

Bestiary

Beetle, Fire

Small Beast

Armor Class 15

Hit Points 3 (1d6)

Speed 30 ft.

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

Int 3 (–4) **Wis** 8 (–1) **Cha** 7 (–2)

Alignment unaligned

Languages —

TRAITS

Glowing Glands: The fire beetle has two glands, one above each eye, that cast bright light in a 10-foot-radius sphere. The glands continue to cast light for 1d6 days after the beetle is slain.

ACTIONS

Melee Attack—Bite: +0 to hit (reach 5 ft.; one creature). *Hit:* 1d6 piercing damage.

ENCOUNTER BUILDING

Level 1 **XP** 10

Bugbear

Medium Humanoid (Goblin)

Armor Class 14 (leather, shield)

Hit Points 18 (4d8)

Speed 30 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 10 (+0)

Int 8 (–1) **Wis** 11 (+0) **Cha** 9 (–1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Burly: The bugbear can wield weapons that are one size category larger than normal without penalty.

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

ACTIONS

Melee Attack—Large Morningstar: +2 to hit (reach 5 ft.; one creature). *Hit:* 2d8 + 2 bludgeoning and piercing damage.

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

ENCOUNTER BUILDING

Level 2 **XP** 140

Centipede, Giant

Small Beast

Armor Class 13

Hit Points 3 (1d6)

Speed 40 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 7 (–2) **Dex** 14 (+2) **Con** 11 (+0)

Int 3 (–4) **Wis** 8 (–1) **Cha** 6 (–2)

Alignment unaligned

Languages —

TRAITS

Mob Tactics: The centipede gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

Melee Attack—Bite: +2 to hit (reach 5 ft.; one creature). *Hit:* 1 piercing damage, and the target makes a DC 9 Constitution saving throw against poison. *Failed Save:* The target takes a 5-foot penalty to speed and a –1 penalty to AC and Dexterity saving throws for 1d6 hours. Multiple bites have cumulative effects, but the duration remains unchanged.

ENCOUNTER BUILDING

Level 1 **XP 10**

Dark Acolyte

Medium Humanoid (Human)

Armor Class 15 (ringmail, shield)

Hit Points 9 (1d8 + 1)

Speed 25 ft.

Str 12 (+1) **Dex** 11 (+0) **Con** 13 (+1)

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

Alignment chaotic evil

Languages Common

ACTIONS

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

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

Cleric Spell—Cure Light Wounds (1/Day): One living creature within 50 feet of the acolyte regains 1d8 + 4 hit points. The acolyte can make a melee or a ranged attack as part of the same action.

ENCOUNTER BUILDING

Level 2 **XP 90**

Dark Adept

Medium Humanoid (Human)

Armor Class 15 (ringmail, shield)

Hit Points 14 (2d8 + 2)

Speed 25 ft.

Str 12 (+1) **Dex** 11 (+0) **Con** 13 (+1)

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

Alignment chaotic evil

Languages Common

ACTIONS

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

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

Cleric Spells: The adept can cast each of the following spells once per day as an action.

Cure Light Wounds: One living creature within 50 feet of the acolyte regains 1d8 + 4 hit points. The adept can make a melee or a ranged attack as part of the same action.

Inflict Light Wounds: Melee attack, +2 to hit. *Hit:* 3d8 necrotic damage. *Miss:* Half damage. If the adept targets an undead creature, the target instead regains 1d8 + 4 hit points.

ENCOUNTER BUILDING

Level 3 XP 170

Dark Priest

Medium Humanoid (Human)

Armor Class 17 (banded)

Hit Points 25 (4d8 + 4)

Speed 25 ft.

Str 12 (+1) **Dex** 11 (+0) **Con** 13 (+1)

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

Alignment chaotic evil

Languages Common

ACTIONS

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

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

Cleric Spells: The priest can cast each of the following spells once per day as an action.

Bless: The priest chooses any number of creatures in a 20-foot-radius sphere within 50 feet of it. Each of those creatures gains a +1 bonus to attack rolls and saving throws for 1 minute. The priest can make a melee or a ranged attack as part of the same action.

Inflict Light Wounds: Melee attack, +3 to hit. *Hit:* 3d8 necrotic damage. *Miss:* Half damage. If the priest targets an undead creature, the target instead regains 1d8 + 4 hit points.

Inflict Moderate Wounds: Melee attack, +3 to hit. *Hit:* 5d8 necrotic damage. *Miss:* Half damage. If the priest targets an undead creature, the target instead regains 2d8 + 4 hit points.

Silence: The priest chooses a point it can see within 100 feet of it. For 10 minutes, no sound can be created within a 20-foot-radius sphere centered on that point. Creatures within the area are deafened.

ENCOUNTER BUILDING

Level 4 XP 240

Drow

Medium Humanoid (Elf)

Armor Class 15 (drow chain)

Hit Points 27 (6d8)

Speed 30 ft.

Senses darkvision 60 ft.

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

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

Alignment chaotic evil

Languages Common, Elven

TRAITS

Light Sensitivity: The drow has disadvantage on attack rolls while in sunlight.

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

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

ACTIONS

Melee Attack—Drow Longsword: +3 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage.

Ranged Attack—Hand Crossbow: +3 to hit (range 30/120 ft.; one creature). *Hit:* 1d6 + 4 piercing damage, and the target makes a DC 12 Constitution saving throw against poison. *Failed Save:* For 1d6 hours, the target takes a 5-foot penalty to speed and a –1 penalty to AC and Dexterity saving throws for 1d6 hours.

Multiple applications of the poison are cumulative. If the speed penalty reaches 20 feet or greater, the target falls unconscious for 1d8 hours.

Multiattack: The drow makes two attacks, using *drow longsword* twice, *hand crossbow* twice, or each of them once.

Faerie Fire (1/Day): The drow chooses one creature within 60 feet of it. For 1 minute, that creature is covered in magical, flickering light, which grants advantage to attack rolls against the creature.

Darkness (1/Day): The drow can create a magical globe of impenetrable darkness in a 10-foot-radius sphere within 30 feet of it. The sphere blocks line of sight. It lasts for 10 minutes or until the drow dismisses it as an action.

ENCOUNTER BUILDING

Level 5 **XP 310**

Gelatinous Cube

Large Ooze

Armor Class 8

Hit Points 73 (7d10 + 35)

Speed 15 ft.

Senses blindsight 60 ft.

Str 10 (+0) **Dex** 3 (–4) **Con** 20 (+5)

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

Alignment unaligned

Languages —

TRAITS

Formless: The cube cannot be knocked prone.

Mindless: The cube cannot be charmed.

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

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d6 bludgeoning damage plus 1d6 acid damage, and the target makes a DC 11 Strength saving throw. *Failed Save:* The target is engulfed. While engulfed, the target is pulled into the cube and restrained, and it takes 2d6 acid damage at the start of each of the cube's turns until it escapes. It can escape by making a DC 11 Strength or Dexterity check as part of its move. On a success, the target is no longer restrained and can complete its movement.

A creature engulfed by the cube can't be targeted by attacks, spells, and other effects. An area of effect that includes the cube does not also include anything engulfed in it.

A creature next to the cube can pull a creature or object out of it with a DC 11 Strength check as an action, but this action triggers the cube's *passive threat* reaction.

The cube can engulf up to one Large creature or up to four Medium or smaller creatures at a time.

REACTIONS

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

When a creature reaches into the cube, the cube makes a free *slam* attack against the triggering creature, and the attack hits automatically.

ENCOUNTER BUILDING

Level 4 **XP 220**

Gnoll

Medium Humanoid (Gnoll)

Armor Class 14 (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: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage.

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

REACTIONS

Blood Frenzy: In response to a creature dropping to 0 hit points or fewer within 10 feet of it, the gnoll makes a melee attack with disadvantage.

ENCOUNTER BUILDING

Level 2 **XP 60**

Gnoll Leader

Medium Humanoid (Gnoll)

Armor Class 16 (chainmail)

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

Incite Blood Frenzy: The gnoll grants a +4 bonus to damage rolls to creatures of its choice that have the Blood Frenzy ability within 30 feet of it, not counting itself or any creature already gaining this bonus.

ACTIONS

Melee Attack—Greataxe: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d12 + 3 slashing damage.

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

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

REACTIONS

Blood Frenzy: In response to a creature dropping to 0 hit points or fewer within 10 feet of it, the gnoll makes a melee attack with disadvantage.

ENCOUNTER BUILDING

Level 3 **XP 170**

Goblin

Small Humanoid (Goblin)

Armor Class 13 (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

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 made to avoid detection.

ACTIONS

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

Melee Attack—Shortbow: +1 to hit (ranged 80 ft./320 ft.; one creature). *Hit:* 1d6 + 1 piercing damage.

ENCOUNTER BUILDING

Level 1 **XP 10**

Goblin Leader

Small Humanoid (Goblin)

Armor Class 15 (studded leather)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

Senses darkvision 60 ft.

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

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

Alignment neutral evil

Languages Common, Goblin

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 made to avoid detection.

ACTIONS

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

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

ENCOUNTER BUILDING

Level 2 **XP 80**

Gray Ooze

Medium Ooze

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed 10 ft.

Senses blindsight 60 ft.

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

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

Alignment unaligned

Languages —

TRAITS

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

Formless: The ooze cannot be knocked prone.

Mindless: The ooze cannot be charmed.

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

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d6 bludgeoning damage plus 2d6 acid damage, and the target makes a DC 11 Strength saving throw against being restrained. *Failed Save:* The target is restrained until it escapes. It can escape with a DC 11 Strength or Dexterity check made as part of its move. On a success, the target is no longer restrained and can complete its movement.

The ooze can have only one creature restrained at a time and can release its hold on a creature at any time. If the distance between the ooze and a grabbed creature ever exceeds the ooze's reach, the grabbed creature is released immediately.

REACTIONS

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

ENCOUNTER BUILDING

Level 3 **XP** 150

Hobgoblin

Medium Humanoid (Goblin)

Armor Class 14 (ringmail)

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: +2 to hit (reach 10 ft.; one creature). *Hit:* 1d10 piercing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 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** 40

Hobgoblin Leader

Medium Humanoid (Goblin)

Armor Class 16 (chainmail)

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 trait 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.

ACTIONS

Melee Attack—Longspear: +4 to hit (reach 10 ft.; one creature). *Hit:* 1d10 + 2 piercing damage.

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

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

ENCOUNTER BUILDING

Level 3 **XP 170**

Human Berserker

Medium Humanoid (Human)

Armor Class 11 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

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

Alignment chaotic neutral

Languages Common

TRAITS

Bruiser 2: If the berserker's melee attack misses but the attack roll is at least 5, the target of the attack takes 2 bludgeoning damage.

Rage +5: The berserker can take disadvantage on any melee attack roll to gain a +5 bonus to that attack's damage roll.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 **XP 40**

Human Commoner

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

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

Alignment any

Languages Common

TRAITS

Mob Tactics: The human gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

Melee Attack—Club: +0 to hit (reach 5 ft.; one creature). *Hit:* 1d4 bludgeoning damage.

ENCOUNTER BUILDING

Level 1 **XP 10**

Kobold

Small Humanoid (Kobold)

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 7 (–2) **Dex** 12 (+1) **Con** 8 (–1)

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

Alignment neutral evil

Languages Common, Draconic

TRAITS

Light Sensitivity: The kobold has disadvantage on attack rolls while in sunlight.

Mob Tactics: The kobold gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

Melee Attack—Dagger: –2 to hit (reach 5 ft.; one creature). *Hit:* 1d4 – 2 piercing damage (minimum 1).

Ranged Attack—Sling: +1 to hit (range 30 ft./120 ft.; one creature). *Hit:* 1d4 + 1 bludgeoning damage.

ENCOUNTER BUILDING

Level 1 **XP 10**

Kobold Dragonshield

Small Humanoid (Kobold)

Armor Class 15 (ringmail, shield)

Hit Points 7 (2d6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 10 (+0) **Dex** 13 (+1) **Con** 11 (+0)

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

Alignment neutral evil

Languages Common, Draconic

TRAITS

Light Sensitivity: The kobold has disadvantage on attack rolls while in sunlight.

ACTIONS

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

REACTIONS

Shield Block: The kobold imposes disadvantage on a melee or ranged attack that is against a creature within the kobold's reach.

ENCOUNTER BUILDING

Level 1 **XP 20**

Kobold Trap Lord

Small Humanoid (Kobold)

Armor Class 15 (studded leather)

Hit Points 17 (5d6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 8 (–1) **Dex** 15 (+2) **Con** 11 (+0)

Int 14 (+2) **Wis** 9 (–1) **Cha** 12 (+1)

Alignment neutral evil

Languages Common, Draconic

TRAITS

Light Sensitivity: The kobold has disadvantage on attack rolls while in sunlight.

ACTIONS

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

Alchemical Bombs: The kobold hurls a flask that creates a 20-foot-radius cloud in an area within 40 feet of it. The kobold chooses the effect from the options below, each of which can be used only once.

Fire Bomb: Creatures in the area take 1d10 fire damage (DC 11 Dexterity saving throw for half damage).

Glue Bomb: Creatures in the area are restrained (DC 11 Strength saving throw negates). A restrained creature can end the effect by using an action to make a DC 11 Strength check.

Frenzy Bomb: Friendly creatures in the area gain advantage on melee attack rolls until the kobold's next turn.

ENCOUNTER BUILDING

Level 2 **XP 70**

Kobold, Winged (Urd)

Small Humanoid (Kobold)

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft., fly 20 ft.

Senses darkvision 60 ft.

Str 9 (–1) **Dex** 13 (+1) **Con** 10 (+0)

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

Alignment neutral evil

Languages Common, Draconic

TRAITS

Light Sensitivity: The kobold has disadvantage on attack rolls while in sunlight.

Mob Tactics: The kobold gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

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

Ranged Attack—Rock Bomb: +1 to hit (range 40 ft.; one creature, which the urd must be directly above). *Hit:* 1d6 + 1 bludgeoning damage.

ENCOUNTER BUILDING

Level 1 **XP 20**

Medusa

Medium Monstrosity

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

Senses darkvision 60 ft.

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

Int 12 (+1) **Wis** 13 (+1) **Cha** 15 (+2)

Alignment lawful evil

Languages Common

TRAITS

Petrifying Gaze: A living creature that starts its turn within line of sight of the medusa must either avert its eyes or make a DC 12 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 Saving Throw:* The target is permanently turned to stone.

ACTIONS

Melee Attack—Snake Hair: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d4 + 1 piercing damage, and the target makes a DC 12 Constitution saving throw against poison. *Failed Save:* The target takes 2d6 poison damage.

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

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

Multiattack: The medusa makes a *snake hair* attack, and then makes a *short sword* attack or a *longbow* attack.

ENCOUNTER BUILDING

Level 3 **XP 200**

Minotaur

Large Monstrosity

Armor Class 16

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

Keen Senses: The minotaur has a +5 bonus to checks to detect hidden creatures. The minimum of its roll on such checks is 10.

Minotaur Cunning: 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

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 also make a DC 12 Strength saving throw. *Failed Save:* The target is knocked prone.

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

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

ENCOUNTER BUILDING

Level 6 **XP 490**

Ogre

Large Giant

Armor Class 15

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

TRAITS

Bruiser 4: If the ogre's melee attack misses but the attack roll is at least 5, the target of the attack takes 4 bludgeoning damage.

ACTIONS

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

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

ENCOUNTER BUILDING

Level 4 **XP 240**

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

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

Ranged Attack—Shortbow: +0 to hit (ranged 80 ft./320 ft.; one creature). *Hit:* 1d6 piercing damage.

ENCOUNTER BUILDING

Level 2 **XP 60**

Orc Leader

Medium Humanoid (Orc)

Armor Class 16 (chainmail)

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

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

Ranged Attack—Shortbow: +0 to hit (ranged 80 ft./320 ft.; one creature). *Hit:* 1d6 piercing damage.

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

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 4 **XP 290**

Orog

Medium Humanoid (Orc)

Armor Class 14 (ringmail)

Hit Points 16 (3d8 + 3)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3) **Dex** 10 (+0) **Con** 13 (+1)

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

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—Greataxe: +4 to hit (reach 5 ft.; one creature). *Hit:* 1d12 + 3 slashing damage.

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

ENCOUNTER BUILDING

Level 3 **XP 160**

Owlbear

Large Beast

Armor Class 15

Hit Points 42 (5d10 + 15)

Speed 30 ft.

Str 18 (+4) **Dex** 11 (+0) **Con** 17 (+3)

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

Alignment unaligned

Languages —

ACTIONS

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

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

Multiattack: The owlbear makes two *claw* attacks.

If the owlbear hits one Medium or smaller target with both *claw* attacks, the target must make a DC 12 Strength saving throw against being grabbed.

Failed Save: The owlbear grabs the target, which is restrained. The owlbear cannot attack with its claws while it grabs a creature, but it automatically hits the target with its *bite* attack each round. The target can escape by making a DC 12 Strength or Dexterity check as an action.

ENCOUNTER BUILDING

Level 5 **XP 370**

Rat, Cave

Tiny Beast

Armor Class 12

Hit Points 2 (1d4)

Speed 15 ft., climb 15 ft.

Str 6 (–2) **Dex** 12 (+1) **Con** 10 (+0)

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

Alignment unaligned

Languages —

TRAITS

Mob Tactics: The rat gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 **XP** 10

Rat, Dire

Small Beast

Armor Class 13

Hit Points 5 (1d8 + 1)

Speed 20 ft., climb 20 ft.

Str 8 (–1) **Dex** 15 (+2) **Con** 12 (+1)

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

Alignment unaligned

Languages —

TRAITS

Mob Tactics: The rat gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

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

ENCOUNTER BUILDING

Level 1 **XP** 20

Skeleton

Medium Undead

Armor Class 13 (armor scraps, shield)

Hit Points 9 (2d8); resistant to piercing damage;
vulnerable to bludgeoning damage

Speed 30 ft.

Senses darkvision 60 ft.

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

Int 6 (–2) **Wis** 8 (–1) **Cha** 3 (–4)

Alignment lawful evil

Languages understands Common

TRAITS

Fearless: The skeleton cannot be frightened.

Mindless: The skeleton cannot be charmed.

ACTIONS

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

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

ENCOUNTER BUILDING

Level 1 **XP 30**

Stirge

Small Beast

Armor Class 13

Hit Points 3 (1d6)

Speed 10 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 6 (–2) **Dex** 14 (+2) **Con** 8 (–1)

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

Alignment unaligned

Languages —

ACTIONS

Melee Attack—Bite: +2 to hit (reach 5 ft.; one living creature). *Hit:* 1 piercing damage, and the stirge attaches to the target. While attached, it can use its action to deal 2 damage to the target. After dealing 6 damage in this manner, the stirge uses its action to detach and withdraw.

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 20**

Troll

Large Giant

Armor Class 14

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 has a +5 bonus to checks to detect hidden creatures. The minimum of its roll on such checks is 10.

Regeneration: At the start of its turn, the troll regains 10 hit points. When it takes acid or fire damage, the troll's maximum hit points are reduced by the same amount for 24 hours. A troll can be killed only if its maximum hit points are reduced to 0 or if it takes acid or fire damage while at 0 hit points or fewer.

ACTIONS

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

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

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

ENCOUNTER BUILDING

Level 6 **XP 550**

Wight

Medium Undead

Armor Class 14 (studded leather); resistant to damage from nonmagical weapons

Hit Points 27 (6d8)

Speed 30 ft.

Senses darkvision 60 ft.

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

Int 10 (+0) **Wis** 7 (–2) **Cha** 15 (+2)

Alignment neutral evil

Languages Common

ACTIONS

Melee Attack—Energy Drain: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 necrotic damage, and the target's hit point maximum is reduced by 5. This reduction lasts until the end of the target's next long rest. A creature slain by this attack rises 24 hours later as a zombie under the wight's command.

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

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

Multiattack: The wight makes two *longsword* attacks or two *longbow* attacks.

ENCOUNTER BUILDING

Level 5 **XP 300**

Zombie

Medium Undead

Armor Class 8

Hit Points 9 (2d8)

Speed 20 ft.

Senses darkvision 60 ft.

Str 15 (+2) **Dex** 6 (–2) **Con** 10 (+0)

Int 10 (+0) **Wis** 7 (–2) **Cha** 15 (+2)

Alignment neutral evil

Languages understands Common

TRAITS

Ponderous: The zombie rolls a d6, instead of a d20, when rolling initiative.

Fearless: The zombie cannot be frightened.

Mindless: The zombie cannot be charmed.

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

ACTIONS

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

ENCOUNTER BUILDING

Level 1 **XP** 20