

## Round 1 – APL 7

### APL 7 – Encounter 1A

#### Manticore

*Large monstrosity, lawful evil*

**Armor Class** 14 (natural armor)

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

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

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

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

**Languages** Common

**Challenge** 3 (700 XP)

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

#### Actions

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

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

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

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

### APL 7 – Encounter 1B

#### Triceratops

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

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

**Speed** 50 ft.

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

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**Senses** passive Perception 10

**Languages** —

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

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

#### Actions

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

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

#### Ankylosaurus

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)

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

**Speed** 30 ft.

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

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**Senses** passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

#### Actions

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

## APL 7 – Encounter 1C

### Yuan-ti Abomination

Large monstrosity (shapechanger yuan-ti), neutral evil

**Armor Class** 15 (natural armor)

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

**Speed** 40 ft.

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

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

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Common, Draconic

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

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

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

At will: *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

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

### Actions

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

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

**Constrict. Melee Weapon Attack:** +7 to hit, reach 10ft., one target *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

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

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

### Yuan-ti Malison (Type 1)

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

**Armor Class** 12

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

**Speed** 30 ft.

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

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

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Common, Draconic

**Challenge** 3 (700 XP)

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

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

At will: *animal friendship* (snakes only)

3/day: *suggestion*

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

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

### Actions

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

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

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

**Longbow (Yuan-ti Form Only). Ranged Weapon Attack:** +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

## APL 7 – Encounter 2A

### Veteran

*Medium humanoid (any race), any alignment*

**Armor Class** 17 (splint)

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

**Speed** 30 ft.

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

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

**Senses** passive Perception 12

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

**Challenge** 3 (700 XP)

### Actions

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

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

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

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

## APL 7 – Encounter 2B

### Wraith

*Medium undead, neutral evil*

**Armor Class** 13

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

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

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

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

**Damage Immunities** necrotic, poison

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

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

**Languages** the languages it knew in life

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

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

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

### Actions

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

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

### Mummy

*Medium undead, lawful evil*

**Armor Class** 11 (natural armor)

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

**Speed** 20 ft.

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

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**Saving Throws** Wis +2

**Damage Vulnerabilities** fire

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

**Damage Immunities** necrotic, poison

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

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

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

### Actions

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

**Rotting Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse.

If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

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

## Young White Dragon

*Large dragon, chaotic evil*

**Armor Class** 17 (natural armor)

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

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

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

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

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

**Damage Immunities** cold

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

**Languages** Common, Draconic

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

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

### Actions

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

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

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

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

## Hobgoblin Captain

*Medium humanoid (goblinoid), lawful evil*

**Armor Class** 17 (half plate)

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

**Speed** 30 ft.

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

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

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### Actions

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

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

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

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

## Salamander

*Large elemental, neutral evil*

**Armor Class** 15 (natural armor)

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

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

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**Damage Vulnerabilities** cold

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

**Damage Immunities** fire

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

**Languages** Ignan

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

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

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

### Actions

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

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

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

## APL 7 – Encounter 3B

### Orc Blade of Ilneval

*Medium humanoid (orc), chaotic evil*

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

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

**Speed** 30 ft.

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

**Saving Throws** Wis +3

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

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

**Languages** Common, Orc

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

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

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

### Actions

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

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

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

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

### Archer

*Medium humanoid (any race), any alignment*

**Armor Class** 16 (studded leather)

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

**Speed** 30 ft.

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

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

**Senses** passive Perception 15

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

**Challenge** 3 (700 XP)

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

### Actions

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

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

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



## APL 7 – Encounter 3C

### Bone Devil

*Large fiend (devil), lawful evil*

**Armor Class** 19 (natural armor)

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

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

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

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

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

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Infernal, telepathy 120 ft.

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

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

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

### Actions

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

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

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

## APL 7 – Encounter 4A

### Girallon

*Large monstrosity, unaligned*

**Armor Class** 13

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

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

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

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

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

**Languages** --

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

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

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

### Actions

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

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

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



## APL 7 – Encounter 4C

### Yuan-ti Mind Whisperer

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

**Armor Class** 14 (natural armor)

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

**Speed** 30 ft.

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

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

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft. {penetrates magical darkness}, passive Perception 12

**Languages** Abyssal, Common, Draconic

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

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

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

At will: *animal friendship* (snakes only)

3/day: *suggestion*

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

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

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

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

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

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

### Actions

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

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

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

### Yuan-ti Broodguard

Medium humanoid (yuan-ti), neutral evil

**Armor Class** 14 (natural armor)

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

**Speed** 30 ft.

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

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

**Skills** Perception +2

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Common, Draconic

**Challenge** 2 (450 XP)

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

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

### Actions

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

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

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

## APL 7 – Encounter 5A

### Vegepygmy Chief

*Small plant, neutral*

**Armor Class** 14 (natural armor)

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

**Speed** 30 ft.

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

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

**Damage Resistances** lightning, piercing

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

**Languages** Vegepygmy

**Challenge** 2 (450 XP)

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

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

### Actions

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

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

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

**Spores (1/Day).** A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners. Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Assassin Vine

*Large plant, unaligned*

**Armor Class** 13

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

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

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

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**Damage Resistances** cold, fire

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

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

**Languages** —

**Challenge** 3 (700 XP)

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

### Actions

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

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

## APL 7 – Encounter 5C

### Catoblepas

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

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

**Speed** 30 ft.

---

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

---

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

**Languages** —

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

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

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

### Actions

---

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

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

### Giant Snapping Turtle

*Large beast, unaligned*

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

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

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

---

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

---

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

**Languages** —

**Challenge** 3 (700 XP)

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

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

### Actions

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

## APL 7 – Encounter 6A

### Ghast

*Medium undead, chaotic evil*

**Armor Class** 13

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Languages** Common

**Challenge** 2 (450 XP)

**Stench.** Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

**Turning Defiance.** The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

### Actions

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

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Minotaur Skeleton

*Large undead, lawful evil*

**Armor Class** 12 (natural armor)

**Hit Points** 67 (9d10+18)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

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

**Challenge** 2 (450 XP)

**Charge.** If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

### Actions

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

## APL 7 – Encounter 6B

### Chuul

*Large aberration, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 93 (11d10+33)

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

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

---

**Skills** Perception +4

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** understands Deep Speech but can't speak

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

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

**Sense Magic.** The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical

#### Actions

---

**Multitattack.** The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

**Pincer.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

**Tentacles.** One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Rust Monster

*Medium monstrosity, unaligned*

**Armor Class** 14 (natural armor)

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

**Speed** 40 ft.

---

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

---

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

**Languages** —

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

**Iron Scent.** The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

**Rust Metal.** Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

#### Actions

---

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

**Antennae.** The rust monster corrodes a nonmagical metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being carried or worn, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

## APL 7 – Encounter 6C

### Flail Snail

*Large elemental, unaligned*

**Armor Class** 16 (natural armor)

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

**Speed** 10 ft.

---

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

---

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** —

**Challenge** 3 (700 XP)

**Antimagic Shell.** The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll. If the snail succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

**1-2.** If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

**3-4.** No additional effect.

**5-6.** The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

**Flail Tentacles.** The flail snail has five flail tentacles. Whenever the snail takes 10 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all its tentacles die, the snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the regenerate spell, can halt this dying process.

#### Actions

**Multiattack.** The flail snail makes as many Flail Tentacle attacks as it has flail tentacles, all against the same target.

**Flail Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Scintillating Shell (Recharges after a Short or Long Rest).** The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an

additional 30 feet, and creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

**Shell Defense.** The flail snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

### Hydra

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 172 (15d12+75)

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

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

---

**Skills** Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** --

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

**Hold Breath.** The hydra can hold its breath for 1 hour.

**Multiple Heads.** The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

**Reactive Heads.** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While the hydra sleeps, at least one of its heads is awake.

#### Actions

**Multiattack.** The hydra makes as many bite attacks as it has heads.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.



## APL 7 – Encounter 7A

### Couatl

*Medium celestial, lawful good*

**Armor Class** 19 (natural armor)

**Hit Points** 97 (13d8+39)

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

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

---

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

**Damage Resistances** radiant

**Damage Immunities** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Languages** all, telepathy 120ft.

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

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

**Shielded Mind.** The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

### Actions

---

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

**Constrict.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

### Peryton

*Medium monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 33 (6d8 + 6)

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

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (–1)	12 (+1)	10 (+0)

---

**Skills** Perception +5

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

**Senses** passive Perception 15

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

**Challenge** 2 (450 XP)

**Dive Attack.** If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

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

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

### Actions

---

**Multiattack.** The peryton makes one gore attack and one talon attack.

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

**Talons.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.



## APL 7 – Encounter 7B

### Quaggoth

*Medium humanoid (quaggoth), chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d8+18)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +5

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Undercommon

**Challenge** 3 (700 XP)

**Wounded Fury.** While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7(2d6) damage to any target it hits with a melee attack.

### Actions

**Multiattack.** The quaggoth makes two claw attacks.

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

### Quaggoth Thonot

*Medium humanoid (quaggoth), chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d8+18)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +5

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Undercommon

**Challenge** 2 (450 XP)

**Wounded Fury.** While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7(2d6) damage to any target it hits with a melee attack.

**Innate Spellcasting (Psionics).** The quaggoth's innate spellcasting ability is Wisdom (spell save DC 11). The quaggoth can innately cast the following spells, requiring no components:

At will: *feather fall*, *mage hand* (the hand is invisible)  
1/day each: *cure wounds*, *enlarge/reduce*, *heat metal*,  
*mirror image*

### Actions

**Multiattack.** The quaggoth makes two claw attacks.

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

**Weretiger***Medium humanoid (human, shapechanger), neutral***Armor Class** 12**Hit Points** 120 (16d8+48)**Speed** 30 ft. (40 ft. in tiger form)

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

---

**Skills** Perception +5, Stealth +4**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered**Senses** darkvision 60 ft., passive Perception 15**Languages** Common (can't speak in tiger form)**Challenge** 4 (1,100 XP)

**Shapechanger.** The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

**Pounce (Tiger or Hybrid Form Only).** If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

**Actions**

**Multiattack (Humanoid or Hybrid Form Only).** In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

**Bite (Tiger or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

**Claw (Tiger or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

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

**Longbow (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## APL 7 – Encounter 8B

### Phase Spider

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

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

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

---

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

---

**Skills** Stealth +6

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

**Languages** —

**Challenge** 3 (700 XP)

**Ethereal jaunt.** As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

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

#### Actions

---

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

### Grung Elite Warrior

*Small humanoid (grung), lawful evil*

**Armor Class** 13

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

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

---

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

---

**Saving Throws** Dex +5

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 12

**Languages** Grung

**Challenge** 2 (450 XP)

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

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

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

#### Actions

---

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

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

**Mesmerizing Chirr (Recharge 6).** The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.

## APL 7 – Encounter 9A

### Hook Horror

*Large monstrosity, neutral*

**Armor Class** 15 (natural armor)

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

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

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

---

**Skills** Perception +3

**Senses** blindsight 60 ft., darkvision 10 ft., passive Perception 13

**Languages** Hook Horror

**Challenge** 3 (700 XP)

**Echolocation.** The hook horror can't use its blindsight while deafened.

**Keen Hearing.** The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

---

**Multiattack.** The hook horror makes two hook attacks.

**Hook. Melee Weapon Attack:** +6 to hit, reach 10ft., one target. **Hit:** 11 (2d6 + 4) piercing damage.

Tanarukk

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

**Armor Class** 14 (natural armor)

**Hit Points** 95 (10d8+50)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

---

**Skills** Intimidation +2, Perception +2

**Damage Resistances** fire, poison

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

**Languages** Abyssal, Common, Orc

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

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

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

### Actions

---

**Multiattack.** The tanarukk makes two attacks: one with its bite and one with its greatsword.

**Bite. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

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

### Reactions

---

**Unbridled Fury.** In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

## APL 7 – Encounter 9B

### Young Black Dragon

*Large dragon, chaotic evil*

**Armor Class** 18 (natural armor)

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

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

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

---

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

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

**Damage Immunities** acid

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

**Languages** Common, Draconic

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

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

#### Actions

---

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

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

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

**Acid Breath (Recharge 5-6).** The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

## APL 7 – Encounter 9C

## Gibbering Moulder

Medium aberration, neutral

**Armor Class** 9

**Hit Points** 99 max HP (9d8 + 27)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

**Condition Immunities** prone

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

**Languages** -

**Challenge** 2 (450 XP)

**Aberrant Ground.** The ground in a 10-foot radius around the moulder is dough like difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Gibbering.** The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 to 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

### Actions

**Multiattack.** The gibbering moulder makes one bite attack and, if it can, uses its *blinding spittle*.

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

**Blinding Spittle (Recharge 5-6).** The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

## Air Elemental

Large elemental, neutral

**Armor Class** 15

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

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

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

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

**Damage Immunities** poison

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

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

**Languages** Auran

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

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

### Actions

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

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

**Whirlwind (Recharge 4-6).** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

## Round 2 – APL 7

### APL 7 – Track A1

#### Manticore

*Large monstrosity, lawful evil*

**Armor Class** 14 (natural armor)

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

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

---

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

---

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

**Languages** Common

**Challenge** 3 (700 XP)

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

#### Actions

---

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

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

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

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

### APL 7 – Track A2

#### Chuul

*Large aberration, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 93 (11d10+33)

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

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (–3)	11 (+0)	5 (–3)

---

**Skills** Perception +4

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** understands Deep Speech but can't speak

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

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

**Sense Magic.** The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical

#### Actions

---

**Multiattack.** The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

**Pincer.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

**Tentacles.** One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## APL 7 – Track A3

### Golem, Clay (Clay Golem)

*Large construct, unaligned*

**Armor Class** 14 (natural armor)

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

**Speed** 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

---

**Damage Immunities** acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

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

**Languages** understands the languages of its creator but can't speak

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

**Acid Absorption.** Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

**Berserk.** Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

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

### Actions

---

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

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

**Haste (Recharge 5-6).** Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

## APL 7 – Track A4

### Evoker

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with mage armor)

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

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

---

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

**Skills** Arcana +7, History +7

**Senses** passive Perception 11

**Languages** any four languages

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

**Spellcasting.** The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, \* *light*, \* *prestidigitation*, *ray of frost*\*

1st level (4 slots): *burning hands*, \* *mage armor*, *magic missile*\*

2nd level (3 slots): *mirror image*, *misty step*, *shatter*\*

3rd level (3 slots): *counterspell*, *fireball*, \* *lightning bolt*\*

4th level (3 slots): *ice storm*, \* *stoneskin*

5th level (2 slots): *Bigby's hand*, \* *cone of cold*\*

6th level (1 slot): *chain lightning*, \* *wall of ice*\*

\*Evocation spell

**Sculpt Spells.** When the evoker casts an evocation spell that affects other creatures it can see, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

### Actions

---

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

## APL 7 – Track A5

### Choldrith

*Medium monstrosity, chaotic evil*

**Armor Class** 15 (studded leather armor)

**Hit Points** 68 (12d8+12)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

**Skills** Athletics +5, Religion +2, Stealth +5

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

**Languages** Undercommon

**Challenge** 3 (700 XP)

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

**Spellcasting.** The choldrith is a 4th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The choldrith has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, healing word, sanctuary, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon (dagger)*

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

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

**Web Sense.** While in contact with a web, the choldrith knows the exact location of any other creature in contact with the same web.

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

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage.

**Web (Recharge 5-6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 5 hit points; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## APL 7 – Track A6

### Flameskull

*Tiny undead, neutral evil*

**Armor Class** 13

**Hit Points** 40 (9d4 + 18)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

**Skills** Arcana +5, Perception +2

**Damage Resistances** lightning, necrotic, piercing

**Damage Immunities** cold, fire, poison

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

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

**Languages** Common

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

**Illumination.** The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

**Rejuvenation.** If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

**Spellcasting.** The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile, shield*

2nd level (2 slots): *blur, flaming sphere*

3rd level (1 slot): *fireball*

### Actions

**Multiattack.** The flameskull uses Fire Ray twice.

**Fire Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

## APL 7 – Track B1

### Allosaurus

*Large beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

---

**Skills** Perception +5

**Senses** passive Perception 15

**Languages** --

**Challenge** 2 (450 XP)

**Pounce.** If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

#### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

### Quetzalcoatlus

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 30 (4d12 + 4)

**Speed** 10 ft., fly 80 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

---

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** --

**Challenge** 2 (450 XP)

**Dive Attack.** If the quetzalcoatlus is flying and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 10 (3d6) damage to the target.

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

#### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 12 (3d6 + 2) piercing damage.

## APL 7 – Track B2

### Shambling Mound

*Large plant, unaligned*

**Armor Class** 15 (natural armor)

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

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

---

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

---

**Skills** Stealth +2

**Damage Resistances** cold, fire

**Damage Immunities** lightning

**Condition Immunities** blinded, deafened, exhaustion

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

**Languages** —

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

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

#### Actions

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

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

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

## Vegepygmy Chief

*Small plant, neutral*

**Armor Class** 14 (natural armor)

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

**Speed** 30 ft.

---

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

---

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

**Damage Resistances** lightning, piercing

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

**Languages** Vegepygmy

**Challenge** 2 (450 XP)

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

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

### Actions

---

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

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

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

**Spores (1/Day).** A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners. Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## APL 7 – Track B3

### Gnoll Fang of Yeenoghu

*Medium fiend (gnoll), chaotic evil*

**Armor Class** 14 (hide armor)

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

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

---

**Saving Throws** Con +4, Wis +2, Cha +3

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

**Languages** Abyssal, Gnoll

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

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

#### Actions

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

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

### Gnoll Pack Lord

*Medium humanoid (gnoll), chaotic evil*

**Armor Class** 15 (chain shirt)

**Hit Points** 49 (9d8+9)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

---

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

**Languages** Gnoll

**Challenge** 2 (450 XP)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

#### Actions

**Multiattack.** The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

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

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

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

**Incite Rampage (Recharge 5- 6).** One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

## APL 7 – Track B4

### Barbed Devil

*Medium fiend (devil), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

---

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

**Skills** Deception +5, Insight +5, Perception +8

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Infernal, telepathy 120 ft.

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

**Barbed Hide.** At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

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

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

### Actions

---

**Multiattack.** The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

**Hurl Flame.** *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

### Bearded Devil

*Medium fiend (devil), lawful evil*

**Armor Class** 13 (natural armor)

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

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (–1)	11 (+0)	11 (+0)

---

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

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Infernal, telepathy 120 ft.

**Challenge** 3 (700 XP)

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

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

**Steadfast.** The devil can't be frightened while it can see an allied creature within 30 feet of it.

### Actions

---

**Multiattack.** The devil makes two attacks: one with its beard and one with its glaive.

**Beard.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.



## APL 7 – Track B5

### Slithering Tracker

*Medium ooze, chaotic evil*

**Armor Class** 14

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

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

**Skills** Stealth +8

**Damage Vulnerabilities** cold, fire

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

**Condition Immunities** blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

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

**Languages** understands languages it knew in its previous form but can't speak

**Challenge** 3 (700 XP)

**Ambusher.** In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

**Damage Transfer.** While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

**False Appearance.** While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

**Keen Tracker.** The slithering tracker has advantage on Wisdom checks to track prey.

**Liquid Form.** The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

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

**Watery Stealth.** While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

### Actions

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

**Life Leech.** One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

### Chuul

*Large aberration, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 93 (11d10+33)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (–3)	11 (+0)	5 (–3)

**Skills** Perception +4

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** understands Deep Speech but can't speak

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

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

**Sense Magic.** The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical

### Actions

**Multiattack.** The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

**Pincer.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

**Tentacles.** One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## APL 7 – Track B6

### Gauth

*Medium aberration, lawful evil*

**Armor Class** 15 (natural armor)

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

**Speed** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	15 (+2)	15 (+2)	13 (+1)

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

**Skills** Perception +5

**Condition Immunities** prone

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

**Languages** Deep Speech, Undercommon

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

**Stunning Gaze.** When a creature that can see the gauth's central eye starts its turn within 30 feet of the gauth, the gauth can force it to make a DC 14 Wisdom saving throw if the gauth isn't incapacitated and can see the creature. A creature that fails the save is stunned until the start of its next turn.

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

**Death Throes.** When the gauth dies, the magical energy within it explodes, and each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful one.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage.

**Eye Rays.** The gauth shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

**1. Devour Magic Ray.** The targeted creature must succeed on a DC 14 Dexterity saving throw or have one of its magic items lose all magical properties until the start of the gauth's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.

**2. Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

**3. Pushing Ray.** The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the gauth and have its speed halved until the start of the gauth's next turn.

**4. Fire Ray.** The targeted creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.

**5. Paralyzing Ray.** The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**6. Sleep Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

### Guard Drake (Red Variant)

*Medium dragon, unaligned*

**Armor Class** 14 (natural armor)

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

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (–3)	10 (+0)	7 (–2)

**Skills** Perception +2

**Damage Resistances** fire

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

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

**Challenge** 2 (450 XP)

### Actions

**Multiattack.** The drake attacks twice, once with its bite and once with its tail.

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

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

## APL 7 – Track C1

### Archer

*Medium humanoid, any alignment*

**Armor Class** 16 (studded leather)

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

**Speed** 30 ft.

---

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

---

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

**Senses** passive Perception 15

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

**Challenge** 3 (700 XP)

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

### Actions

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

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

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

### Martial Arts Adept

*Medium humanoid, any alignment*

**Armor Class** 16

**Hit Points** 60 (11d8+11)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

---

**Skills** Acrobatics +5, Insight +5, Stealth +5

**Senses** passive Perception 13

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

**Challenge** 3 (700 XP)

**Unarmored Defense.** While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### Actions

**Multiattack.** The adept makes three unarmed strikes or three dart attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

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

### Reactions

**Deflect Missile.** In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10+3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

## Transmuter

*Medium humanoid, any alignment*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

---

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

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

**Spellcasting.** The transmuter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The transmuter has the following wizard spells prepared:

Cantrips (at will): *light, mending, prestidigitation, ray of frost*

1st level (4 slots): *chromatic orb, expeditious retreat, mage armor*

2nd level (3 slots): *alter self, hold person, knock*\*

3rd level (3 slots): *blink, fireball, slow*\*

4th level (3 slots): *polymorph, stoneskin*

5th level (1 slot): *telekinesis*\*

\*Transmutation spell of 1st level or higher

**Transmuter's Stone.** The transmuter carries a magic stone it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- An extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (transmuter's choice whenever the transmuter chooses this benefit)

If the transmuter has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.

## Actions

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**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

## APL 7 – Track C2

### Doppelganger

Medium monstrosity (shapechanger), neutral

**Armor Class** 14

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

**Speed** 30 ft.

---

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

---

**Skills** Deception +6, Insight +3

**Condition Immunities** charmed

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

**Languages** Common

**Challenge** 3 (700 XP)

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Ambusher.** In the first round of combat, the doppelganger has advantage on attack rolls against any creature it has surprised.

**Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

### Actions

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

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

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

## Warlock of the Great Old One

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 91 (14d8+24)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

---

**Saving Throws** Wis +4, Cha +7

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

**Damage Resistances** psychic

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

**Languages** any two languages, telepathy 30 ft.

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

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

At will: *detect magic, jump, levitate, mage armor (self only), speak with dead*

1 /day each: *arcane gate, true seeing*

**Spellcasting.** The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*

1st-5th level (3 5th-level slots): *armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch*

**Whispering Aura.** At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the warlock isn't incapacitated.

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## APL 7 – Track C3

### Hell Hound

*Medium fiend, lawful evil*

**Armor Class** 15 (natural armor)

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

**Speed** 50 ft.

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

**Skills** Perception +5

**Damage Immunities** fire

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

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

**Challenge** 3 (700 XP)

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

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

### Actions

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

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

### Flameskull

*Tiny undead, neutral evil*

**Armor Class** 13

**Hit Points** 40 (9d4 + 18)

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

STR	DEX	CON	INT	WIS	CHA
1 (–5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

**Skills** Arcana +5, Perception +2

**Damage Resistances** lightning, necrotic, piercing

**Damage Immunities** cold, fire, poison

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

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

**Languages** Common

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

**Illumination.** The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

**Rejuvenation.** If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

**Spellcasting.** The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

### Actions

**Multiattack.** The flameskull uses Fire Ray twice.

**Fire Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

## APL 7 – Track C4

### Bearded Devil

*Medium fiend (devil), lawful evil*

**Armor Class** 13 (natural armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (–1)	11 (+0)	11 (+0)

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

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Infernal, telepathy 120 ft.

**Challenge** 3 (700 XP)

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

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

**Steadfast.** The devil can't be frightened while it can see an allied creature within 30 feet of it.

### Actions

**Multiattack.** The devil makes two attacks: one with its beard and one with its glaive.

**Beard.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

### Grick

*Medium monstrosity, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (6d8)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (–4)	14 (+2)	5 (–3)

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

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

**Languages** —

**Challenge** 2 (450 XP)

**Stone Camouflage.** The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### Actions

**Multiattack.** The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

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

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



## APL 7 – Track C5

### Young Blue Dragon

*Large dragon, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 152 (16d10 + 64)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Dex +4, Con +8, Wis +5, Cha +7

**Skills** Perception +9, Stealth +4

**Damage Immunities** lightning

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 19

**Languages** Common, Draconic

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

#### Actions

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

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Lightning Breath (Recharge 5–6).** The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

## APL 7 – Track C6

### Kuo-Toa Monitor

*Medium humanoid (kuo-toa), chaotic evil*

**Armor Class** 13 (natural armor)

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

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

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

**Skills** Perception +6, Religion +4

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

**Languages** Undercommon

**Challenge** 3 (700 XP)

**Amphibious.** The kuo-toa can breathe air and water.

**Otherworldly Perception.** The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Slippery.** The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

#### Actions

**Multiattack.** The kuo-toa makes one bite attack and two unarmed strikes.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

### Hunter Shark

*Large beast, unaligned*

**Armor Class** 12 (natural armor)

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

**Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

**Skills** Perception +2

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

**Languages** --

**Challenge** 2 (450 XP)

**Blood Frenzy.** The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Water Breathing.** The shark can breathe only underwater.

#### Actions

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