

# CHAPTER 3 & 4: ENCOUNTER SHEETS

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# X1–X15

## DUERGAR

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (Scale Mail, Shield)

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

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** Poison

**Senses** Darkvision 120 ft., Passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### ACTIONS

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**War Pick. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**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, or 9 (2d6 + 2) piercing damage while enlarged.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## GRANDOLPHA MUZGARDT

Medium humanoid (dwarf), lawful evil

**Armor Class** 9

**Hit Points** 59 (7d8 + 28)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	18 (+4)	13 (+1)	17 (+3)	16 (+3)

**Damage Resistances** Poison

**Senses** Darkvision 120 ft., Passive Perception 13

**Languages** Common, Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Duergar Resilience.** Grandolpha has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Innate Spellcasting (Psionics).** Grandolpha's innate spellcasting ability is Wisdom (spell save DC 13). She can innately cast the following spells, requiring no material components:

- At will: *druidcraft*, *mending*, *poison spray* (see "Actions" below)
- 3/day each: *detect magic*, *enlarge/reduce* (self only), *faerie fire*, *invisibility* (self only), *polymorph*, *stoneskin* (self only)

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

### ACTIONS

**Poison Spray (Cantrip).** Grandolpha extends her hand toward a creature she can see within 10 feet of her and projects a puff of noxious gas from her palm. The creature must succeed on a DC 13 Constitution saving throw or take 13 (2d12) poison damage.

## PSEUDODRAGON

Tiny construct, lawful evil

**Armor Class** 13 (Natural Armor)

**Hit Points** 7 (2d4 + 2)

**Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

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

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13

**Languages** Understands Draconic and Dwarvish but can't speak them

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

**Keen Senses.** The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

**Limited Telepathy.** The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

### ACTIONS

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

**Sting. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

## DUERGAR MIND MASTER

Medium humanoid (dwarf), lawful evil

**Armor Class** 14 (Leather Armor), 19 While Reduced  
**Hit Points** 39 (6d8 + 12)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	15 (+2)	10 (+0)	12 (+1)

**Saving Throws** WIS +2  
**Skills** Perception +2, Stealth +5  
**Damage Resistances** Poison  
**Senses** Darkvision 120 ft., Truesight 30 ft., Passive Perception 12  
**Languages** Dwarvish, Undercommon  
**Challenge** 2 (450 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### ACTIONS

**Multiattack.** The duergar makes two melee attacks. It can replace one of those attacks with a use of Mind Mastery.

**Mind-Poison Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 10 (3d6) psychic damage, or 1 piercing damage and 14 (4d6) psychic damage while reduced.

**Invisibility (Recharge 4–6).** The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, it uses its Reduce, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

**Mind Mastery.** The duergar targets one creature it can see within 60 feet of it. The target must succeed on a DC 12 Intelligence saving throw, or the duergar causes it to use its reaction either to make one weapon attack against another creature the duergar can see or to move up to 10 feet in a direction of the duergar's choice. Creatures that can't be charmed are immune to this effect.

**Reduce (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically decreases in size, along with anything it is wearing or carrying. While reduced, the duergar is Tiny, reduces its weapon damage to 1, and makes attacks, checks, and saving throws with disadvantage if they use Strength. It gains a +5 bonus to all Dexterity (Stealth) checks and a +5 bonus to its AC. It can also take a bonus action on each of its turns to take the Hide action.

## DUERGAR HAMMERER

Medium construct, lawful evil

**Armor Class** 17 (Natural Armor)  
**Hit Points** 33 (6d8 + 6)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

**Damage Immunities** Poison  
**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned  
**Senses** Darkvision 60, Passive Perception 7  
**Languages** understands Dwarvish but can't speak  
**Challenge** 2 (450 XP)

**Engine of Pain.** Once per turn, a creature that attacks the hammerer can target the duergar trapped in it. The attacker has disadvantage on the attack roll. On a hit, the attack deals an extra 5 (1d10) damage to the hammerer, and the hammerer can respond by using its Multiattack with its reaction.

**Siege Monster.** The hammerer deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The hammerer makes two attacks: one with its claw and one with its hammer.

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

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

# X16

## DUERGAR

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (Scale Mail, Shield)

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

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** Poison

**Senses** Darkvision 120 ft., Passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### ACTIONS

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**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, or 9 (2d6 + 2) piercing damage while enlarged.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

# UMBER HULK

Medium humanoid (dwarf), lawful evil

**Armor Class** 18 (Natural Armor)

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

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

**Senses** Darkvision 120 ft., Tremorsense 60 ft., Passive Perception 10

**Languages** UMBER HULK

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

**Confusing Gaze.** When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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

**Tunneler.** The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

### ACTIONS

**Multiattack.** The umber hulk makes three attacks: two with its claws and one with its mandibles.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

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

# X17

## 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 its 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 target. *Hit:* 5 (1d8 + 1) piercing damage.

**Antennae.** The rust monster corrodes a nonmagical ferrous 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 worn or carried, 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.

# X18

## DUERGAR WITH CROSSBOW

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (Scale Mail, Shield)

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

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** Poison

**Senses** Darkvision 120 ft., Passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### ACTIONS

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**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, or 9 (2d6 + 2) piercing damage while enlarged.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft. *Hit:* 5 (1d10) piercing damage.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## X19–X23

### QUAGGOTH THONOT

Medium humanoid, 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.

**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.

### QUAGGOTH SPORE SERVANT

Medium plant, unaligned

**Armor Class** 13 (Natural Armor)

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

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

**Damage Immunities** Poison

**Condition Immunities** Blinded, Charmed, Frightened, Paralyzed, Poisoned

**Senses** Blindsight 30 ft. (blind beyond this radius), Passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

#### ACTIONS

**Multiattack.** The spore servant makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) slashing damage.

## MYCONID SOVEREIGN

Large plant, lawful neutral

**Armor Class** 13 (Natural Armor)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft.

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

**Senses** Darkvision 120 ft., Passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

**Distress Spores.** When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

**Sun Sickness.** While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

#### ACTIONS

**Multiattack.** The myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

**Fist.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4 + 1) bludgeoning damage plus 7 (3d4) poison damage.

**Animating Spores (3/Day).** The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

**Hallucination Spores.** The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Pacifying Spores.** The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

**Rapport Spores.** A 30-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

# X20–X27

## DUERGAR

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (Scale Mail, Shield)

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

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** Poison

**Senses** Darkvision 120 ft., Passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### ACTIONS

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**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, or 9 (2d6 + 2) piercing damage while enlarged.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## GIANT LIZARD

Large beast, unaligned

**Armor Class** 12 (Natural Armor)

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

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Senses** Darkvision 30 ft., Passive Perception 10

**Languages** —

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

### ACTIONS

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

## 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** 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.

### 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.

# X28

## 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.** 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.

## GOLIATH WARRIOR

Medium humanoid (goliath), any alignment

Armor Class 12 (Hide Armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +6, Perception +4, Survival +4

Damage Resistances Cold

Senses Passive Perception 14

Languages Common, Giant

Challenge 3 (700 XP)

**Mountain Born.** The goliath is acclimated to high altitude, including elevations above 20,000 feet.

**Powerful Build.** The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

### ACTIONS

**Multiattack.** The goliath makes two attacks with its greataxe or hurls two javelins.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

### REACTIONS

**Stone's Endurance (Recharges after a Short or Long Rest).** When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

# X29–X33

## F'YORL (MIND FLAYER)

Medium aberration, lawful evil

Armor Class 11

Hit Points 9 out of 71 (13d8 + 13)

Speed 30 ft.

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

**Saving Throws** INT +7, WIS +6, CHA +6

**Skills** Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

**Senses** Darkvision 120 ft., Passive Perception 16

**Languages** Deep Speech, Telepathy 120 ft., Undercommon  
**Challenge** 0 (0 XP)

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

## DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (Scale Mail, Shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** Poison

**Senses** Darkvision 120 ft., Passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### ACTIONS

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**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, or 9 (2d6 + 2) piercing damage while enlarged.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## 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.

## DUERGAR HAMMERER

Medium construct, lawful evil

Armor Class 17 (Natural Armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60, Passive Perception 7

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

**Challenge** 2 (450 XP)

**Engine of Pain.** Once per turn, a creature that attacks the hammerer can target the duergar trapped in it. The attacker has disadvantage on the attack roll. On a hit, the attack deals an extra 5 (1d10) damage to the hammerer, and the hammerer can respond by using its Multiattack with its reaction.

**Siege Monster.** The hammerer deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The hammerer makes two attacks: one with its claw and one with its hammer.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) bludgeoning damage.

**Hammer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

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

# X34–X36

## DUERGAR MIND MASTER

Medium humanoid (dwarf), lawful evil

**Armor Class** 14 (Leather Armor), 19 While Reduced

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

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	15 (+2)	10 (+0)	12 (+1)

**Saving Throws** WIS +2

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

**Damage Resistances** Poison

**Senses** Darkvision 120 ft., Truesight 30 ft., Passive Perception 12

**Languages** Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### ACTIONS

**Multiattack.** The duergar makes two melee attacks. It can replace one of those attacks with a use of Mind Mastery.

**Mind-Poison Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 10 (3d6) psychic damage, or 1 piercing damage and 14 (4d6) psychic damage while reduced.

**Invisibility (Recharge 4–6).** The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, it uses its Reduce, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

**Mind Mastery.** The duergar targets one creature it can see within 60 feet of it. The target must succeed on a DC 12 Intelligence saving throw, or the duergar causes it to use its reaction either to make one weapon attack against another creature the duergar can see or to move up to 10 feet in a direction of the duergar's choice. Creatures that can't be charmed are immune to this effect.

**Reduce (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically decreases in size, along with anything it is wearing or carrying. While reduced, the duergar is Tiny, reduces its weapon damage to 1, and makes attacks, checks, and saving throws with disadvantage if they use Strength. It gains a +5 bonus to all Dexterity (Stealth) checks and a +5 bonus to its AC. It can also take a bonus action on each of its turns to take the Hide action.

## DUERGAR HAMMERER

Medium construct, lawful evil

**Armor Class** 17 (Natural Armor)

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

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60, Passive Perception 7

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

**Challenge** 2 (450 XP)

**Engine of Pain.** Once per turn, a creature that attacks the hammerer can target the duergar trapped in it. The attacker has disadvantage on the attack roll. On a hit, the attack deals an extra 5 (1d10) damage to the hammerer, and the hammerer can respond by using its Multiattack with its reaction.

**Siege Monster.** The hammerer deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The hammerer makes two attacks: one with its claw and one with its hammer.

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

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

# TOWN IN CHAOS

## SLED DOG

Medium beast, unaligned

**Armor Class** 13 (Natural Armor)

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

**Speed** 40 ft.

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

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

**Senses** Passive Perception 13

**Languages** —

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

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

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## TRIBAL WARRIOR

Medium humanoid (any race), any alignment

**Armor Class** 12 (Hide Armor)

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

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

**Senses** Passive Perception 10

**Languages** Common

**Challenge** 1/8 (25 XP)

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

### ACTIONS

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

## COMMONER

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** Passive Perception 10

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

**Challenge** 0 (10 XP)

### ACTIONS

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

## THUG

Medium humanoid (any race), any alignment

**Armor Class** 11 (Leather Armor)

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

**Speed** 30 ft.

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

**Skills** Intimidation +2

**Senses** Passive Perception 10

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

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

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

### ACTIONS

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

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## DUERGAR

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (Scale Mail, Shield)

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

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** Poison

**Senses** Darkvision 120 ft., Passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### ACTIONS

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**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, or 9 (2d6 + 2) piercing damage while enlarged.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.