

D&D Next Bestiary for Module S1: Tomb of Horrors

This file contains D&D Next statistical conversions for the monsters encountered in module S1, *Tomb of Horrors*, 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.

Apparition (Ghost)

Medium Undead

Armor Class 11

Hit Points 54 (12d8); see Traits below

Speed 40 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 3 (–4) **Dex** 13 (+1) **Con** 10 (+0)

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

Alignment neutral

Languages —

the apparition leaves voluntarily or by force, it reappears in a space within 5 feet of its former host.

ENCOUNTER BUILDING

Level 7 **XP** 1,760

TRAITS

Ethereal: The apparition is ethereal.

Immunities: The apparition cannot be paralyzed, petrified, put to sleep, stunned, turned, rebuked, or knocked prone. It is immune to disease and poison.

ACTIONS

Melee Attack—Corrupting Touch: +9 to hit (reach 5 ft.; one creature). *Hit:* 20 (4d8 + 2) necrotic damage.

Horrifying Visage: Each creature within 50 feet of the apparition that can see it must make a DC 10 Wisdom saving throw. *Failed Save:* The creature ages 4d10 years and is frightened for 1 minute. As an action, the frightened creature can make a DC 10 Wisdom check to no longer be frightened, but only a *greater restoration* spell can undo the unnatural aging. *Successful Save:* The creature is immune to the apparition's horrifying visage for the next 24 hours. This immunity also applies once the frightened effect ends.

Possession (Recharge 6): The apparition chooses a living creature within 5 feet of it. The chosen creature must make a DC 10 Charisma saving throw. *Failed Save:* The apparition vanishes into the target. For the next 24 hours, the apparition controls the target's actions. *Successful Save:* The target is not possessed and is immune to the apparition's possession for the next 24 hours. The apparition can leave its host at any time (no action required), ending the possession. A turn undead effect or a *greater restoration* spell that targets the possessed creature automatically drives out the apparition. Whether

Demi-Lich

Tiny Undead

Armor Class 20

Hit Points 50 (20d4)

Speed 0 ft., fly 30 ft.

Senses darkvision 60 ft., truesight 60 ft.

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

Int 24 (+7) **Wis** 17 (+3) **Cha** 21 (+5)

Alignment neutral evil

Languages — (see Telepathy trait)

TRAITS

Destruction: When the demi-lich is reduced to 0 hit points or fewer, it is destroyed and turns to powder, leaving behind eight gems. Roll a d6 for each gem that contains a trapped soul; on a roll of 1–5, the soul within the gem is devoured by Acererak, and nothing short of divine intervention can restore it. On a roll of 6, the soul remains trapped in the gem and can be released by crushing the gem. However, a material body must be ready within 10 feet to receive it, or the soul is released into the afterlife.

Immunities: The demi-lich cannot be charmed, frightened, paralyzed, petrified, stunned, or put to sleep. It is immune to disease and poison, as well as acid, cold, fire, lightning, and psychic damage. Inside its own tomb, the demi-lich cannot be turned.

Resistances: The demi-lich is resistant to force, thunder, and weapon damage.

Telepathy: The demi-lich can communicate telepathically with any creature within 100 feet that speaks or understands a language. Its telepathy extends to the Ethereal Plane.

ACTIONS

Trap the Soul: The demi-lich chooses one living creature within 30 feet of it that it can see. The target must be on the Material Plane or the Ethereal Plane, and it must make a DC 14 Charisma saving throw. *Failed Save:* The soul of the target is trapped inside one of the demi-lich's gems. Meanwhile, the target's body collapses in a mass of corruption that completely molds and vanishes by the start of the demi-lich's next turn. The demi-lich can capture the souls of up to eight creatures, storing them in its gems. If the demi-lich traps a ninth soul, one randomly determined soul already trapped in a gem is devoured to make room, and nothing short of divine intervention can restore it.

Vile Curse (1/day): The demi-lich pronounces a horrible curse, targeting all hostile creatures within 30 feet of it that it can see. Each target has disadvantage on attack rolls and saving throws until the effect is lifted with a *greater restoration* spell. In addition, the target must make a DC 14 Wisdom saving throw. *Failed Save:* The target is teleported 100–600 miles away to a random, safe location. Objects and gear carried by the target is not teleported with it.

ENCOUNTER BUILDING

Level 14 XP 12,890

Efreeti

Large Elemental (Fire)

Armor Class 15

Hit Points 150 (12d10 + 84); see Traits below

Speed 40 ft., fly 60 ft.

Senses darkvision 120 ft.

Str 22 (+6) **Dex** 11 (+0) **Con** 24 (+7)

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

Alignment lawful evil

Languages Common, Ignan

TRAITS

Fiery Demise: When the efreeti dies, it disappears in a flash of fire and a puff of smoke, leaving behind embers and any gear it was carrying or wearing.

Immunities: The efreeti is immune to fire.

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

ACTIONS

Multiattack: The efreeti makes two scimitar attacks.

Melee Attack—Scimitar: +9 to hit (reach 10 ft.; one creature). *Hit:* 13 (2d6 + 6) slashing damage and 10 (3d6) fire damage.

Smoke Form (Recharge 6): The efreeti polymorphs into a 10-foot-diameter cloud of smoke. In this form, it cannot take actions and cannot be harmed, but it can pass through the smallest gaps. The efreeti can take an action to end the effect.

Spellcasting: The efreeti casts one of the following spells: at will—*detect magic*, *produce flame*; 1/day—*enlarge*, *invisibility*, *polymorph*. Once per month, it can cast *wish*, but never for its own gain or benefit. The efreeti uses Intelligence as its magic ability, and the saving throw DC to resist its spells is 13.

ENCOUNTER BUILDING

Level 10 XP 3,900

Gargoyle, Giant Four-Armed

Large Monstrosity

Armor Class 18

Hit Points 152 (16d10 + 64)

Speed 40 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 20 (+5) **Dex** 14 (+2) **Con** 18 (+4)

Int 6 (–2) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment lawful evil

Languages Common, Terran

ACTIONS

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

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

Melee Attack—Claws: +8 to hit (reach 5 ft.; one creature).
Hit: 16 (2d10 + 5) slashing damage.

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

ENCOUNTER BUILDING

Level 11 XP 5,120

Green Slime, Huge Huge Ooze (Hazard)

Green slime is a dangerous, nonintelligent variety of normal algae that forms in most subterranean environments.

Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches. The plant is a slow-growing hazard that feeds on flesh, plant matter, and metal.

Detect: This particular patch of green slime is disguised as a tapestry by Acererak's magic. It takes a DC 20 Intelligence check to identify the hazard for what it is.

Effect on Creatures: When torn out of its temporal stasis, the green slime falls from its hanging place, enveloping creatures in a 20-foot-long, 10-footwide area. Each target must make a DC 14 Dexterity saving throw to avoid the sheet, making the saving throw with disadvantage if the slime was not recognized as a hazard. On a failed save, the target takes 17 (5d6) acid damage, and it takes another 17 (5d6) acid damage at the end of each of its turns during which it remains in contact with the slime.

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

Effect on Objects: Against wood and metal, the green slime deals 35 (10d6) acid damage per round, dissolving about 5 inches of material each round.

Green slime does no harm to stone.

Countermeasures: The patch consists of eight 5-foot-square sections, with each section capable of covering a Medium or smaller creature. Each individual section has AC 0 and 33 hit points, and it can be scraped off or destroyed by dealing cold, fire, force, or necrotic damage to it. It is also harmed by weapons. Dealing damage to the slime also deals half damage to the creature it is covering.

ENCOUNTER BUILDING

Level 9 XP 2,910

Mold, Huge Brown Huge Ooze (Hazard)

Brown mold is a nonintelligent, immobile menace that grows in dank subterranean environments, feeding on the heat of warm-blooded creatures that get too close to it. It resembles a 1-inch-thick golden carpet that can attach to floors, walls, or ceilings. Some intelligent monsters use brown mold to keep their larders cool.

Detect: This particular patch of brown mold is disguised as a tapestry by Acererak's magic. It takes a DC 20 Intelligence check to identify the hazard for what it is.

Effect on Creatures: When subjected to fire damage, the brown mold falls from its hanging place into a 20-foot-long, 5-foot wide heap. Each target within 5 feet of the mold takes 18 (4d8) cold damage (no save). A creature can take this damage only once per round.

Countermeasures: The patch consists of eight 5-foot-square sections, each of which has AC 0 and 30 hit points. The mold is harmed only by cold, force, and necrotic damage. Fire causes the mold to regain a number of hit points equal to the amount of damage dealt. Fire damage also causes the brown mold to increase in size, growing 1 foot in each direction for every 5 points of fire damage dealt to it. Its thickness does not change.

ENCOUNTER BUILDING

Level 7 XP 1,400

Mummy

Medium Undead

Armor Class 13

Hit Points 39 (6d8 + 12); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

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

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

Alignment lawful evil

Languages Common

TRAITS

Despair: Any living creature hostile to the mummy that starts its turn within 25 feet of the mummy must make a DC 10 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. While frightened, the target is paralyzed but can use its action to make a DC 10 Wisdom check to end this effect. *Successful Save:* The target is immune to the mummy's Despair trait for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The mummy is immune to disease and poison. It cannot be paralyzed, stunned, or put to sleep. It does not need to eat, breathe, or sleep.

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

Vulnerability: The mummy is vulnerable to fire.

ACTIONS

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

ENCOUNTER BUILDING

Level 5 XP 300

Ochre Jelly

Large Ooze

Armor Class 8

Hit Points 59 (7d10 + 21); see Traits and Reactions below

Speed 10 ft., climb 10 ft.

Senses blindsight 60 ft.

Str 15 (+2) **Dex** 6 (–2) **Con** 16 (+3)

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

Alignment unaligned

Languages —

TRAITS

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

Immunities: The jelly is immune to lightning and slashing damage (see also Reactions below). It cannot be charmed, frightened, or knocked prone.

Resistances: The jelly is resistant to acid.

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

ACTIONS

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

REACTIONS

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

ENCOUNTER BUILDING

Level 4 XP 180

Set of Armaments (Animated Swords and Shield)

Medium Construct

Armor Class 15

Hit Points 33 (6d8 + 6)

Speed 0 ft., fly 30 ft.

Senses blindsight 30 ft.

Str 15 (+2) **Dex** 16 (+3) **Con** 12 (+1)

Int 2 (–4) **Wis** 10 (+0) **Cha** 1 (–5)

Alignment unaligned

Languages —

TRAITS

Armament Attrition: A set includes one shield and two swords. The first time the set is reduced to 22 hit points, the shield is destroyed and the set's AC decreases by 2. The first time the set is reduced to 11 hit points, one of its swords is destroyed and the set loses its multiattack action. When the set drops to 0 hit points, its remaining sword is destroyed.

Immunities: The set cannot be charmed, frightened, knocked prone, paralyzed, petrified, stunned, or put to sleep. It is also immune to disease and poison as well as necrotic, psychic, radiant, and thunder damage.

ACTIONS

Multiattack: The set makes two long sword attacks (see also the Armament Attrition trait).

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

ENCOUNTER BUILDING

Level 4 XP 150

Siren

Medium Fey

Armor Class 10

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Int 14 (+2) **Wis** 13 (+1) **Cha** 19 (+4)

Alignment chaotic good

Languages Common, Elvish

TRAITS

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

ACTIONS

Melee Attack—Touch of Idiocy: +6 to hit (reach 5 ft.; one creature with an Intelligence of 3 or higher). *Hit:* 10 (3d6) psychic damage, and the target must make a DC 12 Intelligence saving throw. *Failed Save:* For 1 hour, the target's Intelligence becomes 2. As an action, the siren can touch the target again to end the effect. A *lesser restoration* spell also ends the effect.

Invisibility (1/day): The siren becomes invisible for 1 hour or until it attacks or uses an ability that affects a creature other than itself.

Siren's Song (2/day): Any creature (other than a siren) that can hear the siren and is within 30 feet of it must make a DC 12 Wisdom saving throw. *Failed Save:* The target is charmed for 1 minute.

ENCOUNTER BUILDING

Level 3 XP 120

Skeleton, Enlarged

Large Undead

Armor Class 14

Hit Points 75 (10d10 + 20); see Traits below

Speed 40 ft.

Senses darkvision 60 ft.

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

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

Alignment lawful evil

Languages understands Common

TRAITS

Immunities: The skeleton cannot be frightened or charmed. It is not a living creature, so it is immune to disease and poison. It cannot be put to sleep or turned.

Magic Resistance: The skeleton gains advantage on saving throws against magical effects.

Resistances: The skeleton is resistant to piercing and slashing damage.

Vulnerabilities: The skeleton is vulnerable to bludgeoning damage.

ACTIONS

Multiattack: The skeleton makes two scimitar attacks.

Melee Attack—Scimitar: +7 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage plus 10 (3d6) necrotic damage.

ENCOUNTER BUILDING

Level 10 XP 3,220

Zombie, Glorified

Medium Undead

Armor Class 17

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

Speed 30 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 7 (–2) **Con** 12 (+1)

Int 8 (–1) **Wis** 9 (–1) **Cha** 6 (–2)

Alignment neutral evil

Languages understands Common

TRAITS

Immunities: The zombie cannot be frightened. It is immune to disease and poison, and it cannot be put to sleep.

Spell Absorption: Any spell that includes the zombie as a target is absorbed by it and has no effect. Once the zombie has absorbed 12 or more levels of spells, it loses this trait.

Zombie Fortitude: When the zombie takes damage that would reduce it to 0 hit points or fewer, it must make a DC 10 Constitution saving throw. On a successful save, the zombie is instead reduced to 1 hit point.

ACTIONS

Melee Attack—Slam: +7 to hit (reach 5 ft.; one creature). *Hit:* 15 (3d8 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 XP 630