

# ANIME 5E

## MOUNTS & MONSTERS BUNDLE – DIGITAL EXPANSION

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## CHITINOUS JUMP SHARK

Size and Type:	Medium (7'-8'); Amphibious Shark
Movement:	Ground (0'); Water (30')
Habitat:	Seas and oceans
Communities:	Used as mounts; otherwise, solitary
Alignment:	Unaligned

*"We heard them coming before we saw them. There were dozens of sahuagin brandishing their tridents and riding towards our ship on the backs of... well... they were armoured sharks. Who jumped hundreds of feet out of the water. Right at us. We lost five of our crew to the jaws of those sharks as they were snatched right off the deck. I couldn't believe it! Jumping bloody sharks! After we got over the initial shock we ordered our Benders to summon the strongest winds they could manage. We couldn't get clear of that area fast enough."*

The evolutionary path of these predatory creatures of the deep eludes even the most learned scholars. Ferocious sharks with a hardened armoured shell that can breathe in the open air or underwater equally well, yet lack any limbs to traverse land. They can leap incredible distances (up to 200') out of the ocean to attack their prey, though, and don't fear landing outside the water. A few minutes of rolling and flopping around and they'll make it back to the ocean with their meal. Several amphibious and aquatic races breed domesticated jump sharks to serve as formidable mounts.

### Subrace Variation

The highly prized chitinous air shark subrace have exclusive features that align with their name: they have extendable wings that allow them to fly at moderate speeds (30 mph) for up to 30 minutes at a time before they need to rest.

## CHITINOUS JUMP SHARK

<b>SIZE</b>	Medium	<b>ARMOUR CLASS</b>	15
<b>SPEED</b>	0'	<b>HIT POINTS</b>	51 (6d8+24) [24]
<b>CR</b>	2	<b>PROFICIENCY BONUS</b>	+3 [6]
<b>XP</b>	450	<b>TOTAL POINTS</b>	112

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (-4)	8 (-1)	5 (-3)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
3	3	Combat Technique (Critical Strike, Flanking Defence, Lightning Reflexes)
2	2	Edge (Melee Attack Rolls)
2	2	Features (Depth Awareness, Nictitating Membrane)
1	1	Heightened Sense (Smell)
1 (2)	1	Jumping (x10 normal; 200 feet; Environmental: To and from water +1)
10	10	Protected (-10 Standard damage)
1	1	Resilient (Atmosphere)
2	2	Skill Proficiency (Perception, Stealth)
3	3	Water Speed (30 mph)
5	5	Weapon: Bite (2d10+5 piercing damage)

RANK	POINTS	DEFECT
3	-9	Impaired Manipulation (No arms)
2	-6	Impaired Speech (No language)
1	-3	Physical Impairment (No legs)
<b>16</b>	<b>+ 30 Base + 66 Abilities = 112 POINTS</b>	

## FAE WAR CORGI

Size and Type:	Tiny (1'-2'); Canine Quadruped
Movement:	Ground (15')
Habitat:	Sylvan forests
Communities:	Used as mounts; otherwise, small packs
Alignment:	Chaotic Good

*“Listen up, Fairies! Your cousins are taking to the air, but you’re going to be mounted and will command the ground. You have your swords already, and the smiths will be readying the lances throughout the night. Trust the instincts of your companion; they’ve demonstrated a talent for countering the extradimensional magic of these unnatural creatures. Now go – get some rest. At dawn, the charge of the 4th War Corgi Calvary begins!”*

Since the night of their fateful meeting many moons ago, Corgi dogs have been the land mounts of choice for the wee fae folk – pixies, fairies, sprites, brownies, and more. Sure, other canines could serve as mounts instead, but there’s a bond between a fae and their War Corgi that seems stronger and deeper than those for any other choice. This bond grants the Corgi an advantage during any interaction with extraplanar beings, whether it’s attack roll, Skill checks, or Saving Throws. Like some of their riders, Fae War Corgi fear the rapid current of expansive rivers and do not enjoy swimming.

### Subrace Variation

Crossbreeds between Corgis and other canines can produce many subrace variants, though few have talents that differ from purebreds. Hell Corgis – an exceptionally rare crossbreed between Corgis and Hell Hounds – are an obvious exception.

## FAE WAR CORGI

<b>SIZE</b>	Tiny	<b>ARMOUR CLASS</b>	17 (studded leather)
<b>SPEED</b>	15'	<b>HIT POINTS</b>	7 (2d4+2) [4]
<b>CR</b>	1/8	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>XP</b>	25	<b>TOTAL POINTS</b>	54

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (+1)	12 (+1)	5 (-3)	7 (-2)	14 (+2)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
4	4	Combat Mastery (+4 attack rolls)
2	2	Edge (Any interactions with spirits and extraplanar beings)
2	2	Heightened Senses (Hearing and Smell)
1	1	Skill Proficiency (Perception)
2	2	Special Movement (Speedburst: x5 sprint 2)
2	2	Unique Attribute (Small, Light, and Unobtrusive)
3	3	Weapon: Claws and Fangs (2d6-6 slashing/piercing damage)

RANK	POINTS	DEFECT
4	–	Degraded (Strength)
2	-6	Impaired Manipulation (Paws only)
2	-6	Impaired Speech (No language)
4	-4	Limited Damage (-4 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
1	-1	Phobia (Wide, fast-moving rivers)
1	-1	Slow (÷2 speed; 15 feet/round)
4	-4	Susceptible (+4 Standard damage)

**-6 + 8 Base + 52 Abilities = 54 POINTS**

## OPHIDIAN

Size and Type:	Large (14'-16'); Serpent
Movement:	Ground (120'); Water (90')
Habitat:	Deserts and abandoned ruins
Communities:	Used as mounts; otherwise, small nests
Alignment:	Unaligned

*“For the past year, I’ve studied the cavalry effectiveness of the M’gu’ru tribe and their ophidian mounts. In particular, this paper contrasts the differences between the M’gu’ru rivals – who selectively breed stallions as their mounts – and their serpent counterparts. In brief, ophidians are harder to control and require more attentiveness from the rider, but the ophidians’ larger bulk and scales provide enhanced cover and partial armour against attacks. Of course, the ophidians’ powerful jaws and venomous fangs can’t be ignored as a major factor in the M’gu’ru’s successful land expansions.”*

Ophidians are large, constricting serpents that have long been used as mounts in arid environments where horses are less common. Training an ophidian is a time-consuming process that requires constant interaction and correction over the two year period from hatching to adolescence. Ophidians can carry their riders rapidly across land or through the water, and are formidable allies in battle. Although they have no ears and cannot hear directly, ophidians can detect minute vibrations through the ground. Constricting foes isn’t always feasible on the battlefield while carrying a rider; in these instances, ophidians can strike with their venomous fangs instead.

### Subrace Variation

Drake ophidian variants have leathery wings that don’t allow flight, but can catch wind currents to assist in gliding through the sky when descending from cliffs and other high locations.

## OPHIDIAN

<b>SIZE</b>	Large	<b>ARMOUR CLASS</b>	11
<b>SPEED</b>	120'	<b>HIT POINTS</b>	75 (10d12+10) [60]
<b>CR</b>	4	<b>PROFICIENCY BONUS</b>	+4 [8]
<b>XP</b>	1,100	<b>TOTAL POINTS</b>	134

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	12 (+1)	4 (-3)	10 (+0)	4 (-3)

RANK	POINTS	ATTRIBUTE
4	–	Augmented (Strength)
4	4	Edge (Strength dice rolls)
2	2	Fast (x4 speed; 120 feet/round)
2	2	Features (Darkvision 120' x2)
4	4	Massive Damage – Lesser (+4 Strength impacts)
4	4	Protected (-4 Standard damage)
3	3	Skill Proficiency (Climbing, Perception, Stealth)
1	1	Supersense (Vibration Detection)
2	2	Water Speed (90 feet/round)
2	2	Weapon: Bite (1d8+9 piercing damage)
1 (4)	1	Weapon: Poisonous Fangs (3d6 poison damage; Linked: Bite -1; Save +4 [Constitution vs DC 14])
4 (3)	4	Weapon: Constrict (3d4+9 bludgeoning damage; Unique Enhancement: Once a target is constricted, Ophidian gains a Extra Action to continue with this attack each round until target escapes -1)

RANK	POINTS	DEFECT
2	-2	AC Penalty (-2 AC)
3	-9	Impaired Manipulation (No arms)
2	-6	Impaired Speech (No language)
4	-4	Inept Attack (-4 attack rolls)
2	-6	Sensory Impairment (Cannot Hear)
2	-2	Unique Defect (Big, heavy, and obvious)

**0 + 68 Base + 66 Abilities = 134 POINTS**

## PHASE GRIFFON

Size and Type:	Large (12'-16'); Winged Quadruped Chimera
Movement:	Ground (60'); Fly (90')
Habitat:	Forests and mountains
Communities:	Used as mounts; otherwise, small prides
Alignment:	Unaligned

*“When we select our phase griffon companion, it is choice for life. If they die, we do not replace them; if we die, they do not replace us. It is the way of things. I have flown into many battles with Arak’nak, and we have long discussions about strategies and tactics before each. She has taken me on pleasure flights through the Astral Plane many times, and it is a glorious place of wonder and magic and dreams. When my body no longer breathes life, she has promised to fly me there for my last rest. It is the way of things.”*

Phase griffons are large, lion-eagle chimeras like their regular griffon cousins, but they are both sleeker and more intelligent creatures. A griffon egg is infused with Astral energies by a mage or Psionicist before hatching, which grants the griffon self-awareness and a sensitivity to Astral and Ethereal beings. Phase griffons can also open temporary portals to and from the Astral Plane and thus appear to “phase” into another reality. Their sentience elevates phase griffons from mount to companion for most communities that raise them for this purpose.

### Subrace Variation

Abyssal phase griffons are alternatively infused with Lower Planar energies before hatching, which changes their portal destinations to the Abyss instead of the Astral Plane.

## PHASE GRIFFON

<b>SIZE</b>	Large	<b>ARMOUR CLASS</b>	12
<b>SPEED</b>	60'	<b>HIT POINTS</b>	59 (9d10+9) [45]
<b>CR</b>	6	<b>PROFICIENCY BONUS</b>	+4 [8]
<b>XP</b>	2,300	<b>TOTAL POINTS</b>	160

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	18 (+4)	12 (+1)	9 (-1)	10 (+0)	15 (+2)

RANK	POINTS	ATTRIBUTE
1	1	Combat Technique (Steady Hand)
4	4	Edge (Strength dice rolls)
1	1	Extra Actions (1 Extra Action/round)
1	1	Fast (x2 speed; 60 feet/round)
2	2	Features (Darkvision 60', Direction Sense)
2	6	Flight (90 feet/round)
1	1	Heightened Senses (Sight)
1	1	Language (Common, Select One)
2	2	Massive Damage – Lesser (+2 Strength impacts)
2	10	Portal (Two-way between home dimension and Astral Plane)
2	2	Protected (-2 Standard damage)
1	1	Sixth Sense (Astral/Ethereal Beings)
2	2	Skill Proficiency (Athletics, Perception)
3	3	Weapon: Beak (2d6+5 piercing damage)
4	4	Weapon: Claws (2d8+5 slashing damage)
RANK	POINTS	DEFECT
2	-2	AC Penalty (-2 AC)
2	-6	Impaired Manipulation (Talons only)
1	-3	Impaired Speech (Rudimentary speech)
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, heavy, and obvious)
<b>27</b>		<b>+ 53 Base + 80 Abilities = 160 POINTS</b>

## RIDING ELK

Size and Type:	Large (8'-10'); Horned Quadruped
Movement:	Ground (60')
Habitat:	Forests and tundra
Communities:	Used as mounts; otherwise, large herds
Alignment:	Unaligned

*“So I show up to the clearing mentioned in the poster. ‘Adventurers wanted to join our party’ it read. ‘Bring your own mount’ it indicated. Here I am on Ol’ Jake – you know, that feisty roan I’ve been riding for a couple of years – and everyone else is on a giant friggin’ elk! They were gorgeous beasts, with long, slender horns and an intensity in their glare that unsettled me. I felt like an idiot on a plain, stupid horse! Never wanted an upgrade so much in my life as I wanted one of those beasts. Unsurprisingly, the adventurers selected someone else to join their party.”*

Riding elk are the preferred mounts for many humanoid tribes in forest and tundra habitats, owing to the beasts’ agility and heartiness. These elk range in colour from dark black to red-brown to off-white, with two gently curved antlers that can grow up to three feet long. Riding elk are fast and dexterous, and can leap impressive distances even while carrying their rider. They aren’t selected as mounts for their combat capabilities, though they can skewer opponents on their antlers effectively with a short charge.

### Subrace Variation

Riding lechwe deer resemble compact riding elk that are occasionally used as mounts by smaller humanoid races like Gnomes, Halflings, and even Slimes. They have similar traits, scaled appropriately for their medium, rather than large, size.

## RIDING ELK

<b>SIZE</b>	Large	<b>ARMOUR CLASS</b>	12
<b>SPEED</b>	60'	<b>HIT POINTS</b>	21 (3d10+4) [15]
<b>CR</b>	1	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>XP</b>	200	<b>TOTAL POINTS</b>	102

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	18 (+4)	12 (+1)	7 (-2)	14 (+2)	12 (+1)

RANK	POINTS	ATTRIBUTE
4	4	Edge (Strength dice rolls)
1	1	Fast (x2 speed; 60 feet/round)
1	1	Heightened Senses (Smell)
1	1	Jumping (x3 normal; 48/18 feet forward/up)
3	3	Massive Damage – Lesser (+3 when charging)
2	2	Massive Damage – Lesser (+2 Strength impacts)
2	2	Protected (-2 Standard damage)
1	1	Skill Proficiency (Perception)
1	1	Special Movement (Speedburst: x3 sprint)
2	2	Weapon: Hooves (2d4+5 bludgeoning damage)
3	3	Weapon: Antlers (2d6+5 piercing damage)

RANK	POINTS	DEFECT
2	-2	AC Penalty (-2 AC)
2	-6	Impaired Manipulation (Hooves only)
2	-6	Impaired Speech (No language)
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, heavy, and obvious)

**4 + 19 Base + 79 Abilities = 102 POINTS**

# BALOR

Size and Type:	Huge (25'-30'); Humanoid; Fiend/Demon
Movement:	Ground (120'); Fly (90')
Habitat:	Abyssal or demonic planes
Communities:	Solitary
Alignment:	Chaotic Evil

*"I've travelled to the Abyss exactly once in my long adventuring life, and I'll never willingly do so again. Our squad of 12 was sent by the High King to retrieve the Princess, who had been captured by some minor demon lord looking to expand his power base. We had the misfortune of running into a Balor demon, who was laying waste to that lord's domain when we arrived. We never stood a chance – and we represented the best of the best in the Kingdom! That Balor slaughtered us mercilessly, and it was only through dumb luck and cowardice that I escaped with most of my body intact."*

Balors are terrible, diabolical demons from the lower Abyssal Planes. Few characters and creatures have the strength to oppose their conquering efforts, though many have tried and failed. Balors crave power, yet lack the motivation and patience for true leadership; consequently, they frequently set out on solo paths of death and mayhem. They favour their flame whip and lightning-infused longsword in battle to flay and sear their victims. Upon their death, balor explode in a massive fireball – a symbolically fitting end to their destructive lives.

## Subrace Variation

Ice balor are the sworn enemy of their normal balor cousins. They exhibit cold rather than fire powers, but otherwise share similar abilities and strengths.

# BALOR

<b>SIZE</b>	Huge	<b>ARMOUR</b>	–
<b>SPEED</b>	120'	<b>ARMOUR CLASS</b>	15
<b>CR</b>	20	<b>HIT POINTS</b>	263 (21d12+126) [126]
<b>XP</b>	25,000	<b>PROFICIENCY BONUS</b>	+6 [12]
		<b>TOTAL POINTS</b>	387

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

WEAPON	TO HIT	DAMAGE	TYPE
Longsword, Large	+10	6d8+12	Melee; Slashing
Whip	+10	2d6+12	Range 2 (30') Melee, Slashing

RANK	POINTS	ATTRIBUTE
3	3	AC Bonus (+3 AC)
4	–	Augmented (Strength)
2	2	Combat Technique (Critical Strike, Judge Opponent)
4	4	Edge (Strength dice rolls)
2	2	Edge (Saving Throws against magic)
1	1	Extra Attacks (1 Bonus Attack/round)
2	2	Fast (x4 speed; 120 feet/round)
2	2	Features (Darkvision 120' x2)
2	2	Flight (90 feet/round)
3	9	Immunity (Fire and poison)
5	5	Immunity – Lesser (Cold, lightning, non-magical weapons)
3	12	Item: Lightning Longsword (Weapon 12 – 3d8+12 slashing + 3d8 lightning damage; 12 Points)
2	8	Item: Magical Whip (Weapon 9 (7) – 2d6+12 slashing + 3d6 fire damage; Reach -1; Unique Enhancement: Target pulled towards Balor if fails DC 21 Strength Save -1; 9 Points)
1	1	Language (Common, Abyssal)
4	4	Massive Damage – Lesser (+4 Strength impacts)
4	4	Protected (-4 Standard damage)
4	8	Saving Throw Proficiency (Strength, Constitution, Wisdom, Charisma)
6	6	Supersense (Infrared, invisibility, illusions, original shapechanged forms, magical transformations, ethereal)
6 (3)	18	Telepathy (Area: 100' -3)
2	6	Teleport (100')
2	2	Unique Attribute (x4 Thrown weapon distance)
27 (30)	27	Weapon: Death Throes (20d6 fire damage; Area: 30 feet -2; Ammo: Once, upon death +3; Save +2 [Dexterity vs DC 21])
6 (4)	6	Weapon: Fire Aura (3d6 fire damage; Area: 10' -1; Aura -1)

RANK	POINTS	DEFECT
4	-4	Inept Attack (-4 attack rolls)
2	-2	Unique Defect (Big, heavy, and obvious)

**128 + 138 Base + 121 Abilities = 387 POINTS**

## BASILISK

Size and Type:	Medium (7'-8'); Reptilian Octoped
Movement:	Ground (25')
Habitat:	Subterranean caves in warm climates
Communities:	Solitary, or family clutch
Alignment:	Unaligned

*"It was our first time adventuring together as a group. We knew that we were over our heads the moment we saw the too-detailed stone Asrai statues outside the crypt entrance. The basilisk family descended on us before we had a chance to retreat. Three of our companion were turned to stone before we recalled that basilisks had a weakness to their own petrification. We'll never make fun of Leulas's obsession with mirrors ever again, for they were our salvation that day."*

Basilisk may resemble eight-legged lizards, but they are much more threatening. They usually reside in subterranean caves in arid and tropical climates in solitary or small family clutches. Though their venomous bite is formidable, a basilisk's greater threat is their petrifying gaze that can turn victims to stone permanently (unless reversed by powerful restoration magic). Not the most intelligent creature, a basilisk may purposefully turn itself to stone if it gazes upon its reflection.

### Subrace Variation

Winged basilisks are a (thankfully!) uncommon crossbreed between a wyvern and a basilisk. They not only retain their petrifying gaze, but also have enhanced Wisdom and Draconic language knowledge, wings to fly, and a venomous tail stinger.

## BASILISK

<b>SIZE</b>	Medium	<b>ARMOUR CLASS</b>	15
<b>SPEED</b>	25'	<b>HIT POINTS</b>	52 (8d8+16) [32]
<b>CR</b>	1	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>XP</b>	200	<b>TOTAL POINTS</b>	100

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

RANK	POINTS	ATTRIBUTE
6	6	AC Bonus (+6 AC)
1	1	Features (Darkvision 60')
6	6	Weapon: Bite (2d6+3 piercing + 2d6 poison damage)
6 (0)	6	Weapon: Petrifying Gaze (0 damage; Aura: Any target that gazes upon Basilisk -1; Area: 30 feet -2; Incapacitating: Turned to stone if fail Constitution vs DC 12 Save -2; Incurable: Powerful restoration magic required for reversion -3 Toxic +1; Unique Limiter: Can petrify itself through a reflection +1)

RANK	POINTS	DEFECT
2	-6	Impaired Manipulation (Claws only)
2	-6	Impaired Speech (No language)
<b>7</b>	<b>+ 36</b>	<b>Base + 57 Abilities = 100 POINTS</b>



## BEASTWALKER

Size and Type:	Large (10'-12'); Ursine Biped; Giant
Movement:	Ground (60')
Habitat:	Forests and jungles
Communities:	Solitary, or family units
Alignment:	Unaligned

*“We warned those trappers to steer their operations clear of the Blythe Forest. Told them that we had seen the tracks of a beastwalker earlier, and they didn’t want to mess with one of those. Evidentially, they didn’t heed our warning. We heard and felt a nearby thunderous roar as we were collecting plant samples that afternoon. When we worked up the courage to check it out, we found the trappers’ mangled bodies scattered alongside their destroyed traps. The carnage was nauseating.”*

These towering sentient grizzly bears are the self-appointed guardians of the animal world, who look upon beastwalkers with awe and reverence. They have an exceptional control over the realm of animals, and can manipulate the fabric of reality to invoke related mystical powers (roughly equivalent to the scope of 5th Level *PHB* spells). Beastwalkers are regularly served by a loyal army of up to 100 beast minions, the composition of which varies depending on the specific environment.

### Subrace Variation

Greater beastwalkers – a more expansive and power subrace that can stand up to double the height of a normal beastwalker – also command and protect sentient forest races like dryads, nymphs, elves, and other sylvans.

## BEASTWALKER

<b>SIZE</b>	Large	<b>ARMOUR CLASS</b>	14
<b>SPEED</b>	60'	<b>HIT POINTS</b>	100 (8d10+56) [40]
<b>CR</b>	13	<b>PROFICIENCY BONUS</b>	+3 [6]
<b>XP</b>	10,000	<b>TOTAL POINTS</b>	248

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	24 (+7)	10 (+0)	18 (+4)	16 (+3)

RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
4	4	Edge (Strength dice rolls)
6	60	Dynamic Power (Animals)
10	10	Energised (+100 Energy; 175 total)
1	1	Fast (x2 speed; 60 feet/round)
2	2	Language (Common, Draconic, Sylvan)
5	10	Minions (100 beasts)
2	2	Massive Damage – Lesser (+2 Strength impacts)
2	2	Protected (-2 Standard damage)
4	8	Saving Throw Proficiency (Dexterity, Constitution, Wisdom, Charisma)
5	5	Skill Proficiency (Animal Handling, Area Knowledge, Empathy, Medicine, Survival)
4	4	Weapon: Claws and Fangs (2d8+3 slashing/piercing damage)
RANK	POINTS	DEFECT
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, heavy, and obvious)
<b>107</b>		<b>+ 46 Base + 95 Abilities = 248 POINTS</b>

## FIENDISH BLADE ORB

Size and Type:	Medium (4'-5'); Spherical Invertebrate
Movement:	Ground (15'); Flight (30')
Habitat:	Crypts and abandoned ruins
Communities:	Small to medium collectives
Alignment:	Unaligned

*"...and suddenly this fleshy, spherical, bladed thing came hovering around the corner and flew directly at us! The smell was nauseating, but the five whirling blades of death were the real threat. My entire party was hacking away at it from all angles, but it had no problem fighting on five fronts! What sort of monster does that without having multiple heads like the hydra? Fortunately, it didn't take too much effort to take it down – though my warhammer blows seemed to bounce off its flesh and inflict much less effect than Shiara's katana."*

These unnatural monsters result from an alchemical bodily fusion of five minor fiends into one. They are abominations that resemble fleshy spheres with bladed protrusions, ranging in colour tone from putrid green to sickly purple and crimson. They have no need for legs since they have magical flight, but they do have a misshapen mouth to utter rudimentary Abyssal speech. The effectiveness of their five Festering Blades of Death is the reason these fusions were created – five wicked melee attacks each round that individually inflict moderate damage that cannot be cured through magic spells or regeneration. Although their jellied, bulbous flesh has partial immunity to bludgeoning damage, their abyssal origins produce a sensitivity to direct sunlight (1d4 damage/round of exposure).

### Subrace Variation

Though less common, fiendish mace orbs exist as well. They inflict a similar 2d8 bludgeoning damage each strike, but with the Drain: Strength Enhancement rather than Incurable.

## FIENDISH BLADE ORB

<b>SIZE</b>	Medium	<b>ARMOUR CLASS</b>	19
<b>SPEED</b>	15'	<b>HIT POINTS</b>	48 (5d10+20) [25]
<b>CR</b>	2	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>XP</b>	450	<b>TOTAL POINTS</b>	118

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

RANK	POINTS	ATTRIBUTE
5	5	AC Bonus (+5 AC)
6	6	Combat Technique (Blind Fighting, Critical Strike, Flanking Defence, Lightning Reflexes, Multiple Targets 2)
4	16	Extra Actions (4 Extra Actions/round)
1	3	Flight (30 feet/round)
4	4	Immunity – Lesser (Bludgeoning damage)
–	–	Language (Abyssal)
2	2	Mulligan (4 re-rolls/session)
2	4	Saving Throw Proficiency (Dexterity, Constitution)
7 (6)	7	Weapon: Festering Blades of Death (3d8 slashing damage; Incurable -1)

RANK	POINTS	DEFECT
1	-1	Slow (÷2 speed; 15 feet/round)
1	-2	Bane (Sunlight; 1d4 damage/round)
3	-9	Impaired Manipulation (No arms)
1	-3	Impaired Speech (Rudimentary speech)
<b>32</b>		<b>+ 29 Base + 57 Abilities = 118 POINTS</b>

## GREATER YUREI

Size and Type:	Medium (4'-5'); Humanoid; Undead
Movement:	Ground (30'); Flight (90')
Habitat:	Ranges across humanoid civilisations
Communities:	Solitary
Alignment:	Lawful Evil

*"I new Jhohn before the ... accident ... and he wasn't in a good place. He was full of so much hatred and jealousy, and he pulled away from many of us. When he returned to the village one year after his death – well, it was terrifying to say the least. He attacked the hunters first, who he always claimed had wronged him and were out to ruin his life. Four died from the rot that spread throughout their bodies. I guess he got his revenge before Shaman Chilluria banished him. I still don't understand how this could have happened to Jhohn."*

If a person dies in the grip of strong negative emotions – such as jealous, envy, or anger – their spirit may return as a Yurei. These undead, wrath-like creatures are usually in an incorporeal state, but with effort they can materialise for short periods of time. As creatures of the night, Yurei are immune to attacks and spells when the sun is down. They can also fly quickly, control cold temperatures in their surrounding area, and resist mental intrusions. Since they are animated spirits, they don't suffer from conditions that affect most living beings – ageing, disease, fear, lack of air, sleep, eating, etc. A Greater Yurei's single attack is a necrotic grasp that can reach across dimensional boundaries to inflict damage and drain a target's Constitution.

### Subrace Variation

Lesser Yurei are similar to their Greater cousins, but have numerous reduced advantages: they fly more slowly, have reduced Ability Scores, have a narrower area of effect for their cold control, do not have specific defences against mental effects, and inflict less necrotic attack damage.

## GREATER YUREI

<b>SIZE</b>	Medium	<b>ARMOUR CLASS</b>	13
<b>SPEED</b>	30'	<b>HIT POINTS</b>	22 (4d8+4) [16]
<b>CR</b>	4	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>XP</b>	1,100	<b>TOTAL POINTS</b>	136

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)	10 (+0)

RANK	POINTS	ATTRIBUTE
3 (1)	3	Change State (Incorporeal; Potent +2; Maximum -2; Semi-Permanent -2)
4 (1)	4	Control Environment (Cold; Area: 100' -3)
2	6	Flight (90 feet/round)
2	6	Immunity (Attacks and spells at night)
–	–	Language (Select One)
2	2	Mind Shield (+4 check bonus to resist mental intrusion)
8	8	Resilient (Ageing, charm, disease, extra dimensional, fear, lack of air, sleep, sustenance)
2	4	Saving Throw Proficiency (Dexterity, Intelligence)
10 (7)	10	Weapon: Deadly Grasp (3d10 necrotic damage; Drain: -4 Constitution -2; Multidimensional -1)

RANK	POINTS	DEFECT
2	-2	Marked (Shrouded in Mist)
<b>41</b>	<b>+ 20 Base + 75 Abilities = 136 POINTS</b>	

## ILLUSION BEAST

Size and Type:	Large (12'-14'); Feline Hexaped
Movement:	Ground (60')
Habitat:	Forests and near humanoid trade routes
Communities:	Medium prides
Alignment:	Lawful Evil

*"Illusion Beasts aren't the toughest monsters that our clan fights regularly, but they are amongst the scariest. We Satyrs are fast on our hooves, but we are no match for the speed of those beasts when they're on the hunt. So we have to be smart with our tactics: fire at a distance, jump away when the close, fire again, and repeat. Their displacement ability makes them difficult to hit, though, and we often need two or three warriors targetting the same cat to bring it down. Eventually. And did I mention how much getting mauled by their spiked tentacles hurt?"*

These monstrous predators originally made their homes exclusively in the wondrous forests of magical fae dimensions, before ambitious conquerors eventually captured and imported them to the Material Plane. Though they are not numerous, illusion beasts can be found in small numbers throughout much of the world. They prowl through forests and near trade routes, where tasty snacks are available often. These midnight-black felines naturally displace light around their bodies, making them appear as though they are several feet distant from their actual location. This mirage forces a disadvantage on attack rolls against illusion beasts, and reduces damage from attacks that require the beasts to make Saving Throws. Rather than rend flesh with their claws and fangs, illusion beasts prefer to attack twice each round with their forceful, spiked tentacles.

### Subrace Variation

Albino illusion beasts are a pinky-white subrace with an additional advantage over their dark siblings: they can eliminate all light in a 30' radius surrounding them, forcing their prey to fight blind in the dark.

## ILLUSION BEAST

<b>SIZE</b>	Large	<b>ARMOUR CLASS</b>	11
<b>SPEED</b>	60'	<b>HIT POINTS</b>	85 (10d10+30) [50]
<b>CR</b>	4	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>XP</b>	1,100	<b>TOTAL POINTS</b>	138

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

RANK	POINTS	ATTRIBUTE
4	4	Edge (Strength dice rolls)
4	4	Forced Disadvantage ( <i>Displacement</i> – All attack rolls against Illusion Beast)
1	4	Extra Attacks (1 Bonus Attack/round)
1	1	Fast (x2 speed; 60 feet/round)
1	1	Features (Darkvision 60') Immunity – Lesser ( <i>Avoidance</i> – Successful Saving Throws that would normally result in half damage inflict no damage; failed Saves only inflict half damage)
3	3	Massive Damage – Lesser (+2 Strength impacts)
2	2	Protected (-2 Standard damage)
1	1	Special Movement (Speedburst: x3 sprint)
3	3	Weapon: Tentacle (1d6+6 bludgeoning + 1d6 piercing damage)

RANK	POINTS	DEFECT
1	-1	AC Penalty (-1 AC)
2	-6	Impaired Manipulation (Claws only)
2	-6	Impaired Speech (No language)
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, heavy, and obvious)

**9 + 54 Base + 75 Abilities = 138 POINTS**

## MINOR DUNGEON BOSS

Size and Type:	Huge (20'-25'); Humanoid; Mammalian
Movement:	Ground (120')
Habitat:	Underground dungeons
Communities:	At the head of medium to large warbands
Alignment:	Lawful Evil

*“So after many brutal days of grinding through the crypt dungeon levels towards the final boss room, we emerge into the immense throne room ready for a scrap. We couldn’t wait to haul out that sweet, golden treasure for our efforts! We heard and felt the ground rumble as we got our first glimpse of the dungeon boss waiting for us. It was ... indescribable. Yup, we ran. Fast. No way we were fighting that nightmare. I know I wasn’t the only one who had to change their breeches when we returned to our surface camp.”*

Dungeon bosses across the kingdoms share many similarities that make them excellent leaders and combatants. Typical minor humanoid bosses are huge, hulking beasts that scrape the top of their vaulted dungeon ceilings. Though they are the unequalled leaders of their domains, many of the dungeon bosses’ abilities only work while inside their dungeons, including Combat Techniques, Conversion, advantage on all dice rolls, three Extra Attacks each round, Forced Disadvantage on all opponent dice rolls, and Sixth Sense to detect invading adventurers. Bosses enjoy slashing foes with their razor claws, but can call upon their primal dungeon powers when necessary to defend their domains or teach adventurers valuable lessons. Though obviously powerful, bosses have two distinct flaws: they are exploitable, narcissistic brutes, and they will fly into a Blind Fury and attack even their nearby minions and allies should they fall below half their Hit Point maximum.

### Subrace Variation

With the wide range of advantages of a minor dungeon boss, it’s difficult to imagine the abilities of their more-powerful cousins. Major dungeon bosses are gargantuan forces of nature only found in the largest and most impressive dungeons. In addition to everything listed – with increases related to their greater size – they also have wings, telepathic contact with their minions, and more deadly claws (4d10 base damage).

## MINOR DUNGEON BOSS

<b>SIZE</b>	Huge	<b>ARMOUR CLASS</b>	16
<b>SPEED</b>	120'	<b>HIT POINTS</b>	85 (10d10+30) [50]
<b>CR</b>	12	<b>PROFICIENCY BONUS</b>	+4 [8]
<b>XP</b>	8,400	<b>TOTAL POINTS</b>	240

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
22 (+6)	14 (+2)	16 (+3)	17 (+3)	16 (+3)	13 (+1)

<b>WEAPON</b>	<b>TO HIT</b>	<b>DAMAGE</b>	<b>TYPE</b>
Greataxe, Large	+6	2d12+10	Melee; Slashing
Rock, Large	+2	6d4+6	Range 2 (30') Bludgeoning; Gains Massive Damage

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
4	–	Augmented (Strength)
4 (5)	4	Combat Technique (Critical Strike, Flanking Defence, Judge Opponent, Multiple Targets 2; Environmental: Dungeons +1)
5	5	Connected (Dungeon Boss)
1 (2)	3	Conversion (2 Points per 10 damage; Environmental: Dungeons +1)
2	10	Dynamic Powers – Lesser (Dungeons)
5 (6)	5	Edge (All dice rolls; Environmental: Dungeons +1)
2 (3)	8	Extra Attacks (3 Bonus Attack/round; Environmental: Dungeons +1)
2	2	Fast (x4 speed; 120 feet/round)
4	4	Features (360° Vision, Darkvision 120' x2, Multiple Hearts)
5 (6)	5	Forced Disadvantage (All dice rolls; Environmental: Dungeons +1)
2	2	Language (Common, Abyssal, Undercommon)
4	4	Massive Damage – Lesser (+4 Strength impacts)
7	14	Minions (500 creatures)
4	4	Protected (-4 Standard damage)
2	4	Saving Throw Proficiency (Strength, Constitution)
4 (1)	4	Sixth Sense (Adventurers; Area: 1,000' -4; Environmental: Dungeons +1)
4	4	Skill Proficiency (Area Knowledge, Athletics, Leadership, Perception)
2	2	Unique Attribute (x4 Thrown weapon distance)
5	5	Weapon: Claws (2d10+10 slashing damage)

RANK	POINTS	DEFECT
1	-2	Blind Fury (Fewer than 50% Hit Points remaining)
4	-4	Inept Attack (-4 attack rolls)
1	-1	Social Fault (Narcissistic)
2	-2	Unique Defect (Big, heavy, and obvious)

**84 + 58 Base + 98 Abilities = 240 POINTS**

## ROC

Size and Type:	Gargantuan (60' body; 200' wingspan); Avian
Movement:	Ground (30'); Flight (300')
Habitat:	Remote mountains and wilderness
Communities:	Solitary
Alignment:	Unaligned

*"You can't accurately comprehend just how big 'big' actually is until you've seen a roc dive from the sky and snatch a whale from the ocean before your eyes. Yes, a whale! Most dragons I've seen – and I've encountered a handful on the seas – aren't even half the size of a roc. I've heard of ogres and smaller hill giants occasionally trying to capture rocs to use them as mounts, but I've never heard a tale of success."*

Rocs have long dominated the sky as the largest avian in the world, rivalling dragons in both size and ferocity. These raptors are notoriously difficult to tame – if capture of such a beast is even possible. They feed on horses, cattle, and other livestock and wild animals from both the land and the sea (as well as the occasional unfortunate giant!) though they choose to make their nests in remote mountainous regions far from humanoid civilisations. They prefer striking with their talons when moving in for a kill, though they can bring their beak to bear for backup when necessary.

### Subrace Variation

Sonic rocs are sometimes spotted in more northern climates. In addition to their standard features, sonic rocs can also emit a thunderous screech that can deafen creatures within 100'.

## ROC

<b>SIZE</b>	Gargantuan	<b>ARMOUR CLASS</b>	9
<b>SPEED</b>	30'	<b>HIT POINTS</b>	248 (16d20+80) [160]
<b>CR</b>	14	<b>PROFICIENCY BONUS</b>	+4 [8]
<b>XP</b>	11,500	<b>TOTAL POINTS</b>	276

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

RANK	POINTS	ATTRIBUTE
4	4	Edge (Strength dice rolls)
1	4	Extra Attacks (1 Bonus Attack/round)
3	3	Flight (300 feet/round)
1	1	Heightened Senses ( <i>Keen Sight</i> )
6	6	Massive Damage – Lesser (+6 Strength impacts)
6	6	Protected (-6 Standard damage)
4	8	Saving Throw Proficiency (Dexterity, Constitution, Wisdom, Charisma)
1	1	Skill Proficiency (Perception)
8	8	Weapon: Beak (4d8+15 piercing damage)
7 (6)	7	Weapon: Talons (4d6+15 slashing damage; Incapacitating: Grappled and restrained by talon -2; Unique Limiter: Can only have two targets grappled simultaneously +1)

RANK	POINTS	DEFECT
1	1	AC Penalty (-1)
2	-6	Impaired Manipulation (Talons only)
2	-6	Impaired Speech (No language)
6	-6	Inept Attack (-6 attack rolls)
3	-3	Unique Defect (Big, heavy, and obvious)
<b>28</b>		<b>+ 168 Base + 80 Abilities = 276 POINTS</b>

## WATER ELEMENTAL

Size and Type:	Large (14'-16'); Amorphous aquan
Movement:	Ground (60'); Water (90')
Habitat:	Aquan Planes; Summoned locations
Communities:	Small groups, or solitary when summoned
Alignment:	Neutral

*“The Apprentice Spellbinder Tournament’s final match was sold out, and we expected an amazing final battle. Azarok and Yeuvbe seemed evenly matched for quite a while, slinging and countering spells at each other in an amazing display. Then Azarok decided to go for a decisive victory and brought out his secret weapon – summoning a fire elemental! We thought that would be the end, but Yeuvbe gave the huge smirk and summoned her own champion: a water elemental. As everyone knows, water beats fire. The match was over in seconds.”*

Water elementals are the literal living incarnations of water. They are native to the Aquan Plane, and do not cross over into the Material Plane unless summoned by mages or other powerful beings. Their aqueous nature renders them completely immune to poison and resistant to damage from acid and non-magical weapons. What water elementals lack in mental acuity and fine manipulation of objects, they make up for with heightened physical attributes. When an opponent enters the elemental’s space, they can be engulfed and incapacitate inside its watery body and unable to breathe air. Although cold attacks do not cause a water elemental any additional damage, they can reduce its speed in half.

### Subrace Variation

Abstruse water elementals are highly intelligent beings (Intelligence 20+) who also have a dramatic mastery over the realm of water (5 Ranks of Dynamic Powers – Lesser: Water).

## WATER ELEMENTAL

<b>SIZE</b>	Large	<b>ARMOUR CLASS</b>	12
<b>SPEED</b>	60'	<b>HIT POINTS</b>	114 (12d10+48) [60]
<b>CR</b>	7	<b>PROFICIENCY BONUS</b>	+3 [6]
<b>XP</b>	2,900	<b>TOTAL POINTS</b>	164

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

RANK	POINTS	ATTRIBUTE
1	1	Change State (Water; Permanent)
4	4	Edge (Strength dice rolls)
1	4	Extra Attacks (1 Bonus Attack/round)
1	1	Fast (x2 speed; 60 feet/round)
1	1	Features (Darkvision 60')
2	6	Immunity (Poison)
5	5	Immunity – Lesser (Acid, non-magical weapons)
–	–	Language (Aquan)
2	2	Massive Damage – Lesser (+2 Strength impacts)
2	2	Protected (-2 Standard damage)
2	2	Water Speed (90 feet/round)
4	4	Weapon: Slam (2d8+6 bludgeoning damage)
4	4	Weapon: Whelm (2d8+6 bludgeoning damage; Aura: When entering the Elemental’s space -1; Incapacitating: Grappled inside Elemental’s body -2; Unique Enhancement: Target is underwater and unable to breathe air -1; Save +4 [Strength vs DC 13])

RANK	POINTS	DEFECT
2	-6	Impaired Manipulation (Water body with no fine manipulation)
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, heavy, and obvious)
1	-2	Vulnerability (Cold; no extra damage, but cuts speed in half)
<b>25</b>	<b>+ 66 Base + 73 Abilities = 164 POINTS</b>	

## YOMA

Size and Type:	Medium (5'-6'); Humanoid; Fiend
Movement:	Ground (30')
Habitat:	Ranges across humanoid civilisations
Communities:	Solitary or small clans
Alignment:	Chaotic Evil

*“Yoma aren’t the toughest creatures we’ve faced, but they are surprisingly sneaky. A common tactic is for them to imitate the race of someone in the community and then selectively control one leader to wreak havoc and sow discontent. All the while, the yoma innocently stands by and drains the will from its targets. As I said, sneaky. Once we’ve uncovered the imposter amongst us, though, the yoma are dispatched easily.”*

Yoma are weak, unnatural monsters that call one of the many Lower Planes home. They are usually summoned as minions to serve the will of demons that have somehow emerged on the Material Plane. In addition to their normal, grotesque humanoid form, yoma can select the identity and features of one humanoid race to imitate convincingly. Once they select their alternate race, yoma can dominate through touch the minds of those individuals and issue a wide range of aggressive or passive commands. They use their powers over translocation effectively in battle to pop in and either drain the will of targets in a 30’ area or slash and bite them with claws and fangs.

### Subrace Variation

Savage yoma are a hybridised subrace that combines a yoma’s features with the regenerative abilities of a troll and the strength and size of an ogre – creating a powerful beast in the process.

## YOMA

<b>SIZE</b>	Medium	<b>ARMOUR CLASS</b>	15
<b>SPEED</b>	30'	<b>HIT POINTS</b>	11 (2d8+2) [6]
<b>CR</b>	1	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>XP</b>	200	<b>TOTAL POINTS</b>	98

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	7 (-2)	8 (-1)	6 (-2)

RANK	POINTS	ATTRIBUTE
3	3	AC Bonus (+3 AC)
1	1	Alternate Identity (Select Humanoid Race)
–	–	Language (Select One)
4	4	Mind Control – Lesser (Select Humanoid Race; aggressive)
3	9	Teleport (1,000')
5 (0)	5	Weapon: Sap Will (0 damage; Area: 30' -2; Drain: -2 Wisdom -1; Targets: 5 targets -2)
3	3	Weapon: Claws and Fangs (2d6+3 slashing/piercing damage)
<b>25</b>		<b>+ 10 Base + 63 Abilities = 98 POINTS</b>



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