

## Round 1 – APL 4

### APL 4 – Encounter 1A

#### Giant Wasp

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 13 (3d8)

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

---

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

---

**Senses** passive Perception 10

**Languages** —

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

#### Actions

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

### APL 4 – Encounter 1B

#### Ape

*Medium beast, unaligned*

**Armor Class** 12

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

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

---

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

---

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

**Languages** —

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

#### Actions

**Multiattack.** The ape makes two fist attacks.

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

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

#### Giant Boar

*Large beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (–4)	7 (–2)	5 (–3)

---

**Senses** passive Perception 8

**Languages** —

**Challenge** 2 (450 XP)

**Charge.** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

#### Actions

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

## APL 4 – Encounter 1C

### 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 target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

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

**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.

### Grung

*Small humanoid (grung), lawful evil*

**Armor Class** 12

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

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

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

**Saving Throws** Dex +4

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 12

**Languages** Grung

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

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

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

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

#### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

## APL 4 – Encounter 2A

### Bugbear

*Medium humanoid (goblinoid), chaotic evil*

**Armor Class** 16 (hide armor, shield)

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

**Speed** 30 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
15 (+2)	14 (+2)	13 (+1)	8 (–1)	11 (+0)	9 (–1)

---

**Skills** Stealth +6, Survival +2

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

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### Actions

---

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

## APL 4 – Encounter 2B

### Specter

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 50 ft. (hover)

---

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

---

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

**Damage Immunities** necrotic, poison

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

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

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Incorporeal Movement.** The specter 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 specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

---

**Life Drain.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

### Ogre Zombie

*Large undead, neutral evil*

**Armor Class** 8

**Hit Points** 85 (9d10+36)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

---

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

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

**Challenge** 2 (450 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### Actions

---

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

## APL 4 – Encounter 2C

### White Dragon Wyrmling

*Medium dragon, chaotic evil*

**Armor Class** 16 (natural armor)

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

**Speed** 30 ft., burrow 15ft., fly 60 ft., swim 30 ft.

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

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

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

**Damage Immunities** cold

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Challenge** 2 (450 XP)

#### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

### Ogre

*Large giant, chaotic evil*

**Armor Class** 11 (hide armor)

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

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

#### Actions

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

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

## APL 4 – Encounter 3A

### Fire Snake

*Medium elemental, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

**Damage Vulnerabilities** cold

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

**Damage Immunities** fire

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

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

**Challenge** 1 (200 XP)

**Heated Body.** A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

#### Actions

**Multiattack.** The snake makes two attacks: one with its bite and one with its tail.

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

**Tail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

## APL 4 – Encounter 3B

### Bandit Captain

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 15 (studded leather)

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

**Speed** 30 ft.

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

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

**Skills** Athletics +4, Deception +4

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 2 (450 XP)

#### Actions

**Multiattack.** The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

**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.

#### Reactions

**Parry.** The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

### Spy

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** passive Perception 16

**Languages** any two languages

**Challenge** 1 (200 XP)

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

#### Actions

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

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

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

## APL 4 – Encounter 3C

### Cockatrice

*Small monstrosity, unaligned*

**Armor Class** 11

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

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

---

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

---

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

**Languages** --

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

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins turning to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

### Death Dog

*Medium monstrosity, neutral evil*

**Armor Class** 12

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

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

---

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

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

**Languages** —

**Challenge** 1 (200 XP)

**Two-Headed.** The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

#### Actions

**Multiattack.** The dog makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

## APL 4 – Encounter 4A

### Ape

*Medium beast, unaligned*

**Armor Class** 12

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

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

---

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

---

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

**Languages** —

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

#### Actions

**Multiattack.** The ape makes two fist attacks.

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

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

### Su-Monster

*Medium monstrosity, chaotic evil*

**Armor Class** 12

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

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

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	9 (-1)	13 (+1)	9 (-1)

---

**Skills** Athletics +6, Perception +2

**Senses** passive Perception 12

**Languages** —

**Challenge** 1 (200 XP)

#### Actions

**Multiattack.** The su-monster makes two attacks: one with its bite and one with its claws.

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

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, or 12 (4d4 + 2) slashing damage if the su-monster is hanging by its tails and all four of its feet are free.

**Psychic Crush (Recharge 6).** The su-monster targets one creature it can see within 30 feet of it. If the target fails a DC 11 Wisdom saving throw, it takes 17 (5d6) psychic damage and is stunned for 1 minute. A stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## APL 4 – Encounter 4C

### Yuan-ti Pureblood

Medium humanoid (yuan-ti), neutral evil

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

---

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

---

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

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Common, Draconic

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *poison spray*, *suggestion*

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

### Actions

**Multiattack.** The yuan-ti makes two melee attacks.

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

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

### 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 4 – Encounter 5A

### Mantrap

*Large plant, unaligned*

**Armor Class** 12

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

**Speed** 0 ft.

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

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

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

**Languages** —

**Challenge** 1 (200 XP)

**Attractive Pollen (1/Day).** When the mantrap detects one or more creatures nearby, it releases pollen out to a radius of 30 feet. Any beast or humanoid within the area must succeed on DC 11 Wisdom saving throw or be forced to use all its movement on its turn to get as close to the mantrap as possible. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**False Appearance.** While the mantrap remains motionless, it is indistinguishable from an ordinary tropical plant.

### Actions

**Engulf.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* The target is trapped inside the mantrap's leafy jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the mantrap, and takes 14 (4d6) acid damage at the start of each of the mantrap's turns. If the mantrap dies, the creature inside it is no longer restrained by it. A mantrap can engulf only one creature at a time.

### Vegepygmy

*Small plant, neutral*

**Armor Class** 13

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	14 (+2)	13 (+1)	6 (–2)	11 (+0)	7 (–2)

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

**Damage Resistances** lightning, piercing

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

**Languages** Vegepygmy

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

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

**Regeneration.** The vegepygmy regains 3 points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

### 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 attacks with its spear.

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

**Spear.** *Melee or 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 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 4 – Encounter 5C

### Basilisk

*Medium monstrosity, unaligned*

**Armor Class** 15 (natural armor)

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

**Speed** 20 ft. (Special: swim 20 ft.)

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	15 (+2)	2 (–4)	8 (–1)	7 (–2)

---

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

**Languages** —

**Challenge** 3 (700 XP)

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

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

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

### Actions

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

### Giant Toad

*Large beast, unaligned*

**Armor Class** 11

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

**Speed** 20 ft., swim 40 ft.

---

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

---

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

**Languages** —

**Challenge** 1 (200 XP)

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

**Standing Leap.** The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### Actions

---

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## APL 4 – 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.

### Shadow

*Medium undead, chaotic evil*

**Armor Class** 12

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

**Speed** 40 ft.

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

**Skills** Stealth +4 (+6 in dim light or darkness)

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

**Damage Immunities** necrotic, poison

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

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

**Languages** —

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

**Amorphous.** The shadow can move through a space as narrow as 1 inch wide without squeezing.

**Shadow Stealth.** While in dim light or darkness, the shadow can take the Hide action as a bonus action.

**Sunlight Weakness.** While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

### Actions

**Strength Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

## APL 4 – Encounter 6B

### Displacer Beast

*Large monstrosity, lawful evil*

**Armor Class** 13 (natural armor)

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

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (–2)	12 (+1)	8 (–1)

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

**Languages** —

**Challenge** 3 (700 XP)

**Avoidance.** If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Displacement.** The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

### Actions

**Multiattack.** The displacer beast makes two attacks with its tentacles.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

### 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 4 – 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 Tentacle.** The 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 wiling, 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 another 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.

### Carrion Crawler

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

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

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

**Skills** Perception +3

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

**Languages** —

**Challenge** 2 (450 XP)

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

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

### Actions

**Multiattack.** The carrion crawler makes two attacks: one with its tentacles and one with its bite.

**Tentacles.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target 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 poison on itself on a success.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

## APL 4 – Encounter 7A

### Giant Eagle

*Large beast, neutral good*

**Armor Class** 13

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

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (–1)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Eagle, understands Common and Auran but can't speak them

**Challenge** 1 (200 XP)

**Keen Sight.** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

#### Actions

**Multiattack.** The eagle makes two attacks: one with its beak and one with its talons.

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

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

### Pteranodon

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 13 (3d8)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (–4)	9 (–1)	5 (+3)

**Skills** Perception +1

**Senses** passive Perception 11

**Languages** --

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

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

#### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d6 + 1) piercing damage.

## APL 4 – Encounter 7B

### Lion

*Large beast, unaligned*

**Armor Class** 12

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

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (–4)	12 (+1)	8 (–1)

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

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

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

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

**Running Leap.** With a 10-foot running start, the lion can long jump up to 25 feet.

#### Actions

**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.

### Worg

*Large monstrosity, neutral evil*

**Armor Class** 13 (natural armor)

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

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (–2)	11 (+0)	8 (–1)

**Skills** Perception +4

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

**Languages** Goblin, Worg

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

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

#### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



## APL 4 – Encounter 8A

### Giant Hyena

*Large beast, unaligned*

**Armor Class** 12

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

**Speed** 50 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (–4)	12 (+1)	7 (–1)

---

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

#### Actions

---

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

### Jackalwere

*Medium humanoid (shapechanger), chaotic evil*

**Armor Class** 12

**Hit Points** 18 (4d8)

**Speed** 40 ft.

---

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

---

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

**Immunities** bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered.

**Senses** passive Perception 12

**Languages** Common (can't speak in jackal form)

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

**Shapechanger.** The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

#### Actions

---

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

**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Sleep Gaze.** The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.



## APL 4 – Encounter 8B

### Giant Spider

*Large beast, unaligned*

**Armor Class** 14 (natural armor)

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

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (–4)	11 (+0)	4 (–3)

**Skills** Stealth +7

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

**Languages** —

**Challenge** 1 (200 XP)

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

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

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

#### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) 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.

**Web (Recharge 5–6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

### 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 target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

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

**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 4 – Encounter 9A

### Maw Demon

*Medium fiend (demon), chaotic evil*

**Armor Class** 13 (natural armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

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

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

**Challenge** 1 (200 XP)

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

#### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

### Nothic

*Medium aberration, neutral evil*

**Armor Class** 15 (natural armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

**Skills** Arcana +3, Insight +4, Perception +2, Stealth +5

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

**Languages** Undercommon

**Challenge** 2 (450 XP)

**Keen Sight.** The nothic has advantages on Wisdom (Perception) checks that rely on sight.

#### Actions

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

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Rotting Gaze.** The nothic targets one creature it can see within 30 feet of it. The target must save on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

**Weird Insight.** The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

## APL 4 – Encounter 9B

### Water Weird

*Large elemental, neutral*

**Armor Class** 13

**Hit Points** 58 (9d10 + 9) (*Special: 1 has 99 HPs*)

**Speed** 0 ft., swim 60 ft.

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

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

**Damage Immunities** poison

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

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

**Languages** understands Aquan but doesn't speak

**Challenge** 3 (700 XP)

**Invisible in Water.** The water weird is invisible while fully immersed in water.

**Water Bound.** The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

#### Actions

**Constrict.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

## APL 4 – Encounter 9C

### Gibbering Mouter

*Medium aberration, neutral*

**Armor Class** 9

**Hit Points** 99 (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 mouter 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 mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouter 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 mouter 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 mouter.

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

## Round 2 – APL 4

### APL 4 – Track A1

#### Hippogriff

*Large monstrosity, unaligned*

**Armor Class** 11

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

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

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (–4)	12 (+1)	8 (–1)

---

**Skills** Perception +5

**Senses** passive Perception 15

**Languages** —

**Challenge** 1 (200 XP)

**Keen Sight.** The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

#### Actions

**Multiattack.** The hippogriff makes two attacks: one with its beak and one with its claws.

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

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

### APL 4 – Track A2

#### Merrow

*Large monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

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

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

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (–1)	10 (+0)	9 (–1)

---

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

**Languages** Abyssal, Aquan

**Challenge** 2 (450 XP)

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

#### Actions

**Multiattack.** The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Harpoon.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against

the merrow or be pulled up to 20 feet toward the merrow.

### APL 4 – Track A3

#### Troll

*Large giant, chaotic evil*

**Armor Class** 15 (natural armor)

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

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (–2)	9 (–1)	7 (–2)

---

**Skills** Perception +2

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

**Languages** Giant

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

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

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

#### Actions

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

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

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

## APL 4 – Track A4

### Master Thief

Medium humanoid (any race), any alignment

**Armor Class** 16 (studded leather)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

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

**Saving Throws** Dex +7, Int +3

**Skills** Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

**Senses** passive Perception 13

**Languages** any one language (usually Common) plus thieves' cant.

**Challenge** 5 (1800 XP)

**Cunning Action.** On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** The thief makes three attacks with its shortsword.

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

**Light Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

### Reactions

**Uncanny Dodge.** The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

## APL 4 – Track A5

### Thri-kreen

Medium humanoid (thri-kreen), chaotic neutral

**Armor Class** 15 (natural armor)

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

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (–1)	12 (+1)	7 (–2)

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

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

**Languages** Thri-kreen

**Challenge** 1 (200 XP)

**Chameleon Carapace.** The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

**Standing Leap.** The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

### Actions

**Multiattack.** The thri-kreen makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

### Variant: Thri-kreen Weapons and Psionics

Some thri-kreen employ special martial weapons. A gythka is a two-handed polearm with a blade at each end. A chatkcha is a flat, triangular wedge with three serrated blades (a light thrown weapon).

A thri-kreen armed with a gythka and chatkchas gains the following action options:

**Multiattack.** The thri-kreen makes two gythka attacks or two chatkcha attacks.

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

**Chatkcha.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

A few thri-kreen manifest psionic abilities, using their powers to aid the hunt and communicate more easily with outsiders.

A psionic thri-kreen has telepathy out to a range of 60 feet and gains the following additional trait:

**Innate Spellcasting (Psionics).** The thri-kreen's innate spellcasting ability is Wisdom. The thri-kreen can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)  
2/day each: *blur*, *magic weapon*  
1 day: *invisibility*

## APL 4 – Track A6

### 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.

## APL 4 – Track B1

### Deinonychus

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

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

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (–3)	12 (+1)	6 (–2)

---

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** --

**Challenge** 1 (200 XP)

**Pounce.** If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

#### Actions

**Multiattack.** The deinonychus 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.

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

### Quetzalcoatls

*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 quetzalcoatls 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 quetzalcoatls 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 4 – Track B2

### Thorny

*Medium plant, neutral*

**Armor Class** 14 (natural armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

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

**Damage Resistance** lightning, piercing

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

**Languages** --

**Challenge** 1 (200 XP)

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

**Regeneration.** The thorny regains 5 hit 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 thorny's next turn. The thorny dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Thorny Body.** At the start of its turn, the thorny deals 2 (1d4) piercing damage to any creature grappling it.

### Actions

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

### 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 attacks with its spear.

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

**Spear.** *Melee or 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 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 4 – Track B3

### 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 target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

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

**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.

### Grung

*Small humanoid (grung), lawful evil*

**Armor Class** 12

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

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

---

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

---

**Saving Throws** Dex +4

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 12

**Languages** Grung

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

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

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

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

#### Actions

---

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.



## APL 4 – Track B4

### Babau

*Medium fiend (demon), chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

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

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks.

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal

**Challenge** 4 (200 XP)

**Innate Spellcasting.** The babau's innate spellcasting ability is Wisdom (spell save DC11). The babau can innately cast the following spells, requiring no material components:

At will: *darkness, dispel magic, fear, heat metal, levitate*

### Actions

**Multiattack.** The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

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

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d4 + 4) piercing damage, or 8 (1d8 +4) piercing damage when used with two hands to make a melee attack.

**Weakening Gaze.** The babau targets on creature that it can see within 20 feet of it. The target must make a DC13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength 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.

### Imp

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

**Armor Class** 13

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

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

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

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

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Infernal, Common

**Challenge** 1 (200 XP)

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

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

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

### Actions

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

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

## APL 4 – Track B5

### Meenlock

*Small fey, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 31 (7d6+7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

**Skills** Perception +4, Stealth +6, Survival +2

**Condition Immunities** frightened

**Senses** darkvision 120 ft., passive Perception 14

**Languages** telepathy 120 ft.

**Challenge** 2 (450 XP)

**Fear Aura.** Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

**Light Sensitivity.** While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Shadow Teleport (Recharge 5-6).** As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

#### Actions

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4+2) slashing damage, and the target must succeed on a DC 11 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.

### Steam Mephit

*Small elemental, neutral evil*

**Armor Class** 10

**Hit Points** 21 (6d6)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Aquan, Ignan

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

**Death Burst.** When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

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

#### Actions

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

**Steam Breath (Recharge 6).** The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

### Mud Mephit

*Small elemental, neutral evil*

**Armor Class** 11

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

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

**Skills** Stealth +3

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Aquan, Terran

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

**Death Burst.** When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

#### Actions

**Fists.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

**Mud Breath (Recharge 6).** The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## APL 4 – Track B6

### Giant Strider

*Large monstrosity, neutral evil*

**Armor Class** 14 (natural armor)

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

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (–3)	12 (+1)	6 (–2)

**Damage Immunities** fire

**Senses** passive Perception 11

**Languages** --

**Challenge** 1 (200 XP)

**Fire Absorption.** Whenever the giant strider is subjected to fire damage, it takes no damage and regains a number of hit points equal to half the fire damage dealt.

#### Actions

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

**Fire Burst (Recharge 5-6).** The giant strider hurls a gout of flame at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. The fire spreads around corners, and it ignites flammable objects in that area that aren't being worn or carried.

### Spectator

*Medium aberration, lawful neutral*

**Armor Class** 14 (natural armor)

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

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

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

**Skills** Perception +6

**Condition Immunities** prone

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

**Languages** Deep Speech, Undercommon, telepathy 120 ft.

**Challenge** 3 (700 XP)

#### Actions

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

**Eye Rays.** The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. **Paralyzing Ray.** The target must succeed on a DC 13 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.

3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

**Create Food and Water.** The spectator magically creates enough food and water to sustain itself for 24 hours.

#### Reactions

**Spell Reflection.** If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

## APL 4 – Track C1

### Cult Fanatic

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

**Armor Class** 13 (leather armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** passive Perception 11

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

**Challenge** 2 (450 XP)

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The fanatic is a 4<sup>th</sup>-level spellcaster. Its spellcasting ability is Wisdom (spell save DC11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*  
1<sup>st</sup> level (4 slots) *command, inflict wounds, shield of faith*  
2<sup>nd</sup> level (3 slots) *hold person, spiritual weapon*

#### Actions

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

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

### Half-Ogre (Ogrillon)

Large giant, any chaotic alignment

**Armor Class** 12 (hide armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

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

**Languages** Common, Giant

**Challenge** 1 (200 XP)

#### Actions

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

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

## APL 4 – Track C2

### Orc

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (hide armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

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

**Skills** Intimidation +2

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

**Languages** Common, Orc

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

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

#### Actions

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**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.

## APL 4 – Track C3

### Fire Snake

*Medium elemental, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (–2)	10 (+0)	8 (–1)

**Damage Vulnerabilities** cold

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

**Damage Immunities** fire

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

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

**Challenge** 1 (200 XP)

**Heated Body.** A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

### Actions

**Multiattack.** The snake makes two attacks: one with its bite and one with its tail.

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

**Tail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

### Firenewt Warlock of Imix

*Medium humanoid (firenewt), neutral evil*

**Armor Class** 10 (13 with *mage armor*)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	9 (–1)	11 (+0)	14 (+2)

**Damage Immunities** fire

**Senses** darkvision 120 ft. (penetrates magical darkness), passive Perception 10

**Languages** Draconic, Ignan

**Challenge** 1 (200 XP)

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

**Innate Spellcasting.** The firenewt's innate spellcasting ability is Charisma. It can innately cast *mage armor* (self only) at will, requiring no material components.

**Spellcasting.** The firenewt is a 3<sup>rd</sup>-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 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): *fire bolt*, *guidance*, *light*, *mage hand*, *prestidigitation*

1<sup>st</sup>-2<sup>nd</sup> level (2 2<sup>nd</sup>-level slots): *burning hands*, *flaming sphere*, *hellish rebuke*, *scorching ray*

**Imix's Blessing.** When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

### Actions

**Morningstar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8 + 1) piercing damage.

## APL 4 – Track C4

### Death Dog

*Medium monstrosity, neutral evil*

**Armor Class** 12

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

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

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

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

**Languages** —

**Challenge** 1 (200 XP)

**Two-Headed.** The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

#### Actions

**Multiattack.** The dog makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

### Gnoll

*Medium humanoid (gnoll), chaotic evil*

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

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

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

**Languages** Gnoll

**Challenge** 1/2 (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

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

**Spear.** *Melee or Ranged Weapon Attack:* +5 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.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## APL 4 – Track C5

### 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.

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

**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.



## APL 4 – Track C6

### Kuo-Toa Whip

Medium Humanoid (kuo-toa), neutral evil

**Armor Class** 11 (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** 1 (200 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.

**Spellcasting.** The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*

1<sup>st</sup> level (3 slots): *bane*, *shield of faith*

### Actions

---

**Multiattack.** The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

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

**Pincer Staff.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

### Giant Sea Horse

Large beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 16 (3d10)

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

---

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

---

**Senses** passive Perception 11

**Languages** --

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

**Charge.** If the sea horse moves at least 20 feet straight toward a target and then it hits with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Water Breathing.** The sea horse can breathe only underwater.

### Actions

---

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