by any means short of a *wish* spell.

**Poison Use:** Derro are fond of applying poison to their weapons and ammunition. Poison applied to a derro's weapon or ammunition is spent on a hit.

#### ACTIONS

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**Melee Attack—Short Sword:** +6 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage, and if the weapon is poisoned (see Traits), the target must make a DC 11 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

**Spellcasting:** The derro savant casts one of the following spells: At will—*chill touch*, *mage armor*, *read magic*; 1/day—*burning hands*, *fireball*, *flaming sphere*, *invisibility*, *magic missile*, *thunderwave*. The savant uses Intelligence as its magic ability score; the saving throw DC to resist its spells is 13.

#### ENCOUNTER BUILDING

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**Level 4** XP 170

## Dracolisk

**Large Dragon**

**Armor Class** 14

**Hit Points** 66 (7d10 + 28); see Traits below

**Speed** 30 ft., fly 90 ft.

**Senses** darkvision 120 ft.

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

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

**Alignment** chaotic evil

**Languages** Draconic

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### TRAITS

**Immunities:** The dracolisk is immune to acid.

**Keen Senses:** The dracolisk gains a +5 bonus to all checks to detect hidden creatures.

**Petrifying Gaze:** A living creature that starts its turn within 30 feet of the dracolisk and can see the dracolisk must either avert its eyes or make a DC 11 Constitution saving throw against petrification (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn. *Failed Save:* The target is permanently turned to stone.

A dracolisk can be affected by its own gaze if it sees its own eyes reflected on a polished surface that's within 30 feet of it and in an area of bright light.

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### ACTIONS

**Multiattack:** The dracolisk makes one bite attack and one claws attack.

**Melee Attack—Bite:** +7 to hit (reach 5 ft.; one creature). *Hit:* 11 (3d4 + 4) piercing damage.

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

**Acid Breath (Recharge 5–6):** The dracolisk breathes acid in a 40-foot line. Each creature in the line must make a DC 10 Dexterity saving throw. *Failed Save:* 22 (5d8) acid damage. *Successful Save:* Half damage.

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### ENCOUNTER BUILDING

**Level 6** XP 600

## Dragon, Blue (Young Adult)

**Large Dragon**

**Armor Class** 16

**Hit Points** 85 (9d10 + 36); see Traits below

**Speed** 60 ft., burrow 30 ft., fly 150 ft.

**Senses** blindsight 50 ft., darkvision 100 ft.

**Str** 21 (+5)      **Dex** 13 (+1)      **Con** 18 (+4)

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

**Alignment** lawful evil

**Languages** Common, Draconic

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### TRAITS

**Immunities:** The dragon is immune to lightning, and it cannot be paralyzed or put to sleep.

**Keen Senses:** The dragon gains a +5 bonus to all checks to detect hidden creatures.

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

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### ACTIONS

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

**Melee Attack—Bite:** +6 to hit (reach 10 ft.; one creature). *Hit:* 16 (2d10 + 5) piercing damage.

**Melee Attack—Claw:** +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d6 + 5) slashing damage.

**Melee Attack—Tail:** +7 to hit (reach 10 ft.; one creature). *Hit:* 14 (2d8 + 5) bludgeoning damage and, if the target is Medium or smaller, the dragon either pushes the target up to 10 feet away or knocks it prone (dragon's choice).

**Lightning Breath (Recharge 5-6):** The dragon breathes lightning in a 100-foot line. Each creature in the area must make a DC 13 Dexterity saving throw. *Failed Save:* 42 (7d10 + 4) lightning damage. *Successful Save:* Half damage.

---

### ENCOUNTER BUILDING

**Level 7** XP 1,800

## Dwarf, Mountain

**Medium Humanoid (Dwarf)**

**Armor Class** 17 (ring mail, shield)

**Hit Points** 6 (1d8 + 2)

**Speed** 25 ft.

**Senses** darkvision 60 ft.

**Str** 13 (+1)      **Dex** 10 (+0)      **Con** 14 (+2)

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

**Alignment** lawful good

**Languages** Common, Dwarvish

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### TRAITS

**Armor Mastery:** While wearing medium or heavy armor, the dwarf gains a +1 bonus to AC (already accounted for).

**Dwarven Resilience:** The dwarf has advantage on saving throws against poison and resistance to poison damage.

**Stonecunning:** While underground, the dwarf has advantage on all Wisdom checks to listen and spot, and knows its approximate depth beneath the surface.

---

### ACTIONS

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

**Ranged Attack—Heavy Crossbow:** +3 to hit (range 100 ft./400 ft.; one creature). *Hit:* 5 (1d10) piercing damage. *Special:* While wielding a heavy crossbow, the dwarf loses the benefit of its shield, and its AC drops to 15.

---

### ENCOUNTER BUILDING

**Level 1** XP 10

## Eagle, Giant

**Large Beast**

**Armor Class** 13

**Hit Points** 26 (4d10 + 4)

**Speed** 10 ft., fly 90 ft.

**Str** 16 (+3)      **Dex** 17 (+3)      **Con** 13 (+1)

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

**Alignment** neutral good

**Languages** understands Common

---

### TRAITS

**Evasion:** If the eagle succeeds at a Dexterity saving throw against an attack that deals half damage on a miss, it takes no damage instead.

**Keen Senses:** The eagle gains a +5 bonus to all checks to detect hidden creatures.

---

### ACTIONS

**Multiattack:** The eagle makes one bite attack and one claws attack.

**Melee Attack—Bite:** +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

**Melee Attack—Claws:** +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) slashing damage.

---

### ENCOUNTER BUILDING

**Level 4** XP 230

## Eel, Cave Moray

**Medium Beast**

**Armor Class** 13

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

**Speed** 10 ft.

**Senses** darkvision 60 ft.

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

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

**Alignment** unaligned

**Languages** —

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### TRAITS

**Cyst:** While in its rocky cyst, the cave moray has three-quarters cover.

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### ACTIONS

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

**Blinding Strike:** The cave moray lunges from its cyst, makes a bite attack, and retreats back into the cyst.

---

### ENCOUNTER BUILDING

**Level 2** XP 60

## Elf, Valley (Wood Elf)

**Medium Humanoid (Elf)**

**Armor Class** 15 (studded leather)

**Hit Points** 4 (1d8)

**Speed** 35 ft.

**Senses** low-light vision

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

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

**Alignment** chaotic good

**Languages** Common, Elvish

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### TRAITS

**Immunities:** The elf cannot be charmed or put to sleep.

**Keen Senses:** The elf gains a +5 bonus to all checks to detect hidden creatures.

**Mask of the Wild:** The elf can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

---

### ACTIONS

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

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

---

### ENCOUNTER BUILDING

**Level 1** XP 10

## Gargoyle

**Medium Monstrosity**

**Armor Class** 13

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

**Speed** 40 ft., fly 60 ft.

**Senses** darkvision 60 ft.

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

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

**Alignment** lawful evil

**Languages** Common, Terran

### TRAITS

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**Hide in Plain Sight:** The gargoyle can hold itself so still that it appears to be an inanimate statue. A DC 17 Intelligence or Wisdom check reveals that the statue is, in fact, a gargoyle.

**Resistance:** The gargoyle is resistant to nonmagical weapons except those made of adamantite.

### ACTIONS

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**Multiattack:** The gargoyle makes one bite attack, one claws attacks, and one gore attack.

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

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

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

### ENCOUNTER BUILDING

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**Level 5** XP 330

## Gas Spore

**Large Plant**

**Armor Class** 5

**Hit Points** 1 (1d10 – 4)

**Speed** 0 ft., fly 10 ft.

**Senses** blindsight 30 ft.

**Str** 5 (–3)      **Dex** 1 (–5)      **Con** 3 (–4)

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

**Alignment** unaligned

**Languages** —

### TRAITS

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**Death Burst:** The gas spore explodes when dropped to 0 hit points or fewer. Each creature within 20 feet of the exploding gas spore must make a DC 11 Constitution saving throw. *Failed Save:* 21 (6d6) poison damage. *Successful Save:* Half damage.

**Hover:** The gas spore cannot be knocked prone. It continues to hover even when stunned.

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

**Mistaken Identity:** The gas spore superficially resembles a beholder. A creature within 30 feet of the gas spore can ascertain its true nature with a DC 12 Intelligence or Wisdom check.

### ACTIONS

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**Melee Attack—Touch:** +1 to hit (reach 5 ft.; one living creature). *Hit:* The target must make a DC 11 Constitution saving throw. *Failed Save:* Gas spore rhizomes invade the target's system, killing the target in 1d12 + 12 hours. After it dies, the target sprouts 2d4 newborn (Tiny) gas spores. *A lesser restoration* spell cast upon the target before its death cures the affliction.

### ENCOUNTER BUILDING

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**Level 1** XP 10

## Ghast

**Medium Undead**

**Armor Class** 14

**Hit Points** 27 (6d8); see Traits below

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 16 (+3)      **Dex** 18 (+4)      **Con** 10 (+0)

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

**Alignment** chaotic evil

**Languages** Common

### TRAITS

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

**Immunities:** The ghast is immune to disease and poison. It can't be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe.

**Resistances:** The ghast is resistant to necrotic.

**Vulnerabilities:** The ghast is vulnerable to cold-forged iron weapons.

### ACTIONS

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

**Melee Attack—Bite:** +6 to hit (reach 5 ft.; one creature).

*Hit:* 5 (1d8 + 1) piercing damage, and the target must make a DC 14 Constitution saving throw. *Failed Save:* The target is paralyzed for 1 minute but can use an action while paralyzed to make a DC 14 Constitution check. If the check succeeds, the paralysis ends.

**Melee Attack—Claw:** +6 to hit (reach 5 ft.; one creature).

*Hit:* 4 (1d6 + 1) slashing damage, and the target must make a DC 14 Constitution saving throw. *Failed Save:* The target is paralyzed for 1 minute but can use an action while paralyzed to make a DC 14 Constitution check. If the check succeeds, the paralysis ends.

### ENCOUNTER BUILDING

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**Level 4** XP 180

## Customization Options

A lacedon ghast is an aquatic variant of the ghast. It has a swim speed of 20 feet and the Aquatic trait, but otherwise its statistics are identical to the normal ghast.

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

## Giant, Fomorian

**Huge Giant**

**Armor Class** 11 (hide)

**Hit Points** 149 (13d12 + 65)

**Speed** 30 ft.

**Senses** darkvision 120 ft.

**Str** 23 (+6)      **Dex** 11 (+0)      **Con** 20 (+5)

**Int** 9 (–1)      **Wis** 11 (+0)      **Cha** 6 (–2)

**Alignment** neutral evil

**Languages** Giant, Undercommon

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### TRAITS

**Keen Senses:** The giant gains a +5 bonus to all checks to detect hidden creatures.

**Vigilant:** The giant is never surprised.

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### ACTIONS

**Multiattack:** The giant makes two flail attacks.

**Melee Attack—Flail:** +8 to hit (reach 15 ft.; one creature). *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Ranged Attack—Sling:** +2 to hit (range 60 ft./240 ft.; one creature). *Hit:* 13 (3d4 + 6) bludgeoning damage.

---

### ENCOUNTER BUILDING

**Level 9** XP 2,410

## Giant, Hill

**Huge Giant**

**Armor Class** 11 (hide)

**Hit Points** 84 (8d12 + 32)

**Speed** 40 ft.

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

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

**Alignment** neutral evil

**Languages** Common, Giant

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### ACTIONS

**Multiattack:** The hill giant makes two greatclub attacks.

**Melee Attack—Greatclub:** +6 to hit (reach 10 ft.; one creature). *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Ranged Attack—Rock:** +5 to hit (range 60 ft./240 ft.; one creature). *Hit:* 16 (2d10 + 5) bludgeoning damage.

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### ENCOUNTER BUILDING

**Level 6** XP 790



## Giant, Stone

**Huge Giant**

**Armor Class** 15

**Hit Points** 103 (9d12 + 45)

**Speed** 40 ft.

**Str** 23 (+6)      **Dex** 15 (+2)      **Con** 20 (+5)

**Int** 10 (+0)      **Wis** 12 (+1)      **Cha** 11 (+0)

**Alignment** neutral

**Languages** Common, Giant

---

### ACTIONS

**Multiattack:** The stone giant makes two greatclub attacks.

**Melee Attack—Greatclub:** +7 to hit (reach 15 ft.; one creature). *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Ranged Attack—Rock:** +6 to hit (range 100 ft./300 ft.; one creature). *Hit:* 22 (3d10 + 6) bludgeoning damage. *Miss:* If the stone giant rolls a result of 16 or higher on the attack roll, the target still takes half damage.

---

### REACTIONS

**Rock Catching:** When a rock or similar object is hurled at the stone giant, the giant can catch it with a successful DC 12 Dexterity check. If the check succeeds, the giant takes no damage from the hurled object.

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### ENCOUNTER BUILDING

**Level 7** XP 1,800

## Gnoll

**Medium Humanoid (Gnoll)**

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

**Hit Points** 13 (3d8)

**Speed** 30 ft.

**Senses** darkvision 60 ft.

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

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

**Alignment** chaotic evil

**Languages** Common, Gnoll

---

### ACTIONS

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

**Ranged Attack—Longbow:** +5 to hit (range 150 ft./600 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

---

### REACTIONS

**Blood Frenzy:** When a hostile creature drops to 0 hit points or fewer within 10 feet of it, the gnoll makes a melee attack with disadvantage.

---

### ENCOUNTER BUILDING

**Level 2** XP 40

## Gnoll Leader (Packlord)

**Medium Humanoid (Gnoll)**

**Armor Class** 16 (chain mail)

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

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 17 (+3)      **Dex** 16 (+3)      **Con** 13 (+1)

**Int** 9 (–1)      **Wis** 11 (+0)      **Cha** 10 (+0)

**Alignment** chaotic evil

**Languages** Common, Gnoll

### TRAITS

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**Incite Blood Frenzy:** The gnoll grants creatures of its choice within 30 feet of it (not counting itself) a +4 bonus to damage rolls when they use the blood frenzy reaction. Multiple bonuses granted by this trait do not stack.

### ACTIONS

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

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

**Ranged Attack—Longbow:** +5 to hit (range 150 ft./600 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

### REACTIONS

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**Blood Frenzy:** When a hostile creature drops to 0 hit points or fewer within 10 feet of it, the gnoll makes a melee attack with disadvantage.

### ENCOUNTER BUILDING

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**Level 4** XP 180

## Gnome, Rock

**Small Humanoid (Gnome)**

**Armor Class** 14 (studded leather)

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

**Speed** 25 ft.

**Senses** low-light vision

**Str** 9 (–1)      **Dex** 12 (+1)      **Con** 13 (+1)

**Int** 12 (+1)      **Wis** 10 (+0)      **Cha** 11 (+0)

**Alignment** chaotic good

**Languages** Common, Gnomish

### TRAITS

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**Artificer's Lore:** The gnome has advantage on Intelligence checks to recall lore about alchemy, magic items, and technological devices.

**Gnome Cunning:** The gnome has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

### ACTIONS

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**Melee Attack—Short Sword:** +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

**Ranged Attack—Light Crossbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

**Alchemical Items:** The gnome uses one of the following alchemical items. It has two of each item.

*Alchemist's Fire:* The gnome hurls a flask of alchemist's fire and makes the following ranged attack: +5 to hit (range 20 ft.; one creature). *Hit:* The target takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 11 Dexterity check to extinguish the flames.

*Thunderstone:* The gnome hurls a magical stone out to a range of 60 feet. When the stone strikes a hard surface, it releases a deafening bang. All creatures within a 10-foot radius of the stone must make a DC 10 Constitution saving throw. *Failed Save:* The target takes 2 (1d4) thunder damage and is deafened for 1 minute.

### ENCOUNTER BUILDING

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**Level 1** XP 10

## Gnome Chieftain, Rock

**Small Humanoid (Gnome)**

**Armor Class** 16 (mithral scale)

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

**Speed** 25 ft.

**Senses** darkvision 60 ft.

**Str** 10 (+0)      **Dex** 13 (+1)      **Con** 15 (+2)

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

**Alignment** chaotic good

**Languages** Common, Gnomish, plus one other

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### TRAITS

**Artificer's Lore:** The gnome has advantage on Intelligence checks to recall lore about alchemy, magic items, and technological devices.

**Gnome Cunning:** The gnome has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

---

### ACTIONS

**Multiattack:** The gnome makes two *+1 short sword* attacks.

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

**Ranged Attack—*Light Crossbow*:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

**Spellcasting:** The gnome casts one of the following spells: At will—*cure minor wounds, guidance, mending*; 1/day—*aid, command, detect magic, meld into stone, hold person, protection from energy*. The gnome uses Intelligence as its magic ability score; the saving throw DC to resist its spells is 12.

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### ENCOUNTER BUILDING

**Level 2   XP 60**

## Gnome Illusionist, Rock

**Small Humanoid (Gnome)**

**Armor Class** 13 (*mage armor*)

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

**Speed** 25 ft.

**Senses** low-light vision

**Str** 9 (–1)      **Dex** 12 (+1)      **Con** 13 (+1)

**Int** 14 (+2)      **Wis** 10 (+0)      **Cha** 11 (+0)

**Alignment** chaotic good

**Languages** Common, Gnomish

---

### TRAITS

**Artificer's Lore:** The gnome has advantage on Intelligence checks to recall lore about alchemy, magic items, and technological devices.

**Gnome Cunning:** The gnome has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

---

### ACTIONS

**Melee or Ranged Attack—*Dagger*:** +4 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

**Spellcasting:** The gnome casts one of the following spells: At will—*light, minor illusion, read magic, shocking grasp*; 1/day—*color spray, disguise self, invisibility, mirror image*. The gnome uses Intelligence as its magic ability score; the saving throw DC to resist its spells is 12.

---

### ENCOUNTER BUILDING

**Level 1   XP 10**

## Goblin

**Small Humanoid (Goblinoid)**

**Armor Class** 14 (leather, shield)

**Hit Points** 3 (1d6)

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 8 (–1)      **Dex** 13 (+1)      **Con** 10 (+0)

**Int** 10 (+0)      **Wis** 9 (–1)      **Cha** 8 (–1)

**Alignment** neutral evil

**Languages** Common, Goblin

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### TRAITS

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

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

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

---

### ACTIONS

**Melee Attack—Mace:** +4 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 – 1) bludgeoning damage (minimum 1 damage).

**Ranged Attack—Shortbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

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### ENCOUNTER BUILDING

**Level 1**   **XP 10**

## Goblin Leader (Boss)

**Small Humanoid (Goblinoid)**

**Armor Class** 15 (studded leather)

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft.

**Senses** darkvision 60 ft.

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

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

**Alignment** neutral evil

**Languages** Common, Goblin

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### TRAITS

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

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

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

---

### ACTIONS

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

**Ranged Attack—Shortbow:** +7 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

---

### ENCOUNTER BUILDING

**Level 1**   **XP 20**

## Golem, Clay

**Large Construct**

**Armor Class** 12

**Hit Points** 85 (9d10 + 36); see Traits below

**Speed** 20 ft.

**Senses** darkvision 60 ft.

**Str** 21 (+5)      **Dex** 9 (–1)      **Con** 18 (+4)

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

**Alignment** unaligned

**Languages** understands Common

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### TRAITS

**Berserk:** While the golem is in combat, roll a d6 at the start of each of its turns. If the result is 6, the golem goes berserk until the end of the encounter. On its turn, a berserk golem attacks the nearest creature or some object smaller than itself if no creature is within reach, and it deals 5 extra bludgeoning damage when it hits with a melee attack. Once the golem goes berserk, it can no longer be controlled by its creator.

**Immunities:** The golem is immune to nonmagical weapons except those made of adamantite, as well as disease, lightning, poison, and psychic damage. It cannot be charmed, frightened, paralyzed, petrified, or put to sleep. It does not need to sleep, eat, or breathe.

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

---

### ACTIONS

**Multiattack:** The golem makes two slam attacks.

**Melee Attack—Slam:** +6 to hit (reach 5 ft.; one creature). *Hit:* 18 (3d8 + 5) bludgeoning damage, or 23 (3d8 + 10) bludgeoning damage while the golem is berserk (see Traits).

**Haste (Recharge 6):** The golem gains the benefits of a *haste* spell until the end of its next turn.

---

### ENCOUNTER BUILDING

**Level 10 XP** 3,720

## Golem, Stone

**Large Construct**

**Armor Class** 17

**Hit Points** 105 (10d10 + 50); see Traits below

**Speed** 20 ft.

**Senses** darkvision 100 ft.

**Str** 24 (+7)      **Dex** 9 (–1)      **Con** 20 (+5)

**Int** 3 (–4)      **Wis** 11 (+0)      **Cha** 1 (–5)

**Alignment** unaligned

**Languages** understands Common

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### TRAITS

**Immunities:** The golem is immune to nonmagical weapons except those made of adamantite, as well as disease, cold, fire, lightning, poison, and psychic damage. It cannot be charmed, frightened, paralyzed, petrified, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

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

---

### ACTIONS

**Multiattack:** The golem makes two slam attacks.

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

**Slow (Recharge 5–6):** The golem chooses any number of creatures within 10 feet of it. Each target must make a DC 13 Constitution saving throw. *Failed Save:* The target's speed is reduced by 10 feet for 1 minute. The speed reduction is cumulative with other effects that reduce the target's speed.

---

### ENCOUNTER BUILDING

**Level 13 XP** 9,360

## Gorgimera

**Large Monstrosity**

**Armor Class** 15

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

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

**Senses** darkvision 60 ft.

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

**Int** 3 (–4)      **Wis** 14 (+2)      **Cha** 10 (+0)

**Alignment** chaotic evil

**Languages** understands Draconic

### ACTIONS

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

**Melee Attack—Bite:** +8 to hit (reach 5 ft.; one creature).  
*Hit:* 14 (3d6 + 4) piercing damage.

**Melee Attack—Gore:** +8 to hit (reach 5 ft.; one creature).  
*Hit:* 10 (1d12 + 4) piercing damage.

**Melee Attack—Rake:** +8 to hit (reach 5 ft.; one creature).  
*Hit:* 11 (2d6 + 4) slashing damage.

**Fire Breath (Recharge 6):** The gorgimera breathes fire in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw. *Failed Save:* 35 (10d6) fire damage. *Successful Save:* Half damage.

**Petrifying Breath (Recharge 6):** The gorgimera breathes a 15-foot cone of petrifying gas. Each creature in the area must make a DC 14 Constitution saving throw. *Failed Save:* The target turns to stone permanently.

### ENCOUNTER BUILDING

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**Level 9** XP 2,580

## Green Slime

**Medium Ooze (Hazard)**

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

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

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

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

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

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

### ENCOUNTER BUILDING

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**Level 1** XP 20

## Hippogriff

**Large Beast**

**Armor Class** 11

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

**Speed** 40 ft., fly 60 ft.

**Senses** low-light vision

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

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

**Alignment** unaligned

**Languages** —

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### ACTIONS

**Multiattack:** The hippogriff makes one bite attack and one claws attack against the same target.

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

*Hit:* 8 (1d10 + 3) piercing damage.

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

*Hit:* 10 (2d6 + 3) piercing damage.

---

### ENCOUNTER BUILDING

**Level 3**   **XP** 110

## Hobgoblin

**Medium Humanoid (Goblinoid)**

**Armor Class** 14 (ring mail)

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

**Speed** 25 ft.

**Senses** darkvision 60 ft.

**Str** 11 (+0)      **Dex** 10 (+0)      **Con** 12 (+1)

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

**Alignment** lawful evil

**Languages** Common, Goblin

---

### TRAITS

**Steadfast:** The hobgoblin cannot be frightened while it can see a friendly creature within 30 feet of it that also has this trait.

---

### ACTIONS

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

**Ranged Attack—Shortbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

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

---

### ENCOUNTER BUILDING

**Level 1**   **XP** 20

## Hobgoblin Leader (Captain)

**Medium Humanoid (Goblinoid)**

**Armor Class** 16 (chain mail)

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

**Speed** 25 ft.

**Senses** darkvision 60 ft.

**Str** 14 (+2)      **Dex** 12 (+1)      **Con** 13 (+1)

**Int** 12 (+1)      **Wis** 10 (+0)      **Cha** 16 (+3)

**Alignment** lawful evil

**Languages** Common, Goblin

---

### TRAITS

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

**Steadfast:** The hobgoblin cannot be frightened while it can see a friendly creature within 30 feet of it that also has this trait.

---

### ACTIONS

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

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

**Ranged Attack—Shortbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

---

### ENCOUNTER BUILDING

**Level 3   XP 90**

## Horse, Draft

**Large Beast**

**Armor Class** 10

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

**Speed** 40 ft.

**Str** 18 (+4)      **Dex** 10 (+0)      **Con** 12 (+1)

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

**Alignment** unaligned

**Languages** —

---

### ACTIONS

**Melee Attack—Hooves:** +3 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d4 + 4) bludgeoning damage.

---

### ENCOUNTER BUILDING

**Level 2   XP 40**



## Horse, War

**Large Beast**

**Armor Class** 10

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

**Speed** 60 ft.

**Str** 18 (+4)      **Dex** 10 (+0)      **Con** 12 (+1)

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

**Alignment** unaligned

**Languages** —

### ACTIONS

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

### ENCOUNTER BUILDING

**Level 2** **XP** 60 (see also Customization Options sidebar)

## Customization Options

A war horse clad in armor has a higher-than-normal AC, as indicated below. The higher the horse's AC, the more XP it is worth.

Barding	AC	Price	Speed	Weight	XP
Studded leather	13	50 gp	—	40 lb.	60
Ring mail	14	60 gp	–5 feet	80 lb.	60
Chain mail	16	150 gp	–5 feet	80 lb.	70
Banded mail	17	1,500 gp	—	90 lb.	70
Plate mail	18	5,000 gp	–5 feet	100 lb.	80

## Human Savage (Human Tribesfolk)

**Medium Humanoid (Human)**

**Armor Class** 15 (hide, shield)

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

**Speed** 30 ft.

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

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

**Alignment** any

**Languages** Common

### TRAITS

**Pack Tactics:** The savage gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

### ACTIONS

**Melee or Ranged Attack—Spear:** +4 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

### ENCOUNTER BUILDING

**Level 1** **XP** 20

## Lizard, Giant Subterranean

**Large Beast**

**Armor Class** 11

**Hit Points** 45 (6d10 + 12)

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

**Senses** darkvision 60 ft.

**Str** 19 (+4)      **Dex** 10 (+0)      **Con** 14 (+2)

**Int** 3 (–4)      **Wis** 9 (–1)      **Cha** 6 (–2)

**Alignment** unaligned

**Languages** —

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### TRAITS

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

---

### ACTIONS

**Melee Attack—Bite:** +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage, and the lizard grapples the target. The grapple ends if the lizard takes damage. While grappled, the target takes 11 (2d6 + 4) piercing damage at the start of each of its turns until it escapes. While grappling a creature, the lizard cannot make bite attacks. If the lizard moves, any creature it is grappling moves with it.

---

### ENCOUNTER BUILDING

**Level 4** XP 220

## Lurker Above

**Huge Monstrosity**

**Armor Class** 12

**Hit Points** 76 (9d12 + 18)

**Speed** 0 ft., fly 10 ft.

**Senses** darkvision 60 ft.

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

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

**Alignment** unaligned

**Languages** —

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### TRAITS

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

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

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

---

### ACTIONS

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

---

### ENCOUNTER BUILDING

**Level 7** XP 1,300

## Marid

**Large Elemental (Water)**

**Armor Class** 16

**Hit Points** 175 (13d10 + 104)

**Speed** 30 ft., fly 60 ft., swim 90 ft.

**Senses** darkvision 120 ft.

**Str** 24 (+7)      **Dex** 11 (+0)      **Con** 26 (+8)

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

**Alignment** any chaotic

**Languages** Aquan, Common

### TRAITS

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

**Telepathy:** The marid can communicate telepathically with any other creature within 100 feet that speaks or understands a language.

**Watery Demise:** When the marid dies, it disappears in a burst of water and foam, leaving nothing behind but puddles and any gear it was carrying or wearing.

### ACTIONS

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**Multiattack:** The marid makes two trident attacks.

**Melee Attack—Trident:** +10 to hit (reach 5 ft.; one creature). *Hit:* 16 (2d8 + 7) piercing damage.

**Gaseous Form:** The marid polymorphs into a 10-foot-tall, 5-foot-diameter column of vapor. In this form, it cannot take actions and cannot be harmed, but it can pass through the smallest gaps. It can end the effect at will.

**Spellcasting:** The marid casts one of the following spells: at will—*create water*, *detect magic*, *fog cloud*, *water walk*; 1/day—*invisibility*, *polymorph* (self only), *true seeing*, *water breathing*. Once per month, it can cast *wish*, but never for its own gain or benefit.

**Water Jet:** The marid shoots a jet of water in a 50-foot line. Each creature in the area must make a DC 10 Dexterity saving throw. *Failed Save:* 21 (6d6) bludgeoning damage, and the target is pushed 20 feet away from the marid and knocked prone.

### ENCOUNTER BUILDING

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**Level 10 XP** 4,040

## Marlgoyle

**Use Gargoyle (above).**

## Minotaur

**Large Monstrosity**

**Armor Class** 12

**Hit Points** 52 (7d10 + 14)

**Speed** 40 ft.

**Senses** darkvision 60 ft.

**Str** 18 (+4)      **Dex** 11 (+0)      **Con** 15 (+2)

**Int** 6 (–2)      **Wis** 16 (+3)      **Cha** 9 (–1)

**Alignment** chaotic evil

**Languages** Common, Giant

### TRAITS

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**Keen Senses:** The minotaur gains a +5 bonus to all checks to detect hidden creatures.

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

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

### ACTIONS

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**Melee Attack—Greataxe:** +6 to hit (reach 5 ft.; one creature). *Hit:* 17 (2d12 + 4) slashing damage.

**Melee Attack—Gore:** +6 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) piercing damage, or 22 (4d8 + 4) piercing damage when using its charge action (see below).

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

### ENCOUNTER BUILDING

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**Level 5**   **XP** 320

## Ogre

**Large Giant**

**Armor Class** 11 (hide)

**Hit Points** 32 (5d10 + 5)

**Speed** 40 ft.

**Senses** darkvision 60 ft.

**Str** 18 (+4)      **Dex** 8 (–1)      **Con** 13 (+1)

**Int** 5 (–3)      **Wis** 7 (–2)      **Cha** 7 (–2)

**Alignment** chaotic evil

**Languages** Common, Giant

### ACTIONS

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**Melee Attack—Greatclub:** +6 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) bludgeoning damage.

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

### ENCOUNTER BUILDING

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**Level 4**   **XP** 140

## Orc

**Medium Humanoid (Orc)**

**Armor Class** 13 (studded leather)

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

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 14 (+2)      **Dex** 10 (+0)      **Con** 12 (+1)

**Int** 7 (–2)      **Wis** 11 (+0)      **Cha** 10 (+0)

**Alignment** chaotic evil

**Languages** Common, Orc

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### TRAITS

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

---

### ACTIONS

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

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

---

### ENCOUNTER BUILDING

**Level 3** XP 70

## Orc Leader (Chieftain)

**Medium Humanoid (Orc)**

**Armor Class** 16 (chain mail)

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

**Speed** 25 ft.

**Senses** darkvision 60 ft.

**Str** 16 (+3)      **Dex** 11 (+0)      **Con** 14 (+2)

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

**Alignment** chaotic evil

**Languages** Common, Orc

---

### TRAITS

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

---

### ACTIONS

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

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

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

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

---

### ENCOUNTER BUILDING

**Level 5** XP 340

## Orc Witch Doctor

**Medium Humanoid (Orc)**

**Armor Class** 12 (hide)

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

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 14 (+2)      **Dex** 10 (+0)      **Con** 12 (+1)

**Int** 9 (–1)      **Wis** 13 (+1)      **Cha** 12 (+1)

**Alignment** chaotic evil

**Languages** Common, Orc

### TRAITS

---

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

### ACTIONS

---

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

**Spellcasting:** The orc casts one of the following spells: 1/day—*bleed*, *burning hands*, *cause fear*, *divine favor*. The orc uses Wisdom as its magic ability score, and the saving throw DC to resist its spells is 11.

### ENCOUNTER BUILDING

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**Level 2** XP 50

## Pech

**Small Humanoid (Earth)**

**Armor Class** 14

**Hit Points** 14 (4d6)

**Speed** 20 ft.

**Senses** darkvision 60 ft.

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

**Int** 11 (+0)      **Wis** 12 (+1)      **Cha** 10 (+0)

**Alignment** neutral good

**Languages** Terran

### TRAITS

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**Immunities:** The pech cannot be turned to stone.

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

### ACTIONS

---

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

**Spellcasting:** The pech casts one of the following spells: 3/day—*meld into stone*, *stoneskin*, *transmute rock and mud*. A group of four pech acting together and within 30 feet of one another can cast *wall of stone* at will. A group of eight pech can cast *flesh to stone* or *greater restoration* (*stone to flesh* only) at will. Pech casting in concert use Wisdom as their magic ability score; the saving throw DC to resist their spells is 11.

### ENCOUNTER BUILDING

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**Level 2** XP 50

## Piercer

**Medium Beast**

**Armor Class** 15

**Hit Points** 19 (3d8 + 6); see Traits below

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

**Senses** blindsight 60 ft.

**Str** 10 (+0)      **Dex** 13 (+1)      **Con** 15 (+2)

**Int** 1 (–5)      **Wis** 7 (–2)      **Cha** 3 (–4)

**Alignment** unaligned

**Languages** —

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### TRAITS

**Hide in Plain Sight:** The piercer can remain so still that it appears to be an ordinary stalactite. A DC 20 Intelligence or Wisdom check reveals that the stalactite is, in fact, a piercer.

**Resistances:** The piercer is resistant to piercing and slashing damage.

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

**Weakness:** While on the ground, the piercer cannot make attacks, and all melee attacks made against it have advantage.

---

### ACTIONS

**Melee Attack—Drop:** +5 to hit (one creature directly underneath the piercer). *Hit:* 1d6 piercing damage per 10 feet fallen (maximum 6d6). *Miss:* The piercer takes 1d6 bludgeoning damage per 10 feet fallen.

---

### ENCOUNTER BUILDING

**Level 3**   **XP** 130

## Pony

**Medium Beast**

**Armor Class** 11

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

**Speed** 30 ft.

**Str** 15 (+2)      **Dex** 12 (+1)      **Con** 13 (+1)

**Int** 2 (–4)      **Wis** 9 (–1)      **Cha** 5 (–3)

**Alignment** unaligned

**Languages** —

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### ACTIONS

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

---

### ENCOUNTER BUILDING

**Level 1**   **XP** 20

## Roper

**Large Monstrosity**

**Armor Class** 11

**Hit Points** 153 (18d10 + 54)

**Speed** 10 ft., climb 10 ft.

**Senses** darkvision 30 ft., tremorsense 50 ft.

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

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

**Alignment** neutral evil

**Languages** Common, Terran

### TRAITS

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

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

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

### ACTIONS

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

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

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

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

### ENCOUNTER BUILDING

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**Level 7** XP 1,190

## Shambling Mound

**Large Plant**

**Armor Class** 8

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

**Speed** 20 ft.

**Senses** blindsight 60 ft., tremorsense 30 ft.

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

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

**Alignment** unaligned

**Languages** —

### TRAITS

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

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

### ACTIONS

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

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

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

### ENCOUNTER BUILDING

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**Level 7** XP 1,410



## Shrieker

**Medium Plant**

**Armor Class** 5

**Hit Points** 13 (3d8)

**Speed** 1 ft.

**Senses** blindsight 30 ft., tremorsense 30 ft.

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

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

**Alignment** unaligned

**Languages** —

---

### TRAITS

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

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

---

### REACTIONS

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

---

### ENCOUNTER BUILDING

**Level 1**   **XP 10**

## Snake, Giant Poisonous

**Medium Beast**

**Armor Class** 14

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

**Speed** 40 ft., climb 20 ft.

**Senses** darkvision 30 ft.

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

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

**Alignment** unaligned

**Languages** —

---

### ACTIONS

**Melee Attack—Bite:** +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 10 (3d6) poison damage. *Successful Save:* Half damage.

---

### ENCOUNTER BUILDING

**Level 3**   **XP 80**

## Stirge

**Small Beast**

**Armor Class** 13

**Hit Points** 3 (1d6)

**Speed** 10 ft., fly 40 ft.

**Senses** darkvision 60 ft.

**Str** 4 (–3)      **Dex** 14 (+2)      **Con** 11 (+0)

**Int** 2 (–4)      **Wis** 7 (–2)      **Cha** 6 (–2)

**Alignment** unaligned

**Languages** —

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### ACTIONS

**Melee Attack—Bite:** +4 to hit (reach 5 ft.; one living creature). The attack automatically hits a creature to which the stirge is attached. *Hit:* 2 (1d4) piercing damage, and the stirge attaches to the target.

An attached stirge's speed drops to 0, and it moves with the target. A stirge can be removed with a DC 10 Strength check as an action.

---

### ENCOUNTER BUILDING

**Level 1** XP 10

## Trapper

**Huge Monstrosity**

**Armor Class** 13

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

**Speed** 10 ft.

**Senses** tremorsense 30 ft.

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

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

**Alignment** unaligned

**Languages** —

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### TRAITS

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

**Resistances:** The trapper is resistant to cold and fire.

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

---

### ACTIONS

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

---

### ENCOUNTER BUILDING

**Level 7** XP 1,760

## Troglodyte

**Medium Humanoid (Troglodyte)**

**Armor Class** 10

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

**Speed** 30 ft.

**Senses** darkvision 90 ft.

**Str** 11 (+0)      **Dex** 9 (–1)      **Con** 14 (+2)

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

**Alignment** chaotic evil

**Languages** Draconic

### TRAITS

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

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

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

### ACTIONS

**Multiattack:** The troglodyte makes one bite attack and one claws attack, or two greatclub attacks.

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

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

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

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

### ENCOUNTER BUILDING

**Level 2** XP 30

## Weapon Use

About half of the troglodytes in a given group use weapons. The others attack with their teeth and claws.

## Troglodyte Champion of Laogzed

**Large Humanoid (Troglodyte)**

**Armor Class** 13

**Hit Points** 57 (6d10 + 24)

**Speed** 30 ft.

**Senses** darkvision 90 ft.

**Str** 19 (+4)      **Dex** 9 (–1)      **Con** 18 (+4)

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

**Alignment** chaotic evil

**Languages** Draconic

### TRAITS

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

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

### ACTIONS

**Multiattack:** The troglodyte makes one bite attack and one claws attack.

**Melee Attack—Bite:** +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d10 + 2) piercing damage.

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

**Curse of Laogzed (1/day):** The troglodyte unleashes a terrible croak. All non-deafened creatures within 30 feet of the troglodyte (except troglodytes) must make a DC 12 Constitution saving throw. *Failed Save:* The target is polymorphed into a Tiny lizard for 1 minute, and equipment worn or carried does not merge with the new form. On its turn, the target can use its action to make a DC 12 Constitution check to end the effect.

### ENCOUNTER BUILDING

**Level 5** XP 420

## Troll

**Large Giant**

**Armor Class** 11

**Hit Points** 66 (7d10 + 28)

**Speed** 30 ft., climb 20 ft.

**Senses** darkvision 60 ft.

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

**Int** 7 (–2)      **Wis** 8 (–1)      **Cha** 9 (–1)

**Alignment** chaotic evil

**Languages** Giant

### TRAITS

**Keen Senses:** The troll gains a +5 bonus to all checks to detect hidden creatures.

**Regeneration:** At the start of its turn, the troll regains 5 hit points. When it takes acid or fire damage, the troll's regeneration doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 hit points or fewer and does not regenerate.

### ACTIONS

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

**Melee Attack—Bite:** +6 to hit (reach 5 ft.; one creature).  
*Hit:* 8 (1d8 + 4) piercing damage.

**Melee Attack—Claw:** +6 to hit (reach 5 ft.; one creature).  
*Hit:* 7 (1d6 + 4) slashing damage.

### ENCOUNTER BUILDING

**Level 6 XP 610**

## Customization Options

Some trolls have the following trait.

**Loathsome Limbs:** If the troll takes 15 or more damage from a single attack or effect, roll a d20 and consult the table below.

d20	Result
1–10	No additional effect.
11–18	One of the troll's limbs (determined randomly) is severed.
19–20	The troll is decapitated but not killed.

The troll loses the attack appropriate to the lost body part until it has regenerated at least 15 hit points (at which point it sprouts a replacement) or until it uses an action to pick up and reattach its severed body part.

A severed body part has AC 9, 5 hit points, a speed of 5 feet, and the troll's Regeneration trait. Severed limbs are considered blinded if the troll's head cannot see them. Each severed part acts on the troll's initiative and can make a bite attack (if it's the head) or a claw attack (if it's a limb) as an action. If a severed body part regenerates 66 hit points or more, it becomes a whole new troll.

## Turtle, Giant Snapping

**Large Beast**

**Armor Class** 15

**Hit Points** 55 (10d10)

**Speed** 10 ft., swim 20 ft.

**Senses** darkvision 30 ft.

**Str** 17 (+3)      **Dex** 4 (–3)      **Con** 10 (+0)

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

**Alignment** unaligned

**Languages** —

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### TRAITS

**Hold Breath:** The turtle breathes air, but it can hold its breath ten times longer than normal.

**Shell:** Instead of moving on its turn, the turtle can hide under or emerge from its thick shell. While in its shell, the turtle has three-quarters cover.

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### ACTIONS

**Melee Attack—Bite:** +6 to hit (reach 10 ft.; one creature).  
*Hit:* 17 (4d6 + 3) piercing damage.

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### ENCOUNTER BUILDING

**Level 5**   **XP** 350

## Umber Hulk

**Large Monstrosity**

**Armor Class** 14

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

**Speed** 20 ft.; burrow

**Senses** darkvision 100 ft., tremorsense 50 ft.

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

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

**Alignment** chaotic evil

**Languages** Terran

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### TRAITS

**Confusing Gaze:** A creature that starts its turn within 30 feet of the umber hulk that can see the umber hulk must either avert its eyes or make a DC 11 Wisdom saving throw (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn. *Failed Saving Throw:* Using its action, the target must attack a randomly determined target within range. The attack can be any harmful effect the target can use at-will.

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### ACTIONS

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

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

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

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### ENCOUNTER BUILDING

**Level 6**   **XP** 860

## Vampire Warrior (Drelnza)

### Medium Undead

**Armor Class** 20 (+2 *plate mail*)

**Hit Points** 110 (13d8 + 52); see Traits below

**Speed** 25 ft., climb 15 ft.

**Senses** darkvision 60 ft.

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

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

**Alignment** chaotic evil

**Languages** Common

### TRAITS

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**Immunities:** The vampire is immune to disease, necrotic, poison, and nonmagical weapons (except those made of cold-forged iron). It cannot be charmed, paralyzed, or put to sleep. It does not need to breathe.

**Mist Form:** If the vampire is reduced to 0 hit points or fewer while not in its coffin, it polymorphs into a cloud of mist. While in mist form, the vampire does not regenerate, cannot take actions, and cannot be damaged (but is destroyed instantly by natural sunlight or a turn undead effect). It gains a fly speed of 20 feet and can squeeze through tiny cracks and openings. If a vampire in mist form starts its turn in its coffin, it returns to its normal form with 1 hit point.

**Regeneration:** At the start of its turn, the vampire regains 2d10 hit points. If it takes radiant damage, the vampire's regeneration does not function on its next turn.

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

**Vulnerability:** The vampire is vulnerable to radiant damage and takes 10 radiant damage each time it starts its turn in direct sunlight.

### ACTIONS

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**Multiattack:** The vampire makes two +4 *bastard sword* attacks.

**Melee Attack—+4 Bastard Sword:** +10 to hit (reach 5 ft.; one creature). *Hit:* 24 (3d10 + 8) slashing damage, and if the target is lawful good cleric, it must make a DC 17 Constitution saving throw. *Failed Save:* The target is paralyzed until the end of its next turn.

**Melee Attack—Bite:** +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage and 10 (3d6) necrotic damage, the target's hit point maximum is reduced by an amount equal to the necrotic damage dealt by this attack,

and the vampire regains hit points equal to the amount of necrotic damage dealt.

The reduction to the target's hit point maximum lasts until the target takes a long rest. A creature whose hit point maximum is reduced to 0 by this attack dies. A living creature that is killed by the vampire's bite rises as a vampire under the original vampire's control on the next night after burial or interment in a tomb.

**Change Shape:** The vampire polymorphs into a Tiny bat and can remain in this form for up to 24 hours. While in bat form, it cannot make attacks and has a normal speed of 5 feet and a fly speed of 40 feet. Reverting to its true form requires an action.

**Domination:** The vampire chooses one living humanoid it can see within 10 feet of it. The target must make a DC 13 Wisdom saving throw. *Failed Save:* The target is charmed for 1 day or until the vampire or one of its allies harms it. While the target is charmed, the vampire can decide the target's action and how it moves. On target's next turn, it does as the vampire commands. A creature charmed by a vampire in this way receives the commands even if the vampire cannot see it. The charmed creature cannot take reactions.

The vampire can have only one creature charmed at a time. If the charmed creature takes any damage, it can make a DC 13 Wisdom saving throw to end the effect.

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

### ENCOUNTER BUILDING

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**Level 14 XP** 11,360

## Wolf

**Medium Beast**

**Armor Class** 12

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

**Speed** 50 ft.

**Senses** low-light vision

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

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

**Alignment** unaligned

**Languages** —

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### TRAITS

**Keen Senses:** The wolf gains a +5 bonus to all checks to detect hidden creatures.

**Pack Tactics:** The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

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### ACTIONS

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

*Hit:* 1d8 + 1 piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

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### ENCOUNTER BUILDING

**Level 1**   **XP 20**

## Wolwere

**Medium Monstrosity (Shapechanger)**

**Armor Class** 12

**Hit Points** 37 (5d8 + 15); see Traits below

**Speed** 30 ft. (50 ft. in wolf form)

**Senses** low-light vision

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

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

**Alignment** chaotic evil

**Languages** Common (cannot speak in wolf form)

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### TRAITS

**Immunities:** The wolwere is immune to nonmagical weapons except those made of cold-forged iron.

**Keen Senses:** The wolwere gains a +5 bonus to all checks to detect hidden creatures.

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### ACTIONS

**Multiattack:** The wolwere makes one bite attack and one claws attack, or two long sword attacks.

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

**Melee Attack—Claws (hybrid form only):** +5 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) slashing damage.

**Melee Attack—Long Sword (humanoid and hybrid forms only):** +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) slashing damage.

**Change Shape:** The wolwere polymorphs into a half-human/half-wolf hybrid or a human and can remain in either form for up to 24 hours. Equipment worn or carried does not merge with the new form. The wolwere reverts to its wolf form when killed.

**Song (humanoid form only):** The wolwere sings and plays an instrument. The music makes other creatures lethargic. Non-deafened creatures within 30 feet of the wolwere (except those designated by the wolwere) must make a DC 13 Wisdom saving throw. *Failed Save:* The target moves at half speed and has disadvantage on attack rolls, ability checks, and saving throws for 1 minute.

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### ENCOUNTER BUILDING

**Level 5**   **XP 480**

## Wyvern

**Large Dragon**

**Armor Class** 11

**Hit Points** 66 (7d12 + 21)

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

**Senses** darkvision 60 ft.

**Str** 19 (+4)      **Dex** 10 (+0)      **Con** 16 (+3)

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

**Alignment** unaligned

**Languages** —

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### TRAITS

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

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### ACTIONS

**Multiattack:** The wyvern makes a bite attack and a sting attack.

**Melee Attack—Bite:** +6 to hit (reach 5 ft.; one creature).  
*Hit:* 13 (2d8 + 4) piercing damage.

**Melee Attack—Sting:** +6 to hit (reach 10 ft.; one creature).  
*Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw. *Failed Save:* 17 (5d6) poison damage.

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### ENCOUNTER BUILDING

**Level 6 XP 720**

## Xag-Ya

**Medium Aberration**

**Armor Class** 13

**Hit Points** 31 (7d8); see Traits below

**Speed** 0 ft., fly 30 ft.

**Senses** darkvision 60 ft.

**Str** 8 (–1)      **Dex** 16 (+3)      **Con** 11 (+0)

**Int** 13 (+1)      **Wis** 11 (+0)      **Cha** 10 (+0)

**Alignment** neutral

**Languages** —

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### TRAITS

**Immunities:** Xag-ya are immune to nonmagical weapons and lightning.

**Limited Magic Resistance:** The xag-ya has advantage on saving throws against magical effects except those that deal cold damage.

**Mutual Annihilation:** If a xag-ya and a xeg-yi come within 30 feet of one another, they rush together and destroy each other in a 30-foot-radius explosion. Other creatures in the area of effect must make a DC 13 Dexterity saving throw. *Failed Save:* 10 (2d6 + 3) lightning damage and 10 (2d6 + 3) necrotic damage.

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### ACTIONS

**Multiattack:** The xag-ya makes 1d4 energized tentacle attacks.

**Melee—Energized Tentacle:** +8 to hit (reach 10 ft.; one creature). If the target is wearing metal armor, the xag-ya has advantage on the attack roll. *Hit:* 10 (3d6) lightning damage.

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### ENCOUNTER BUILDING

**Level 6 XP 790**



## Xeg-Yi

**Medium Aberration**

**Armor Class** 13

**Hit Points** 31 (7d8); see Traits below

**Speed** 0 ft., fly 30 ft.

**Senses** darkvision 60 ft.

**Str** 8 (–1)      **Dex** 16 (+3)      **Con** 11 (+0)

**Int** 13 (+1)      **Wis** 11 (+0)      **Cha** 10 (+0)

**Alignment** neutral

**Languages** —

### TRAITS

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**Immunities:** Xeg-yi are immune to nonmagical weapons and necrotic damage.

**Limited Magic Resistance:** The xeg-yi has advantage on saving throws against magical effects except those that deal fire damage.

**Mutual Annihilation:** If a xag-ya and a xeg-yi come within 30 feet of one another, they rush together and destroy each other in a 30-foot-radius explosion. Other creatures in the area of effect must make a DC 13 Dexterity saving throw. *Failed Save:* 10 (2d6 + 3) lightning damage and 10 (2d6 + 3) necrotic damage.

### ACTIONS

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**Multiattack:** The xeg-yi makes 1d4 energized tentacle attacks.

**Melee—Energized Tentacle:** +8 to hit (reach 10 ft.; one creature). *Hit:* 10 (3d6) necrotic damage.

### ENCOUNTER BUILDING

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**Level 6** XP 790

## Xorn

**Medium Elemental (Earth)**

**Armor Class** 15

**Hit Points** 73 (7d8 + 42); see Traits below

**Speed** 20 ft., burrow 20 ft.; see Traits below

**Senses** darkvision 60 ft., tremorsense 60 ft.

**Str** 17 (+3)      **Dex** 10 (+0)      **Con** 22 (+6)

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

**Alignment** neutral

**Languages** Terran

### TRAITS

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

**Immunities:** The xorn is immune to cold and fire.

**Resistances:** The xorn is resistant to lightning, piercing, and slashing damage.

**Vigilant:** The xorn is never surprised.

### ACTIONS

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**Multiattack:** The xorn makes three claw attacks. If two or more attacks hit the same target, the xorn makes one bite attack against that target.

**Melee Attack—Bite:** +7 to hit (reach 5 ft.; one creature). *Hit:* 17 (4d6 + 3) piercing damage.

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

### ENCOUNTER BUILDING

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**Level 7** XP 1,890