DUALINK

Creeper

BBEG



Minecraft Edition

Creeper

Medium Monstrosity, Chaotic Evil

Armor Class: 15 (natural armor)
Hit Points: 127 (15d8 + 60)
Speed: 40 ft.

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

Saving Throws: Dex +7, Con +7
Skills: Stealth +10, Perception +4
Damage Vulnerabilities: Fire
Damage Resistances: Bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: Charmed, Frightened
Senses: Darkvision 120 ft., Passive Perception 14
Languages: -
Challenge: 4 (1,100 XP)

Silent Ambush. The creeper makes no sound while moving. It has advantage on Dexterity (Stealth) checks made to avoid being seen, and it does not trigger pressure plates, magical alarms, or other sound-based effects.

Volatile Countdown. The creeper always acts first in initiative order.

Actions

Detonate. The creeper begins to hiss. At the start of its next turn, it explodes in a 15-foot radius. Each creature in the area must make a DC 14 Dexterity saving throw, taking 31 (7d8) force damage on a failed save, or half as much on a success. Nonmagical objects in the area are destroyed. The creeper is reduced to 0 hit points after the explosion.

Bonus Actions

Lunging Pounce. The creeper leaps up to 20 feet in a straight line. If it ends within 5 feet of a creature, that creature must pass a DC 15 Strength saving throw or be knocked prone.