



## Solo Enemy Template for DnD 5e

### **Double Hit Dice**

A solo enemy doubles its hit dice and re-rolls any die scoring less than half. Eg: if using d8, reroll any die scoring 4 or less until it rolls 5 or higher.

### **Improved Saves**

A solo enemy gains proficiency in all saving throws.

A solo enemy gains an ordinary save against effects that don't normally allow a save, eg: a *Sleep* spell.

A solo enemy can choose to turn a failed save into a success d2 times per day.

### **Off Turn Actions**

A solo enemy can take one of the following off turn actions, in between PC turns:

- Make a melee or ranged attack, including a Multi-attack (once a hit causes damage however, any further attacks are lost).
- Cast a cantrip spell.
- Use another ability. The same ability cannot be used again until after the solo enemy's next turn (assuming it becomes available for use again).