

Aquiline: Bestiary of the Realm

5

Mothman to Sinspawn



A Fantasy Roleplaying Supplement

by J. Evans Payne



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Dedication

Aquila: Bestiary of the Realm is dedicated to my long-suffering wife, who, for countless dozens—in truth, well over a hundred—evenings, endured my relentless clicking to bring the crunch herein to life.

Foreward

This project was born of two urgent desires, formed in the early days of D&D.

Back during the BECMI boxed-set era, I was in middle school, and I discovered tabletop roleplaying games. And I was in love. Deeply, irrevocably in love.

But my new love had two problems. Teen romance, amirite?

Firstly, she was *picky*. Her published adventures stated in bold font, right on their covers, that only PCs of certain levels need apply. I several times ignored her warning, and ventured forth, only to discover the sensibility of her dictum, for this way lies the path of either boredom or certain destruction. Though I saw the wisdom of her claims, still I longed for an adventure more accessible to all: my PC got to be 10th level, but her reward is to be closed off from newly-released adventures that gated her off in favor of “PCs of 4th to 6th level”? Similarly, just because my PC has gained in power, she shouldn’t be intimidated by monsters of a certain description any longer?

It seemed that somehow, it should be possible to fashion adventure content that **scales more dynamically**.

My new love’s second fault was actually one of my favorite things about her: the *Monstrous Compendium*.

For those under a certain age reading this, a bit of context, here. In those days of limited entertainment options, the Trapper Keeper was king. It was the coolest, most essential school supply. Yeah, sure, it was really just a glorified three-ring binder. But it was a binder you could make into pretty much whatever combination of tools you felt you needed (spoiler: you didn’t need any of it, not really).

So when the *AD&D Monstrous Compendium* was released, it felt in many ways like the ultimate culmination of geekery: an RPG sourcebook that masqueraded as the coolest school tool. It made any DM feel like they were in a legitimate profession, a job, a place of importance, and it added authority to the gaming table.

Plus it was just damned cool.

There was just one problem.

Monsters were presented alphabetically. That was great; made for some pretty easy reference and searching. But pages were printed back-to-back. So, a single sheet might contain information about two different monsters.

That was all well and good until you purchased your second MC pack (remember Spelljammer?): what, then, to do, to keep things alphabetized? It was a frustrating hassle.

Now, you might well point out that it simply doesn’t matter that much, to have every monster alphabetized. And even my middle-school self, in the moment, still realized the

futility and pointlessness of this irk. It didn’t matter. Not really.

But it irked me still.

Fast forward a few decades, and I just decided to do it my own damn self.

We’ve seen much of this come to pass, of course. Video games like the Elder Scrolls games implement scaling monsters, so that an orc is a threat no matter how potent your character becomes. Playing brutally challenging games such as the Dark Souls line, you have to always be careful of even the very earliest beasties, lest your impatience lead to your doom, regardless of how potent you have grown.

Similarly, online resources like the Pathfinder SRD collect monsters across a wide range of sources and present them alphabetically.

When I set out to create *Dark Obelisk 1: Berinncorte*, I knew that I wanted it to be accessible, playable in earnest, by PCs of any level.

That simple, middle-school naivete has now driven thousands of pages of dynamic adventure content.

And now, though this is but one volume of six, it has yielded a true fulfillment of my middle-school-self’s desires.

Here’s hoping it brings your gaming group joy.

J. Evans Payne

Malvern, Pennsylvania

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them-well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

FlexTale

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.



There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

“**Dynamic content**” is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable™**.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table


“: **Traditional Lookup Table**” is a typical “what’s in the treasure chest” table that requires rolling a  **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	Nothing	The treasure chest is empty.
31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp.
41-80	Average Reward	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.

D%	Result	Description
81-100	Major Reward	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- “**Scalable**” **monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards**, measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

“: **Sample Treasure Chest Contents**” is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context “A” (D%A)**, the next one is “**B**”, and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: **Context C** is the most favorable, since it provides a much bigger range of rolls under which you would receive the “Major Reward”. **Context B** is the next best, since it, too, expands the range that **Context A** has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: “**Cursed Reward**”.

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party’s relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to


FlexTable 1: Sample Treasure Chest Contents

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	Nothing	The treasure chest is empty.
31-40	21-50	21-30	31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp.
41-80	51-60	31-50	41-45	Average Reward	3d12 gp, a gold-hilted dagger worth 10 pp, and two <i>potions of cure light wounds</i> .
81-100	61-100	51-100	46-50	Major Reward	2d20 pp, a potion of cure moderate wounds, and a <i>scroll of fireball</i> (CL 12).
n/a	n/a	n/a	51-100	Cursed Reward	6d6 cp, a rusted dagger (useless in combat), and whomever opens it is struck with a <i>bestow curse</i> spell (CL 8).




represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

-  **Use Context A:**
If the party's relationship to the wizard is **Unfriendly** or

Indifferent.

-  **Use Context B:**
If the party's relationship to the wizard is **Friendly**.
-  **Use Context C:**
If the party's relationship to the wizard is **Helpful**.
-  **Use Context D:**
If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.



Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- An authoritative **listing** of monsters for use in any campaign setting, for adventuring parties of any size, and any level.
- A means of using any existing monster with adventures of **any level** and difficulty.
- A compendium of **newly-created** monsters, born of inspiration from existing beasts you may already know and love.
- A **single-source** reference and repository, listing every single possible monster in easy-to-reference alphabetical order.

In short, how you use this book is really dependent upon you and your needs as a GM.

Strengths

This book is immensely valuable for GMs who want to introduce a truly formidable amount of creatures into their campaign, and to do so in a flexible manner.

Prep Time: *Aquilae: Bestiary of the Realm* is a peerless resource for GMs who want to minimize preparation time, or who want to through new, unexpected combinations of monsters at their players.

Crunch: There is no other work that assembles, generates, and makes available this level of pure crunch, of instantly-usable gaming statistics in an accessible format.

Single Point of Reference: Each monster entry is designed to be self-contained, as much as possible: in nearly all cases, you should be able to use the creature's entry on its own, without referencing any other publications or materials.

Flexibility: If you've always been frustrated by the restrictions of a given adventure being appropriate only "for levels 4-6", then this bestiary is for you!

Rigor: Each and every one of the statblocks in this tome was constructed using published game mechanics, templates, rules, and resources. Most have been playtested in actual gaming groups, or simulated in extensive combat scenarios across a range of PC compositions, levels, and sizes. Although every single monster is not going to pose the identical challenge to every party—see "Weaknesses", below—every creature is constructed as best as possible to represent that monster at that level of difficulty.

Intelligence: The next section of this book introduces **FlexAI**. This is a revolutionarily complex, yet accessible, means of simulating dynamic, contextually-appropriate monster behavior in combat encounters. Each and every monster includes full FlexAI rules, including its combat Role and variation, so you know how it is likely to behave in combat. This mechanic and approach takes the place of the somewhat more pedestrian "Combat Behavior" description that most bestiaries include alongside statblocks. This

concept is explored in full, with hundreds of additional resources and references, in the *FlexAI Guidebook*, usable on its own, or as a valuable companion tome to this bestiary.

Novelty: Of the 6,400 complete statblocks in this bestiary, 4,800 of them are entirely new, forged using existing game mechanics, guidelines, templates, resources, and rules. A full 75% of the creatures described herein were created solely for the purposes of letting GMs use monsters for party levels above, or below, the levels "intended" originally when the monsters were published to begin with. In this sense, this work is not only an assemblage of monsters in a single repository, but also the single largest source of new creatures ever conceived.

Thoroughness: Every monster. Ever. Assembled in a single place.

Integration with FlexTale: All **Infinium Game Studio** adventures and other products use the FlexTale approach to adventure content. This innovative approach attempts to make all adventure content accessible and appropriate to all PC parties, of all levels. *Aquilae: Bestiary of the Realm* enables **FlexTale** support for every monster, ever published.

Making Existing Adventures Dynamic: If you have published adventures that do not use the FlexTale approach, you can use this bestiary to adapt them to parties of any level.

Construction: Each and every monster has been "built" or "constructed", rather than simply fabricated. The meaning here is a little obtuse, so in more detail: each monster has been incarnated from its starting statblock, and then modified up and down as appropriate to generate the resulting quartet of statblocks you find herein. Hit dice have been modified, feats granted, and other tricks to produce contextually-appropriate scales of challenge. Statblocks have not simply been "fiddled with", but rather templates and other tools have been applied to generate the results you see. It would have been easier—SO MUCH easier!—to simply fabricate statblocks and boosts, but this approach results in much richer and more true-to-the-rules mechanics.

When to Use This Book

In short, turn to this book as a gaming tool when:

- You want to run an adventuring session quickly, with **zero preparation**.
- You want to run an **Infinium Game Studio** adventure, or another published adventure that leverages the **FlexTale** approach to dynamic, scaled adventure content.
- You want to introduce a monster that is **not commonly associated** with the level that the PCs in your gaming group currently are.
- You want to **surprise seasoned players** with monsters that they may dismiss as far beyond, or far beneath, their capabilities.
- You want the ease of having a **single, authoritative compendium** of every single monster, ever, in a single bookshelf of volumes.

- You want to introduce random, but contextually appropriate, artificial intelligence-driven **behavior** to monsters in your adventures.

What This Book is NOT

This book is intended to be a plethora, and not necessarily a panacea. It sets out to create the most flexible, most complete, and most ambitious set of monsters ever assembled in a bestiary, and in that regard, it excels without peer.

Many bestiaries of entirely new, custom monsters include rich artwork, lavish backstories, and other features. That is not the goal of this book, and it does not set out to achieve this in any way. Other adventures, books, and products from Infinium Game Studios include this approach and level of detail; for the monsters included in *Aquilae: Bestiary of the Realm*, this approach would not be appropriate.

Artwork: It is neither logistically, nor financially, feasible to include artwork for each and every monster. In most cases, the monsters in question are either well-known to veteran players, or existing artwork is easily available for reference in other sources.

Conciseness: By nature, definition, and intent, this bestiary is not perfectly efficient. There is repetition. There is repetition.* Some special abilities and apply to more than one monster, so their descriptions may appear multiple times throughout the text. This is by design, and for two reasons: first, to ensure that each entry is self-contained as much as is feasible. And second, because even though the majority of a creature's special ability description may be shared with that of another monster's, it may vary slightly.

* *Bad jokes about game mechanics are hard to come by.*

Variable Difficulty: It is a lofty goal, to have every monster appropriately presentable to PCs of any quantity and level. Although this bestiary accomplishes everything it sets out to do in this regard, it is simply impossible to effect this perfectly.

All monsters are not meant to be an **equal** challenge to every level, but to represent a **roughly equivalent** challenge at any level. Badgers, no matter what you do to their statblocks, will always be little more than a nuisance. Similarly, a Tarrasque should always represent a potential party-annihilating setpiece foe. Trying to make all monsters be all things to all parties would be A) impossible, and B) inappropriate.

“Squishiness”: This word is a common shorthand, and refers to how PCs of higher levels can easily defeat monsters and other threats of lower levels. Some of the monsters herein are indeed “squishy”, in that although they may say they are “Elite” level, PCs of higher levels may not view that creature as a legitimate threat to their capabilities. This is frankly unavoidable, as to a certain extent, some monsters are simply tougher than others. Making a Chicken into a threat appropriate to face Level 20 PCs would mean it is unrecognizable as a Chicken. Instead, interpret an “Elite” Chicken as one that should be presented to higher-level characters. They will still be able to slay it just as easily, if not much more easily, than they could the Low-caliber Chicken's statblock when they were lower level.

“Impossible”: Some monsters are completely, entirely,

inappropriate for lower-level adventurers, even if they're listed as “Low” difficulty level. Level 2 PCs cannot hit a monster with an insanely high Armor Class, no way around it. In these scenarios—most often with monsters with **Combat Roles of Elite or Solo**—the monster is, and should be, considered beyond the capabilities of characters of those lower levels.

Instead, consider deploying the lower-Difficulty iterations of such monsters as easier-to-defeat threats for higher-level PCs, or as “plot blockers” for low-level PCs. Facing a Tarrasque at Level 4, even in the context of the FlexTale approach to things, should signal certain defeat to any party.

Weaknesses: When NOT to Use This Book

Although *Aquilae: Bestiary of the Realm* was designed to be the most complete, extensive, ambitious, and flexible bestiary ever created, there are still cases where it's perhaps not the best solution.

When faced with the following scenarios, you may wish to consider other alternatives.

- **Story:** There is no adventure here. Or, rather, there is fodder to help fuel thousands, endless, adventure... but no true plot to speak of. You knew that when you saw the word “Bestiary” on the title, though.
- **Adventure Hooks:** Some smaller bestiaries include suggestions of how a given monster might be best incorporated into your adventuring. That was not the intent in this tome. There is no room for this, and besides, in many cases, such tools are already available.
- **Background, Context, and “Flavor/Fluff”:** This is a work of crunch—of pure game mechanics, rules, and guidelines. It is not a story, and does not provide a great deal of flavor text for the monsters. Most are well-known; descriptions or “soft content” for others are already available elsewhere.
- **Exacting Level-Scaled Context:** This book strives to make every creature available for use with any adventuring party. That's not mechanically, or sanely, possible to achieve to perfection. In a gaming group that is ruthlessly Rules as Written (RAW), with no flexibility for fudging dice, rounding up or down, or otherwise bending the rules to ensure a good time versus compliance with mathematics, then this bestiary is probably not the best tool... and neither is the FlexTale approach to things in general.
- **Perfect Challenge Rating Adherence:** If you are using the rules for creating encounters that use Challenge Rating as an explicit mathematical guideline, then you may wish to apply additional review and rigor to your process when using *Aquilae: Bestiary of the Realm* (see How to Use This Book, below).

How to Use This Book

There is no wrong way to use *Aquilae: Bestiary of the Realm*. But it may help to consider a number of different ways of using it... some of which may not have occurred to

you!

With FTEG

The *FlexTale Encounter Generator (FTEG)* is at the heart of Infinium Game Studio's approach to dynamic adventure content.

Used with this Bestiary, the FTEG contains encounter FlexTables that allow GMs to generate contextually-appropriate combat encounters for PCs of any level, all with a simple roll of the dice.

With IGS Adventures

All Infinium Game Studios adventures and products use the FlexTale approach to dynamic adventure content. As a result, these adventures leverage monsters in this bestiary, with no additional work needed.

With Other Published Adventure Content

You can take any non-FlexTale adventure and adapt it to be more appropriate to PCs of any level, rather than the restriction of most published products being "levels X to Y".

Simply take the monsters included in such adventures, and use the version of that monster that's most appropriate for your PCs' level.

With Homebrew Content

For those who like to roll their own, this bestiary makes creating combat encounters super easy: any monster can appear as a threat to any PCs, so let your imagination run wild! Alternately, you can save yourself even more time by using *Aquilae: Bestiary of the Realm* in concert with the *FlexTale Encounter Generator*.

Rarity

The FlexTale Encounter Generator goes into elaborate and fully-scaled detail for every monster, in every terrain context.

As a result, the Bestiary itself merely lists a quick shorthand as to rarity, using the simple nomenclature of "Common", "Uncommon", and "Rare".

Occurrences

Each monster lists whether it is encountered on its own, or in a group. This is useful for monsters that might otherwise seem "squishy"; simply include more than just the one to up the threat level.

Challenge Rating

The short version here is that CRs are not slavishly stringent in *Aquilae: Bestiary of the Realm*. It would be nearly

impossible to create CR-compliant listings for each monster.

Instead, CRs listed herein reflect the Hit Dice of the creatures and statblocks involved. In many cases, this means that the CR listed is likely higher than you might expect, particularly for "squishy" monsters who were "evolved" from lower-CR origins.

In these scenarios, recall that the FlexTale approach, and the intent behind this Bestiary, is to present appropriate challenges for parties of varying levels, not perfect threats for exact levels.

Common Creature Features

Some Special Abilities and Feats are so pervasive, it was neither possible nor feasible to include a complete description each time the feature came up in monster descriptions.

Below please find a consolidated listing of these abilities. Where applicable, these appear in the monster's stat block, commonly under the Special Abilities or Feats sections; the complete description is simply not included in the latter text of those monsters.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Improved Natural Attack (X) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Natural Armor This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Weapon Proficiencies You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Giant Creature Template: This template was used to enhance the abilities and statistics of this creature. Typically this means Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Creature Type Traits (Ex) Creatures of many Types have common rules that apply to them, such as whether they eat,

drink, require rest, breathe, and so on.

Outsider: Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Immunities: Creatures with an Immunity to a type of damage or effect never suffer damage or the impact of those effects.

Resistances: Creatures with a Resistance to a type of damage suffer only 50% of the damage inflicted from that source. If a number is listed next to the Resistance, the creature may ignore that much damage each time damage from that type of source inflicts damage on that creature.

Vulnerabilities: Creatures with a vulnerability suffer twice as much damage from that source each time they suffer damage from that source. Other, non-damage-based vulnerabilities (e.g., light blindness) are described in full text.

Ability Focus (X) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. **Special:** A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Blindsense (Ex) Range 60 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Weapon Focus (X) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple


normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you take a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.


Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text


 These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

 Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

 In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In


all cases, veteran GMs should feel comfortable ignoring these “soapbox” diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!


Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

Quest: Rats in the Cellar (example)

 **Summary:** Kill rats in a fantasy tavern. Fun and creative.


 **Rewards:** Rat corpses. Plus 10 gp from the bartender.

 **Locations:** Bar.

 **Key NPCs:** Bartender.

 **Kickoff:** When any PC speaks with the bartender.

 **Description:**

The bartender asks the party to slay  **2d6** Giant Rats that have infested his basement.


In so doing, they will benefit from his goodwill, and a reward of **10 gp**.


Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

Locked Secret Door (example)

 5" thick; **Hardness** 5; **hp** 30; **Perception** DC 16; **Break** DC 15; **Disable Device** DC 18


 5" thick; **Hardness** 5; **hp** 30; **Perception** DC 18; **Break** DC 17; **Disable Device** DC 20

 5" thick; **Hardness** 5; **hp** 30; **Perception** DC 20; **Break** DC 19; **Disable Device** DC 22

 5" thick; **Hardness** 5; **hp** 30; **Perception** DC 22; **Break** DC 21; **Disable Device** DC 24

Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a  DC 12 **Knowledge (Profession)** check.



Skill Challenges



Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

Falling Timbers (example)


First Check: DC 18 **Perception** (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 **Acrobatics** to avoid the debris; failure inflicts  **2d6** points of crushing damage plus a possible  **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 **Strength** to dislodge one's self from the debris; failure inflicts  **1d4** points of crushing damage plus a possible  **1d8** points of fire damage; success quits the challenge.


Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time.

At any rate, rewards are shown with blue boxes like this one. Some containers have common treasure, which applies equally to all difficulty bands; these are shown with the badges for all four bands like this: .


Other treasure is “scaled”; that is, the PCs receive different treasure depending on what difficulty band they are playing at. Select the band that's appropriate for the level of the PCs; that is the treasure they receive. They do **not** receive all of the treasure listed across all four bands!


Secret Closet Chest

 **Brushgather geneology book** (a small book; value 6 gp)

 **19 gp; opal pendant on gold chain** (value 31 gp)

 **8 pp; 42 gp; opal pendant on gold chain** (value 72 gp)

 **19 pp; 37 gp; opal pendant on gold chain** (value 180 gp)

 **52 pp; 84 gp; opal pendant on gold chain** (value 428 gp)

Traps


Hey, blame the rogue—who in all likelihood is suffering

the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.


Note that the statistics for the impact of most traps scale to the four difficulty bands; select the one that is appropriate for the PCs in your game.

Acid Arrow Chest Trap


Type Magic; **Trigger** Touch; **Reset** none

 **Perception** DC 18; **Disable Device** DC 20


Effect spell effect (*acid arrow*; Atk +1 ranged touch (1d4 acid damage for 2 rounds)

 **Perception** DC 20; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +3 ranged touch (2d4 acid damage for 2 rounds)

 **Perception** DC 22; **Disable Device** DC 24

Effect spell effect (*acid arrow*; Atk +5 ranged touch (2d4 acid damage for 3 rounds)

 **Perception** DC 24; **Disable Device** DC 22


Effect spell effect (*acid arrow*; Atk +7 ranged touch (2d4 acid damage for 4 rounds)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

Adventurer's Chronicle (example)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes  1d4 full rounds of searching the text), an *adventurer's chronicle* grants a +2 competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

NPCs and Monsters

Crunch time!

Due to the scale of this adventure, this Adventure Book contains statistics only for NPCs (both Common and Dramatis Personae) and new monsters.

Common monsters, such as Umber Hulks and Giant Spiders, do not have statistics within this tome. Most of the common monsters referenced in this book have freely-available stats, either for free online, or as part of the core books of the

game system you are playing.

Variable Challenge

One of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., “4th to 6th level”).

One might argue that this Variable Challenge concept is at the very heart of *Aquilae: Bestiary of the Realm* and why it exists in the first place.

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying,

convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in character, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would “turn in” their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a “nugget” of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!


Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinn corte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of “**Reward Stars**” players should receive for success. This is denoted like this:  +2.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically “quadded”; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such “intangible rewards” should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an

XP reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level (APL)** as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the *Pathfinder Core Rulebook*.

For purposes of **Reward Stars**, the following standard has been used:


- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.


Table 2: Converting Reward Stars to XP


Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a


“Quadded” Stat Blocks


Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

 These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

 **Low**-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4. You may see this referred to as “**1L**”.

 **Moderate** statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10. You may see this referred to as “**2M**”.

 **Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels. You may see this referred to as “**3A**”.

 **Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level. You may see this referred to as “**4E**”.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.


Quadded Challenge Blocks


Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.


Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!


Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Locked Secret Wooden Door

 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26


The Campaign World

Overview

Aquiliae, the campaign setting in which these beasts are located, will be elaborated and described in detail in other books by **Infinium Game Studio**. This is partly due to limitations of length: a focused narrative on the campaign world would itself take longer than the bestiary! Scope is a factor, as well—too much about the broader game world may distract from the immediacy of the “day-to-day” plot of this particular adventure.



However, the biggest reason for an abbreviated depiction of the game world is that there is much, much more to this realm than meets the eye... and the events of this adventure, while seemingly isolated and bizarre, play a large role in the revelation of these attributes.

In truth, the events of this adventure are so self-contained, and limited to the mining town and the mines underneath it, that for the purposes of playing it out, the larger context hardly matters.

While this is primarily limited to things that directly affect the narrative and activities in the adventure, there are some aspects of **Aquiliae** that you may want to bear in mind as you guide the PCs through events—so you don’t have to “backtrack” in subsequent components of this  **Adventure Path**, or in usage of other adventure books or products in the **Realm of Aquiliae**.

What You Need to Know

Here’s an executive summary of important aspects of the realm that may affect how you portray the game world in the context of this adventure:

- **Gods** are real, and many. (See **Religion**, below.)
- Nearly every sentient being pays  **tribute** to one or more gods. (See **Tribute**, below). Typically this is through tithing to the appropriate **church**, or **government**.
-  **Tribute** can be done in the form of monetary wealth, artwork or valuables, or a devotion of magical power. No matter what the form, nearly all tribute actually does end up being transported to the gods themselves!
- About six months ago, the **Dark Obelisk** was discovered on **Level 9** of the **Mondarian Mines**, and it caused evil and chaos to burst forth, upending everything in the **Mines** and the City of **Mondaria**, and causing a massive amount of death and suffering.

Little of the reality of these events is known in the Enclave: all commerce and travel from Mondaria to the Enclave has stopped. Although the Council has sent emissaries and adventurers to Mondaria to investigate, none has returned with any information.

High Ability, Low Tech

Leafing through the **Dramatis Personae** section, you may notice that the **Ability Scores** of most key NPCs are not what might be considered “average”. This is by design.

There are many schools of thought as to the differences, if any, between a player-character and a non-player-character, or a commoner. Are the PCs superhero-caliber individuals, each imbued with something special that drives their capabilities above and beyond that of normal people? Or instead, are the PCs just people, pretty much the same as everyone around them—they just happened down a different path than others, but one that others weren’t prevented from taking by some innate quality or limitation.

It’s possible to have a great deal of fun with either philosophy, or anywhere in between.

If your gaming group rebels against this sort of approach, you as a GM are of course welcome to “handicap” any or all NPCs so that they are more in line with your players’ expectations of what is considered “normal”.

Religion

Gods play a major role in **Aquiliae**. The pantheon is varied and vast—dozens, perhaps hundreds, of supremely powerful beings. It is exceptionally uncommon to find someone who is not a devotee of at least one higher power—and there are many who are advocates of multiple gods. The general mindset of most sentient beings in **Aquiliae** is an open acknowledgment, an agreement that all gods exist. Devotion to one or more gods in particular merely means that you favor their perspective on things... and, with any luck and enough tribute (see below), those gods return the favor by aiding you from time to time when it is needed most.

One might think of Roman and Greek mythology as a good comparison here: there are many gods, and while they are all immortal and wield immense power, they all share certain “human” weaknesses, such as a proclivity for playing tricks and engaging with mortal affairs. Some gods are more powerful than others, and the “society” of gods is a rich and storied plot unto itself which most mere mortals rarely glimpse.

Tribute

If you pray, you pay! Everyone, in every religion, gives money and resources to their god. In almost all cases, this is done through the church, though in remote situations, tithing in this manner can be quite difficult. Even isolated hermits typically worship at least one god.

Many devotees do not live near a temple of worship for their deity. The pantheon is flexible, however: any worshipper, of any god, can visit any church, and donate their tribute there. Part of each church’s responsibility is to make sure all tribute eventually gets sent to its appropriate god.

To be clear: in **Aquiliae**, churches are kind of a form of tax center. And all tribute does in fact end up being shipped off

to the gods themselves.

The mechanics of tribute, of how it gets processed and where it goes, how it actually gets to the objects of worship, and the nature of the gods themselves will all be discussed in greater detail in subsequent campaign books.

FlexAI

What is FlexAI?

FlexAI is an attempt to model and simulate monster and NPC behavior in a combat encounter. It scales in complexity from very simple to as complex as you as a GM would like it to be. It can be used in any tabletop roleplaying game with zero preparation time.

The system takes only a few minutes to learn, is easy and quick to use, and can enhance any tabletop roleplaying combat experience.

Summary vs. Full Version

The full FlexAI guidebook contains nearly 300 FlexTables which guide contextual monster behavior for hundreds of different combinations and scenarios.

This **summary description** contains some basic elements of the concepts of FlexAI, and only a single FlexTable per Role.

How to Use FlexAI

Sanity Checks & Rerolls

Generally speaking, if something “feels wrong”, reroll it.


More specifically, if the Outcome determined by FlexAI do not apply (e.g., creature lacks a ranged attack altogether) or are inappropriate to the circumstances (e.g., maneuver when the creature is surrounded by melee opponents), reroll the result to determine a more appropriate Outcome.

Three Tiers of Complexity

Not everyone needs, or is interested in, complex AI combat mechanics. Sometimes, you just want to quickly roll on a single table, and determine an outcome.

Conversely, some gaming groups like the thrill of the unknown, and like to add even more

To support this array of interests, FlexAI provides three levels of complexity: **Simple**, **Full**, and **Advanced**.

 You can pick and choose which of these three approaches you wish to employ. You can even switch the method used at any time—even round-to-round within the scope of the same combat and monsters!

Behavior Common Concepts

All three levels of complexity share two elements: **Outcomes**, and **Targeting**.

Simply put, these are what you need to determine the behavior of a creature in combat.

Targeting dictates *who* the creature attacks; **Outcomes** dictate *how* it goes about it.

Together, **Outcome** and **Targeting** are referred to as a creature’s **behavior**.

Combat Outcomes







All three levels of FlexAI difficulty involve **Combat Outcomes** as the main output of using the tool.

This represents the behavior of a creature in the combat situation.

Note that not every Combat Outcome necessarily applies to every creature. For example, not every creature has both a primary and a secondary attack. The GM is encouraged to sanity check outcomes (see above).

If the Outcome determined does not require a target, ignore the Targeting aspect of the behavior determined.








Table 3: Combat Outcomes


Outcome	Description
 Attack Main	Creature attacks its target using its standard attack. For most creatures, this will be melee; for others, it will be ranged.
 Attack Secondary	If the creature’s main attack is Melee, the creature attacks using a Ranged attack, and vice versa.
 Maneuver	Creature moves about, either to get closer to its preferred target (see Targeting), to evade the enemies currently surrounding it, or to take advantage of battlefield characteristics.
 Use / Defend	Creature uses an item, such as a wand or staff or potion. If it does not carry one, creature takes a defensive stance.
 Ability	Creature uses a special ability against its current target. If it lacks any special abilities, or none of its abilities apply, reroll this result.
 Flee	Creature tries to flee the combat encounter entirely. This creature flees in a direction most away from its current Target.

Combat Targeting

In many circumstances, you can simply use the Outcome to dictate the current round’s worth of behavior for a given

Table 4: Combat Targeting Summary

Outcome	Description
 Frontline	<p>The frontmost adversaries. This can be, but is not always, the same as the Closest enemy.</p> <p>For the purposes of determining “front” and “back”, consider the starting positions of each side in the battle; the frontmost creatures of either side are those who began the combat encounter closest to their enemies.</p>
 Rearguard	<p>As Frontline, but the rear-most enemies.</p> <p>This may be, but is not always, the same as the Farthest enemy.</p>
 Closest	<p>The opponent which is currently physically closest to this creature.</p> <p>In most melee circumstances, this represents the creature’s current target.</p>
 Farthest	<p>The opponent which is currently physically farthest away from this creature.</p> <p>This result applies irrespective of whether the creature can physically reach the Farthest enemy by moving this round.</p>
 Strongest	<p>The enemy who is currently “strongest”, healthiest, or furthest from death.</p> <p>Typically this can be represented by the enemy with the most current hit points.</p>
 Weakest	<p>As Strongest, but the enemy closest to death.</p>
 Ranged Enemy	<p>This targets an enemy who uses a ranged attack as their primary attack.</p> <p>In the event of multiple enemies who employ ranged attacks, select one of them (you can pick the closest, randomize your selection, or roll again on whatever table you just used for Targeting to determine the specific Ranged Enemy within those who qualify).</p> <p>Note that this does not imply anything about how this creature goes about attacking its enemy: it may well use a melee attack to attack the Ranged Enemy.</p>

Outcome	Description
 Melee Enemy	<p>As Ranged Enemy, but select an enemy who uses a melee attack as their primary mode of attack.</p>

creature. During most combat, a creature’s current target does not change round-to-round.

However, there is value in dynamically changing targeting using FlexAI rules.

First, it can make things very interesting and keep PCs off their guard if a monster changes its target from round to round. Intelligent monsters might do so even if it serves to their temporary disadvantage (e.g., if it triggers attacks of opportunity or a less favorable battlefield positioning).

Second, creatures who are not typically involved in melee as their primary combat approach might indeed change their target round-to-round, particularly if their attacks or abilities inflict status changes (e.g., debuffs) or spell effects.

The table to the left summarizes the Combat Targeting results that FlexAI defines.

Simple AI Rules

Simple AI rules assume the most common circumstances of the creature involved, the combat environment, and the status of the participants.

Advantages & When to Use

Much of the time, the single table that results will provide a rich, dynamic result.

The single dice roll, the fact that it's a d20 as opposed to a d100, and the fact that there is a single table that does not have to be looked up (and indeed, whose contents could even be memorized) all make using the Simple AI approach very easy and quick to integrate.







Limitations

It should be noted that the entire purpose of design behind the FlexAI concept is intended to account for a more nuanced, contextually-appropriate pool of results and related probability. An elder dragon at full health should simply not behave anything similar to a lurking thief hiding in the shadows; the Simple AI approach cannot take this into account.

Simple AI Outcome Table

Use the following table to quickly and easily determine the combat action a creature takes.

Table 5: Simple AI Outcomes

D20	Outcome
01-12	 Attack Main
13-14	 Attack Secondary
15	 Maneuver
16	 Use / Defend
17-19	 Ability
20	 Flee

Simple AI Targets

Use the following table to quickly and easily determine the targeting behavior of a creature in combat.

Table 6: Simple AI Targeting

D20	Outcome
01-05	 Frontline
06-07	 Rearguard
08-13	 Closest
14	 Farthest
15-16	 Strongest
18	 Weakest
19	 Ranged Enemy
20	 Melee Enemy

Full AI Rules

This is the heart of FlexAI and its power to provide contextually-appropriate combat actions.

Instead of traditional tables, you use **FlexTables** (see the overview of FlexTale earlier in this document). And instead of using the same table regardless of what is going on, you intelligently select the appropriate FlexTable based on the nature of the creature involved and the battlefield circumstances.

In short, the concepts of **Outcomes** and **Targeting** still apply; it's just a matter of how they are determined.

Advantages & When to Use

Use the **Full AI** rules when you want to simulate dynamic and contextually-appropriate creature behavior in combat, but want to adhere to RAW (Rules as Written) logic and standards that govern combat mechanics without further interference.

Limitations

It does take a simple extra step to select the appropriate FlexTable.

However, creatures that are part of the *Aquiliae: Bestiary of the Realm* collection of monsters already have all of the needed information assigned to them and defined. Using an **ABR** monster with FlexAI is as simple as looking up the right page to use in the full *FlexAI Guidebook*.

For monsters and NPCs that are not part of this collection, however, the GM must assign FlexTables to the creature.

X The **Full Edition of FlexAI** contains tools and rules for assigning FlexAI guidelines for your own, new, or existing published monsters or NPCs.

It also contains a wealth of easy-to-use guidelines for quickly picking FlexTables for a given monster.

In short: It should take less than a minute for a seasoned GM to take a monster or NPC and “enable” them for FlexAI use!

Additional Factors: Role & Stance

To determine which FlexTable is most appropriate for the monster and combat circumstances, Full AI rules require two additional elements: **Roles** and **Stances**.

A creature's **Role** represents its typical combat behavior and approach to battle.

A creature's **Stance** indicates its current combat circumstances.

Together, these two factors help determine the contextual probabilities that should apply to the creature's behavior in combat.

Combat Roles

A tarrasque does not approach combat the same as a giant snake. A cockatrice lies in wait; an orc chieftain is much more likely to charge. Mimics might even be immobile, so are physically incapable of approaching combat in the same manner as other monsters.

And so on; you get the idea: each monster is likely to approach battle differently, based on its own strengths, weaknesses, and abilities. Although it would be possible to create a separate set of FlexTables for each creature, customized exactly to that creature's characteristics, such an endeavor would be exhausting, consume a mammoth amount of pages... and, ultimately, not add a great deal of value on top of the approach that FlexAI takes.

Instead of having 8 or more customized FlexTables for each monster, FlexAI recognizes that, ultimately, there are only so many ways that a creature might go about fighting. An orc lord and a hill giant might well be different in any number of important ways, but the two monsters will probably wade into a fight with much the same gusto.

X Those readers familiar with the **4th Edition** of the world's most popular roleplaying game will recognize some of this terminology and these concepts. Role was a key element of monster descriptions in materials from that rules system.

Reasonable people can disagree as to whether 4E represents the best or worst elements of the tabletop roleplaying concept, and indeed, endless debate has raged around this controversial rules set.

One can even debate as to whether the Combat Role concept was a creative, brilliant shorthand for accelerating GM prep time; or a huge, shackling hindrance to gameplay, immersion, or GM flexibility.

Regardless of these debatable matters, however, FlexAI's “echo” of the Role gameplay element is intentional. For all its controversy, 4E provided a great and accessible terminology starting point for defining creature AI in combat.




No matter your own personal perspective on 4E—or if you are even familiar with it in the first place!—I can assure you that 4E mechanics and concepts have nothing to do with FlexAI's mechanics.

The names and set of Roles is the only concept that is borrowed herein.

Combat Role Summary

The following table summarizes the Combat Roles that FlexAI uses, and their typical characteristics.

Table 7: Combat Roles

Role	Description
 Brute	Inflicts high damage, typically via melee attacks. Has a great deal of hit points, but possibly low defenses.
 Soldier	Focuses on defense, usually in melee, but can also have high ranged defenses. Average health, and a variety of attack strengths.
 Artillery	Ranged attacks are the main focus of Artillery. Typically have very low hit points and/or defenses, however.
 Skirmisher	Skirmishers may be average in many categories, but excel in mobility, and use this to their tactical advantage in selecting targets where they can do the most damage.
 Lurker	Most Lurkers prefer to surprise or ambush their opponents, or to remove themselves from the possibility of easy attack once battle is joined.
 Controller	Controllers typically have sets of abilities that allow them to force enemies into disadvantage, either by moving enemies around, or controlling the battlefield itself.
 Leader	Leaders are special creatures with sets of abilities that make them a force to be reckoned with regardless of the circumstances. Although “leader” typically indicates that the creature is in charge of others, Leader creatures may be encountered on their own.

Combat Role Variations

The core set of seven Roles described above covers the majority of monsters and NPCs.

However, there are some types of creature that do not fit evenly into those categories. Some creatures may therefore have Role Variations.

These may apply to any of the standard Roles. So, for example, you could have an **Elite Lurker**, or a **Solo Controller**.

Table 8: Combat Role Variations

Role Variant	Description
 Normal	Many monsters and most NPCs fall into this category. Neither particularly powerful nor weak, Normal creatures are just that: normal.
 Minion	Minions are weaker than Normal creatures, and are rarely found in the absence of a ruling, more powerful, presence. Typically, Minions are encountered in groups.
 Elite	Elite creatures are powerful, flexible, and formidable enemies. A single Elite creature might rule over dozens of Minions and several Normal creatures in a complex combat encounter.
 Solo	Solo creatures are often special cases: typically discovered on their own, they usually have sufficient power and ability to represent a significant challenge in and of themselves.
 Mindless	Mindless creatures do not typically think or plan their combat reactions, and simply act from a visceral, second-to-second standpoint. Most of the time, this means fighting to the death, but even Mindless creatures can make combat actions that spice things up a bit from the typical “skeleton keeps attacking the first PC they see” approach to things.

Combat Stances

A haughty noble fresh from a good night’s sleep and at maximum hit points will behave very differently than that same noble after prolonged combat, suffering from exhaustion and bloody from multiple wounds.





A creature’s combat Stance is an assessment of its current fighting circumstances. This context can and will change throughout the fight, and allows FlexAI to differentiate the changing behavior of a creature in response to the situation at hand.





Combat Stance Summary

There are probably dozens, if not hundreds, of different scenarios to take into account to truly represent the diversity of combat that is possible in a fantasy roleplaying environment.

To simplify the possibilities, however, there are 8 fundamental Stances that can be used to represent or approximate the full set of combat circumstances for a creature.

Table 9: Combat Stances

Role	Description
 Ambushing	<p>The creature is ambushing its prey: lying in wait, hiding, or using stealth, invisibility, or aspects of the terrain to make their presence unknown until the moment to strike is nigh.</p> <p>This Stance also applies to situations in which the PCs are simply unaware of the creature and are surprised by it.</p> <p>A Mimic that has not been detected is in an Ambushing stance.</p>
 Unprepared	<p>The reverse of Ambushing, in a way: the creature is surprised by the PCs, or is aware of them, but not ready to participate in combat.</p> <p>This could be because the creature is not expecting combat to occur, or because it does not have its weapons drawn or at the ready.</p> <p>An NPC woken from sleep, or one with whom the PCs have merely been talking up until the moment one draws its sword, typically counts as Unprepared.</p>
 Fresh	<p>In most combats, creatures begin the encounter in this Stance: well-rested, at full hit points, and ready to do battle.</p> <p>Creatures in this Stance neither have advantage over their enemies, or are taken by surprise by them; they are at full combat capability.</p> <p>If it is unclear which Stance applies to a combat situation, Fresh is typically a good assumption.</p> <p>A bear encountered in the wild, which sees the PCs just as they see it, counts as Fresh.</p>
 Bloodied	<p>Creatures fight differently when they have suffered wounds. Some fight more aggressively; others become more defensive; many will tend toward fleeing outright if brought low by injury.</p> <p>A young dragon reduced to 1/5 its maximum hit points counts as Bloodied.</p>

Role	Description
 Cornered	<p>Creatures who are Cornered have few options in terms of maneuverability, either as a result of the combat environment, and/or the PCs themselves.</p> <p>Cornered creatures cannot easily flee without substantial risk, and for many, this is when the true instinct of “fight or flight” kicks in.</p> <p>Some creatures become truly deadly and imposing when Cornered.</p> <p>A street urchin backed into an alley with no escape counts as Cornered.</p>
 Overwhelmed	<p>Overwhelmed creatures are fighting against significant odds, in some combination of capability and/or simple numbers.</p> <p>Many creatures turn desperate or frightened when Overwhelmed; some turn into brutal and vicious combat machines when facing bad odds.</p> <p>A single kobold facing six PCs is Overwhelmed.</p>
 Relentless	<p>Relentless creatures fight with little care for odds or the environment in which they do battle.</p> <p>Some Relentless creatures start combat in that Stance, and some may not even change, others can end up in this Stance due to circumstances.</p> <p>A raging Barbarian orc chieftain counts as Relentless.</p>
 Mindless	<p>Mindless creatures may still take different kinds of actions in combat round-to-round, but are not driven so much by tactics or intelligence.</p> <p>A skeleton warrior counts as Mindless.</p>

When to Apply Each Stance

For creatures with a FlexAI profile, the circumstances of when to apply each Stance are described as part of that profile. For example, some creatures become **Bloodied** when reduced to half their maximum hit points; others do not suffer this change until reduced to far fewer health.

FlexAI & FlexTable Listing

The **Full Edition of FlexAI** contains a separate FlexTable for each distinct combination of Role and Stance.

With 35 Roles and 8 Stances, that makes for a grand total of 280 FlexTables, each one designed for a unique combination of a type of creature behavior, and its current circumstances.

Advanced AI Rules

In addition to the wide range of dynamic combat behavior offered by the Full AI Rules, FlexAI offers Advanced AI rules. These allow for even more versatility in combat behavior, and reflect a more complex and nuanced creature intelligence.


Advantages & When to Use

Advanced AI is pretty much the same system as Full AI, with possible additional boosts and penalties to the creature involved. It's a useful tool in providing a more unexpected and interesting combat experience for your PCs.

Limitations

Of the three FlexAI rules systems, Advanced AI is the only one that departs tangibly from the RAW (Rules as Written) combat mechanics of the roleplaying system you are using.

Since Advanced AI provides the possibility of additional bonuses and penalties on combat actions, and does so outside the context of spells, spell-like abilities, racial effects, and so on, there is little in the rules mechanics

 It is strongly suggested that you discuss this option with your players before a combat encounter even starts, so your gaming group can come to a consensus as to how you collectively feel about this approach.

Many may love it, but if even one player has a rules objection to its use, you may wish to consider sticking with the Full AI rules approach.


Surges & Lulls

Advanced AI takes the Full AI rules and extends them through the use of Surges and Lulls.

This is intended to represent the wide variance of combat abilities and behavior that every creature exhibits. Rules purists will point out that the roll of a die (typically a d20) to provide randomness already models this range of behavior.

In the wild, however, many factors influence the results of a battle: adrenaline and insight can boost performance, whereas sun glare, sweat, hunger, and even a simple root placed unexpectedly in the ground can trip up even the ablest of combatants.

The FlexTables provided in FlexAI describe not only the Outcomes involved, but also the possibility of Surges and Lulls for each Outcome.

 Surges and Lulls are a great companion to the concept of Quadded Statblocks and Variable Difficulty ([https://](https://www.drivethrurpg.com/product/190268/Quadded-Statblocks-to-Enable-VariableDifficulty-Adventures-in-Pathfinder-RPG)

www.drivethrurpg.com/product/190268/Quadded-Statblocks-to-Enable-VariableDifficulty-Adventures-in-Pathfinder-RPG).

The Quadded Stats approach enhances and degrades a “regular” monster or NPC’s statblocks in a manner designed to support use of that crunch in a wide variety of PC levels and challenge.

The whole point of Quadded Statblocks is that every creature should be usable in any gaming group, no matter what the relative levels or difficulty.


Surges and Lulls, used with the correct Context in the FlexTables they appear in, are a great way of adding to this concept: boosting less-formidable monsters so they still pose a threat to higher-level PCs, and handicapping top-tier creatures so a lower-powered party isn’t instantly wiped out.

Combat Surges

A Surge is a boost to a creature’s combat behavior. If a Surge is indicated in the FlexTable results rolled, it applies for the combat actions of that creature alone, and for the current combat round only.

Surges rolled do not apply to any other creature, friend or foe, this round. Benefits last until the start of the next round of combat for that creature.

This means that the benefit may still apply during the enemy’s combat turn. For example, a Surge for a creature using the **Use/Defend** Outcome might boost its Armor Class; this benefit lasts throughout the enemy’s next round.

 Surges are fun, useful additions to combat, and a great way of ensuring that battles are dynamic and unexpected, even for seasoned players.

However, if used without restraint or control, it can also make combat very different from how you, or a third-party adventure designer who does not support Variable Difficulty, intends. It could be, for instance, that the PCs are never supposed to be able to defeat Monster X in Hallway Y, and that the mere presence of that type of monster in that hallway effectively “blocks” the PCs from traveling in that direction.

Surges and Lulls and Advanced AI may handicap that monster to the point where the party can defeat it after all.

As a GM, you should be familiar enough with the adventure you’re running to know whether this concern applies to your gaming session. Plan your use of Advanced AI accordingly!

Types of Surge

Combat Surges are specific to the context of the Outcome that is rolled.

Attack Surges

The creature receives the listed bonus of its attack roll. If it is capable of multiple attacks, the listed bonus applies to ALL attacks it can make this round.

Note that as Combat Surges remain in effect until the start of the affected creature's next round, Attack surge benefits apply to attacks made during the enemy's turn—for example, opportunity attacks, of those apply.

Damage

The creature's attacks inflict additional damage.

The listed value is applied to the damage that is calculated, and stacks with all other values for purposes of calculating damage. That is, if a “+2 Damage” Combat Surge is applied to a creature normally capable of inflicting **2d6+3** damage, the total damage it inflicts is **2d6+5**.

The bonus damage applies to all attacks the creature makes between the result's application and the start of its next turn. Therefore, opportunity attacks and other attacks made during the enemy's turn receive the benefit as well.

Init

The creature's Initiative gains a bonus. Note that this may not fully help the creature this turn, as most uses of FlexAI will apply at the start of a creature's turn; gaining Initiative at that point will not benefit the creature for most purposes as its “place in line” of Initiative order has already been determined.

For the purposes of determining Initiative order next round, however, the Init bonus will be in place.

Move

The creature's standard Movement receives the listed bonus. This stacks with all other bonuses to Movement that might apply, and remains in effect until the start of the creature's next turn.

For creatures capable of multiple methods of movement, this bonus applies to its primary mode of mobility.

If it is unclear as to which type of movement is its “primary”, assume the one capable of the farthest travel. In the event of a tie, apply the bonus to both types of movement.

Impact / Impact Dice

“Impact” is a shorthand for what a usable item does. A healing potion restores hitpoints; a wand of magic missiles casts a spell effect. Almost every usable item that produces a valuable effect has an impact—a measurable outcome that in most cases has some innate variability to it.

In scenarios that produce a **Use/Defend** Outcome, if the creature has a usable item that results in a variable effect, that effect is referred to as an Impact.

“+1 Impact” means that whatever the result is, add +1 to the result. So a potion of cure light wounds that restores **2d6** hit points would instead restore **2d6+1** hit points when paired with this **Combat Surge** result.

+1 **Impact Die** means that you add one die when measuring the result. Following the above example, the potion would heal **3d6** hit points.



Use common sense when applying **Combat Surges** of all kinds, but particularly when applying **Impact** and **Impact Dice** outcomes.

Remember that these mechanics are meant to represent a net positive benefit for the creature involved, so if a potion or other usable item has a variable results which is a negative value, then make the Surge values negative as well.

For example, if the creature's usable item is a staff which reduces the AC of a target opponent by **1d6** points, and it receives a “+2 **Impact**” Combat Surge, then the enemy's AC should be reduced by **1d6+2** points.

DC

The creature's abilities are more formidable and dangerous temporarily.

Any ability, attack, or other effect produced by the creature that has a DC associated with it receives the additional bonus listed until the start of its next turn. This applies to combat attacks, defensive abilities, auras, and everything about the creature that might involve a DC (including poison/disease and similar effects).

Range

The creature's abilities grow more far-reaching and can affect a broader area.

Any abilities the creature has that involve a range already receive the listed bonus to their maximum range.

A creature's melee abilities or touch-range abilities are unaffected by this bonus—in other words, this Surge does not transform any close-range abilities into ranged abilities!

AC

The creature is more difficult to strike in combat and affect.

The creature receives the listed bonus to its AC until the start of its next turn. This bonus applies to all forms of AC—flat-footed/surprised, touch attack, melee, ranged, and so on.

Combat Surge Summary

Table 10: Combat Surges

Outcome	Minor Surge	Major Surge
 Attack Main	 +1 Attack  +2 Attack  +3 Attack  +4 Attack	 +2 Attack  +4 Attack  +5 Attack  +6 Attack
 Attack Secondary	 +1 Attack  +2 Attack  +3 Attack  +4 Attack	 +2 Attack  +4 Attack  +5 Attack  +6 Attack
 Maneuver	 +1 Init; +5' Move  +2 Init; +5' Move  +3 Init; +10' Move  +4 Init; +5' Move	 +2 Init; +5' Move  +4 Init; +5' Move  +5 Init; +10' Move  +7 Init; +15' Move
 Use / Defend	 +1 impact / +1 AC  +2 impact die / +2 AC  +1 impact die / +3 AC  +1 impact die / +4 AC	 +1 impact die / +3 AC  +1 impact die / +4 AC  +2 impact dice / +5 AC  +2 impact dice / +6 AC
 Ability	 +1 impact / +1 DC / +5' range  +2 impact die / +2 DC / +5' range  +1 impact die / +3 DC / +10' range  +1 impact die / +4 DC/ +10' range	 +1 impact die / +3 DC / +10' range  +1 impact die / +4 DC / +15' range  +2 impact dice / +5 DC / +20' range  +2 impact dice / +6 DC / +20' range
 Flee	 +1 AC; +5' Move  +2 AC; +10' Move  +3 AC; +15' Move  +4 AC; +20' Move	 +2 AC; +10' Move  +4 AC; +15' Move  +5 AC; +20' Move  +7 AC; +25' Move

Combat Lulls

Combat Lulls are a temporary handicap, penalty, or other negative impact to a creature's combat abilities. Lulls represent the reality that in the shifting chaos of fighting, a creature might get distracted, trip, stumble, miscalculate, or otherwise perform not as well as it might typically, either through its own failure or the circumstances of the battle.

If a **Combar Lull** is indicated in the FlexTable results rolled, it applies for the combat actions of that creature alone, and for the current combat round only.

Lulls rolled do not apply to any other creature, friend or foe, this round. Penalties apply until the start of the next round of combat for that creature.

This means that the negative effect may still apply during the enemy's combat turn. For example, a Lull for a creature using the **Use/Defend** Outcome might degrade its Armor Class; this penalty lasts throughout the enemy's next round.

Types of Lull

Combat Lulls are specific to the context of the Outcome that is rolled.

Combat Lull Summary

Table 11: Combat Lulls

Outcome	Minor Lull	Major Lull
 <p>Attack Main</p>	 -1 Attack  -2 Attack  -3 Attack  -4 Attack	 -2 Attack  -4 Attack  -5 Attack  -6 Attack
 <p>Attack Secondary</p>	 -1 Attack  -2 Attack  -3 Attack  -4 Attack	 -2 Attack  -4 Attack  -5 Attack  -6 Attack
 <p>Maneuver</p>	 -1 Init; -5' Move  -2 Init; -5' Move  -3 Init; -10' Move  -4 Init; -5' Move	 -2 Init; -5' Move  -4 Init; -5' Move  -5 Init; -10' Move  -7 Init; -15' Move
 <p>Use / Defend</p>	 -1 impact / -1 AC  -2 impact die / -2 AC  -1 impact die / -3 AC  -1 impact die / -4 AC	 -1 impact die / -3 AC  -1 impact die / -4 AC  -2 impact dice / -5 AC  -2 impact dice / -6 AC
 <p>Ability</p>	 -1 impact / -1 DC / -5' range  -2 impact die / -2 DC / -5' range  -1 impact die / -3 DC / -10' range  -1 impact die / -4 DC / -10' range	 -1 impact die / -3 DC / -10' range  -1 impact die / -4 DC / -15' range  -2 impact dice / -5 DC / -20' range  -2 impact dice / -6 DC / -20' range
 <p>Flee</p>	 -1 AC; -5' Move  -2 AC; -10' Move  -3 AC; -15' Move  -4 AC; -20' Move	 -2 AC; -10' Move  -4 AC; -15' Move  -5 AC; -20' Move  -7 AC; -25' Move

AI FlexTables

Full Edition vs. Bestiary


The following FlexAI tables include one detailed set of FlexTables for each Role, assuming a Fresh Stance.

The **Full Edition of FlexAI** contains a separate FlexTable for each distinct combination of Role and Stance.

With 35 Roles and 8 Stances, that makes for a grand total of 280 FlexTables, each one designed for a unique combination of a type of creature behavior, and its current circumstances.

In addition, the Full Edition contains several unique or special-circumstance scenarios beyond the mere combination of Role and Stance.

In total, the 300+ page Full Edition aims to address an enormous range of possible combat scenarios.

 The **Full Edition of FlexAI** also contains tools and rules for assigning FlexAI guidelines for your own, new, or existing published monsters or NPCs.

It also contains a wealth of easy-to-use guidelines for quickly picking FlexTables for a given monster.

In short: It should take less than a minute for a seasoned GM to take a monster or NPC and “enable” them for FlexAI use!

Brute / Fresh



Contexts

- Use Context A:**
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 2: Brute Role; Fresh Stance: Action

A	B	C	D	Outcome
01-26	01-16	01-21	01-09	⚔️ Attack Main
27-31	17-18	22-23	10-14	🎯 Attack Secondary
32-36	19-23	24-28	15-22	🔄 Maneuver
37-39	24-26	29-33	23-27	🧪 Use / Defend
40-54	27-31	34-41	28-32	⚡ Ability
-	-	-	33-35	🏃 Flee
55-66	32-46	42-46	36-43	⚔️ + AM/Minor Surge
67-71	47-54	47-48	44-46	🎯 + AS/Minor Surge
72-73	55-59	49-50	47-51	🔄 + M/Minor Surge
74-75	60-61	51-52	52-54	🧪 + UD/Minor Surge
76-80	62-69	53-55	55-57	⚡ + AB/Minor Surge
-	70-74	-	58	🏃 + FL/Minor Surge
81-85	75-79	56	59-61	⚔️ + AM/Major Surge
86	80-81	-	62	🎯 + AS/Major Surge
87	82-84	57	63-65	🔄 + M/Major Surge
88	85-89	58	66	🧪 + UD/Major Surge
89-90	90-91	-	67	⚡ + AB/Major Surge
-	92-96	-	68	🏃 + FL/Major Surge
91-92	97	59-68	69-73	⚔️ = AM/Minor Lull
93	-	69-73	74-76	🎯 = AS/Minor Lull
94	-	74-78	77-79	🔄 = M/Minor Lull
-	-	79-80	80-82	🧪 = UD/Minor Lull

A	B	C	D	Outcome
95	-	81-85	83-85	⚡ = AB/Minor Lull
-	98-99	-	86-87	🏃 = FL/Minor Lull
96-97	-	86-90	88-90	⚔️ = AM/Major Lull
98	-	91-93	91-92	🎯 = AS/Major Lull
99	-	94-96	93-95	🔄 = M/Major Lull
-	-	97	96-97	🧪 = UD/Major Lull
00	-	98-00	98-99	⚡ = AB/Major Lull
-	00	-	00	🏃 = FL/Major Lull

FlexTable 3: Brute Role; Fresh Stance: Targeting

A	B	C	D	Outcome
01-23	01-06	01-16	01-06	📄 Frontline
24-28	07-11	17-26	07-21	📄 Rearguard
29-60	12-19	27-41	22-26	▶️ Closest
61-65	20-22	42-56	27-76	◀️ Farthest
66-80	23-37	57-71	77-91	💪 Strongest
81-90	38-72	72-74	92-93	📄 Weakest
91-95	73-97	75-87	94-95	🏹 Ranged Enemy
96-00	98-00	88-00	96-00	🔪 Melee Enemy

Soldier / Fresh



Contexts

- Use Context A:**
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 4: Soldier Role; Fresh Stance: Action

A	B	C	D	Outcome
1-41	1-21	1-31	1-21	Attack Main
42-61	22-26	32-46	22-26	Attack Secondary
62-64	27-34	47	27-29	Maneuver
65-66	35-39	-	30-31	Use / Defend
67-71	40-41	48-62	32-36	Ability
-	42-51	-	37	Flee
72-79	52-59	63-72	38-40	AM/Minor Surge
80	60	73-77	41-42	AS/Minor Surge
81	61	-	43	M/Minor Surge
82	62	-	44	UD/Minor Surge
83	63	78-80	45	AB/Minor Surge
-	64-68	-	46	FL/Minor Surge
84-86	69	81-85	47	AM/Major Surge
87	70	86-88	48	AS/Major Surge
88	71	-	49	M/Major Surge
89	72	-	50	UD/Major Surge
90	73	89-90	51	AB/Major Surge
-	74-76	-	52	FL/Major Surge
91	77	91	53-57	AM/Minor Lull
92	78	92	58-62	AS/Minor Lull
93	79	93	63-67	M/Minor Lull
-	-	-	68-75	UD/Minor Lull

A	B	C	D	Outcome
94	80	94	76-80	AB/Minor Lull
95	81-90	95	81-85	FL/Minor Lull
96	91	96	86-88	AM/Major Lull
97	92	97	89-90	AS/Major Lull
98	93	98	91-93	M/Major Lull
99	94	99	94-96	UD/Major Lull
100	95	100	97-98	AB/Major Lull
-	96-100	-	99-100	FL/Major Lull

FlexTable 5: Soldier Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-41	1-41	1-21	1-40	Frontline
-	-	-	-	Rearguard
42-76	42-76	22-51	-	Closest
-	-	-	-	Farthest
77-86	77-86	52-86	41-80	Strongest
87-88	87-88	87-88	-	Weakest
89-90	89-90	89-90	-	Ranged Enemy
91-100	91-100	91-100	81-100	Melee Enemy

Artillery / Fresh



Contexts

- Use Context A:**
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 6: Artillery Role; Fresh Stance: Action

A	B	C	D	Outcome
1-16	1-16	1-21	1-16	Attack Main
17-31	17-31	22-41	17-31	Attack Secondary
32-41	32-39	42-44	32-46	Maneuver
42	40-44	-	47-56	Use / Defend
43-50	45-46	45-54	57-59	Ability
51-55	47-54	-	60-64	Flee
56-63	55-59	55-69	65-66	AM/Minor Surge
64-68	60-61	70-77	67	AS/Minor Surge
69-71	62-64	78	68-70	M/Minor Surge
72-73	65-66	-	71-72	UD/Minor Surge
74-78	67-71	79-86	73-75	AB/Minor Surge
-	72-74	-	76	FL/Minor Surge
79-83	75-79	87-89	77-78	AM/Major Surge
84-87	80-83	90-91	79	AS/Major Surge
88	84	92	80	M/Major Surge
89	85	-	81	UD/Major Surge
90	86	93-95	82	AB/Major Surge
-	87-88	96-98	83	FL/Major Surge
91-92	89	99	84-88	AM/Minor Lull
93	90	100	89	AS/Minor Lull
94	91	-	90	M/Minor Lull
-	-	-	91	UD/Minor Lull

A	B	C	D	Outcome
95	92	-	92	AB/Minor Lull
-	93-95	-	93	FL/Minor Lull
96-97	96	-	94-95	AM/Major Lull
98	97	-	96	AS/Major Lull
99	98	-	97	M/Major Lull
-	-	-	98	UD/Major Lull
100	99	-	99	AB/Major Lull
-	100	-	100	FL/Major Lull

FlexTable 7: Artillery Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-6	1	1-6	1-16	Frontline
7-26	3-22	7-21	17-31	Rearguard
27-31	23-24	22-26	32-33	Closest
32-51	25-44	27-36	34-53	Farthest
52-71	45-54	37-71	54-93	Strongest
72-83	55-79	72-83	-	Weakest
84-98	80-99	84-98	94-98	Ranged Enemy
99-100	100	99-100	99-100	Melee Enemy

Skirmisher / Fresh



Contexts

- Use Context A:**
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 8: Skirmisher Role; Fresh Stance: Action

A	B	C	D	Outcome
1-6	1-6	1-11	1-9	Attack Main
7-16	7-11	12-26	10-16	Attack Secondary
17-36	12-36	27-36	17-27	Maneuver
37-38	37-41	37	28-29	Use / Defend
39-53	42-56	38-54	30-34	Ability
54-55	57-61	-	35-39	Flee
56-63	62-65	55-64	40-44	AM/Minor Surge
64-65	66	65-69	45	AS/Minor Surge
66-70	67-71	70-71	46-48	M/Minor Surge
71	72	72	49	UD/Minor Surge
72-76	73-74	73-77	50	AB/Minor Surge
-	75-76	-	51	FL/Minor Surge
77-81	77-78	78-84	-	AM/Major Surge
82	79	85-87	-	AS/Major Surge
83-85	80-81	88	-	M/Major Surge
86	82	89	-	UD/Major Surge
87	83	90-94	-	AB/Major Surge
88	84-86	-	-	FL/Major Surge
89-90	87-88	95-96	52-59	AM/Minor Lull
91	89	97	60-64	AS/Minor Lull
-	-	-	65-72	M/Minor Lull
92	90	-	73-75	UD/Minor Lull

A	B	C	D	Outcome
93	91	-	76-78	AB/Minor Lull
94	92-94	-	79-81	FL/Minor Lull
95-96	95-96	98	82-86	AM/Major Lull
97	97	99	87-89	AS/Major Lull
-	-	-	90-94	M/Major Lull
98	-	-	95-96	UD/Major Lull
99	98	100	97-98	AB/Major Lull
100	99-100	-	99-100	FL/Major Lull

FlexTable 9: Skirmisher Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-3	1	1-3	1-16	Frontline
4-23	3-24	4-33	17-36	Rearguard
24-33	25-32	34-38	37-46	Closest
34-58	33-52	39-43	47-61	Farthest
59-83	53-67	44-78	62-91	Strongest
84-98	68-97	79-98	92-93	Weakest
99	98-99	99	94-95	Ranged Enemy
100	100	100	96-100	Melee Enemy

Lurker / Fresh



Contexts

- Use Context A:**
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 10: Lurker Role; Fresh Stance: Action

A	B	C	D	Outcome
1-9	1-6	1-11	1-6	Attack Main
10-13	7-8	12-16	7-9	Attack Secondary
14-18	9-13	17-19	10-14	Maneuver
19-30	14-33	20-24	15-24	Use / Defend
31-50	34-48	25-49	25-36	Ability
51-52	49-53	-	37-41	Flee
53-55	54-55	50-56	42-43	AM/Minor Surge
56-57	56	57-61	44	AS/Minor Surge
58-60	57-58	62-64	45-46	M/Minor Surge
61-65	59-66	65-67	47-51	UD/Minor Surge
66-73	67-69	68-77	52-54	AB/Minor Surge
74	70-72	-	55-59	FL/Minor Surge
75-76	73	78-82	60	AM/Major Surge
77	74	83-84	61	AS/Major Surge
78-79	75	85-86	62	M/Major Surge
80-82	76-77	87-88	63-65	UD/Major Surge
83-87	78-79	89-96	66-67	AB/Major Surge
88	80-82	-	68-72	FL/Major Surge
89-90	83-84	97	73-74	AM/Minor Lull
91	85	98	75	AS/Minor Lull
92	86	99	76	M/Minor Lull
-	-	-	77-81	UD/Minor Lull

A	B	C	D	Outcome
93	87	100	82	AB/Minor Lull
94	88-92	-	83-87	FL/Minor Lull
95-96	93-94	-	88-89	AM/Major Lull
97	95	-	90	AS/Major Lull
98	96	-	91	M/Major Lull
-	-	-	92-94	UD/Major Lull
99	97	-	95	AB/Major Lull
100	98-100	-	96-100	FL/Major Lull

FlexTable 11: Lurker Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-31	1-31	1-41	1-21	Frontline
32-40	32-42	42-46	22-23	Rearguard
41-90	43-82	47-76	24-73	Closest
91-92	83-84	77-78	74-75	Farthest
93-94	85-86	79-94	76-94	Strongest
95-96	87-96	95-96	95-96	Weakest
97-98	97-98	97-98	97-98	Ranged Enemy
99-100	99-100	99-100	99-100	Melee Enemy

Controller / Fresh



Contexts

- Use Context A:**
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 12: Controller Role; Fresh Stance: Action

A	B	C	D	Outcome
1-9	1-6	1-11	1-6	Attack Main
10-17	7-11	12-21	7-11	Attack Secondary
18-19	12-14	22	12-16	Maneuver
20-21	15-19	23	17-21	Use / Defend
22-51	20-49	24-49	22-41	Ability
-	50-52	-	42-46	Flee
52-56	53-57	50-57	47-48	AM/Minor Surge
57-61	58-62	58-65	49-50	AS/Minor Surge
62	63	66	51	M/Minor Surge
63	64	67	52	UD/Minor Surge
64-68	65-74	68-77	53-54	AB/Minor Surge
-	75-76	-	55-56	FL/Minor Surge
69-71	77	78-80	57-59	AM/Major Surge
72-74	78	81-83	60-62	AS/Major Surge
75	79	84	63	M/Major Surge
76	80	85	64	UD/Major Surge
77-79	81-83	86-90	65	AB/Major Surge
-	84	-	66	FL/Major Surge
80-82	85	91	67-71	AM/Minor Lull
83-85	86	92	72-76	AS/Minor Lull
86	87	-	77-81	M/Minor Lull
87	88	-	82-85	UD/Minor Lull

A	B	C	D	Outcome
88-92	89-91	93-95	86-90	AB/Minor Lull
-	92-94	-	91-93	FL/Minor Lull
93-94	95	96	94-95	AM/Major Lull
95-96	96	97	96	AS/Major Lull
97	97	98	97	M/Major Lull
98	98	99	98	UD/Major Lull
99-100	99	100	99	AB/Major Lull
-	100	-	100	FL/Major Lull

FlexTable 13: Controller Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-16	1-11	1-11	1-26	Frontline
17-31	12-21	12-21	27-36	Rearguard
32-46	22-31	22-41	37-46	Closest
47-61	32-41	42-51	47-71	Farthest
62-76	42-51	52-81	72-96	Strongest
77-91	52-91	82-91	97	Weakest
92-95	92-95	92-95	98	Ranged Enemy
96-100	96-100	96-100	99-100	Melee Enemy

Leader / Fresh



Contexts

- Use Context A:**
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 14: Leader Role; Fresh Stance: Action

A	B	C	D	Outcome
1-11	1-9	1-11	1-6	Attack Main
12-21	10-17	12-21	7-11	Attack Secondary
22-26	18-22	22-26	12-16	Maneuver
27-31	23-30	27-31	17-21	Use / Defend
32-44	31-40	32-44	22-26	Ability
-	41-43	-	27-29	Flee
45-57	44-51	45-59	30-34	AM/Minor Surge
58-62	52-54	60-65	35-37	AS/Minor Surge
63-64	55-56	66-67	38-39	M/Minor Surge
65-66	57-58	68-69	40-44	UD/Minor Surge
67-71	59-61	70-74	45-47	AB/Minor Surge
-	62-64	-	48-55	FL/Minor Surge
72-79	65-69	75-84	56-60	AM/Major Surge
80-82	70-71	85-92	61-62	AS/Major Surge
83	72	93-94	63	M/Major Surge
84	73-75	95	64-66	UD/Major Surge
85-87	76-78	96-100	67-69	AB/Major Surge
-	79-80	-	70-74	FL/Major Surge
88-90	81-83	-	75-77	AM/Minor Lull
91	84	-	78	AS/Minor Lull
92	85	-	79	M/Minor Lull
93	86-87	-	80-84	UD/Minor Lull

A	B	C	D	Outcome
94	88	-	85	AB/Minor Lull
-	89-91	-	86-90	FL/Minor Lull
95-96	92-93	-	91-92	AM/Major Lull
97	94	-	93	AS/Major Lull
98	95	-	94	M/Major Lull
99	96-97	-	95-97	UD/Major Lull
100	98	-	98	AB/Major Lull
-	99-100	-	99-100	FL/Major Lull

FlexTable 15: Leader Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-16	1-6	1-16	1-21	Frontline
17-26	7-11	17-21	22-24	Rearguard
27-41	12-41	22-46	25-39	Closest
42-46	42-46	47-51	40-64	Farthest
47-76	47-56	52-86	65-94	Strongest
77-96	57-96	87-96	95-96	Weakest
97-98	97-98	97-98	97-98	Ranged Enemy
99-100	99-100	99-100	99-100	Melee Enemy

Monster Reference

Crunch and Fluff

“**Crunch**” is a term commonly used to refer to the dozens of statistics that describe a creature from the standpoint of raw game mechanics. Although there is a great deal of flexibility in these stat blocks being used to convey flavor, demeanor, behavior, and personality, such “softer” yet still important game elements are often referred to as “**fluff**”.

Each GM and player has their own relationship to these game elements, and preferences as to their balance in gameplay. Some groups live by crunch, and largely ignore fluff; adventures tend to be little more than an organized dungeon crawl, and min/maxing your PC’s character options and equipment is commonplace. Other groups focus solely on storytelling, and use game mechanics only when it’s necessary to introduce a bit of randomness to the proceedings.

You can have a great deal of fun at either end of the spectrum, or anywhere in between! To support the various approaches to describing monsters and characters, this adventure takes the approach of providing a great deal of **crunch**, and a great deal of **fluff**.

Some may consider this overkill, and it’s likely that some gaming groups will ignore a portion of what follows to focus on what matters most to their style of play. That’s exactly as it is intended to be used: hopefully it has everything you need, so you can use it however you like!

Quadded Stat Blocks and Default Language

A creature’s **fluff** uses language assuming that you are playing the **Low** level of difficulty version of that creature. For example, the **Low** level of an NPC might wield a run-of-the-mill rapier, and the **Elite** version might instead use a +3 *corrosive burst rapier*; the descriptions that accompany that NPC would refer merely to her rapier as the default equipment. Similarly, any illustrations drawn will typically use imagery associated with **Low**-challenge gear and items.

Header

The **header** is simply the name of the monster. NPCs have a name, and also parenthetically their position, job title, profession, or how they are best known.

It’s worth noting that not every monster and NPC is meant to be defeated in combat... in fact, the GM is encouraged to award **XP** only for combat that is consistent with the alignment and characters of the PCs, or if they are forced into combat by circumstances beyond their control. A Lawful Good Paladin, for example, should not reap **XP** for conducting a baseless murder spree of first-level townsfolk.

Quadded Stat Blocks

Note that unless otherwise specified, bonuses and penalties from all sources should be included already in the figures provided. For example, the **Attacks** section should reflect ability score modifiers, skill and feat modifiers, special ability / special quality modifiers, and modifiers derived from the enhancement bonuses of the weapon itself.

The **exception** to this is effects coming from magical weapons: for example, a *corrosive light crossbow* might show as dealing **1d8** damage. This value does not, however, include the *corrosive* effect, which normally causes the weapon to deal an additional **1d6** points of acid damage when the effect is activated.

Also of note is the **Prepared Spells** section. For NPCs with class levels of a spellcasting class that must prepare spells in advance, this section reflects a suggested pool of spells that have been memorized or that are otherwise ready to cast. The GM is of course encouraged to modify the list as she desires to fit the circumstances of gameplay; for example, if the party starts attacking townsfolk willy-nilly, then spellcasters in town might be more likely to ready defensive and combat spells.

Finally, the **Treasure** section in the stat blocks lists the equipment normally carried or used by the creature. Gold, jewels, and non-combat items that do not have an impact on game mechanics and crunch are not listed here.

Special Abilities

All **special abilities**, **auras**, **special qualities**, and other remarkable effects that apply to the creature are described here, in alphabetical order.

Note that this section lists a **complete set** of possible special abilities that apply to the creature taken from its **Elite** stat block. Individual stat blocks above this section will list out which special abilities / SQs apply to the creature in its various forms of CR.

With this, and the **Feats** section afterward, there is considerable duplication—many NPCs have **Low-Light Vision**, for example. This is **by design**, and speaks to a common complaint among GMs: bestiaries and NPC listings are great for getting the vital details, but it’s often hard to remember just exactly what the **Power Attack** feat means.

The intent with the **Infinium Game Studios** approach to NPC and monster definitions is to make it as easy as possible to play a given creature, without having to refer to multiple other rulebooks. GMs dancing among tomes, trying to cross-reference dozens of characteristics to figure out what the creature does next is unsatisfying, wasteful of time, and takes everyone in the game out of immersion—“hold on, let me remind myself what an Alchemist’s **Explosive Bombs** are like” doesn’t exactly keep players on the edge of their seats!

Feats

All **feats** taken by the creature in its class level progression are listed here, in alphabetical order. As with the **Special Abilities** section, the list here is a superset of everything that applies to the **Elite** version of the creature; specific feats taken at lower-challenge iterations are listed in the **Feats** section of the quadded stat block.

Treasure

If the creature carries wealth, jewels, or valuables beyond their equipment listed earlier, such booty is described here. Creatures whose only possessions are arms and armor might not have this section at all.

MOTHMAN



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Controller / Normal
Organization	Solitary
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	29	77	111	171
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 6 (-2)	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)
	DEX 18 (+4)	DEX 17 (+3)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)
	INT 15 (+2)	INT 15 (+2)	INT 15 (+2)	INT 15 (+2)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)
	CHA 16 (+3)	CHA 16 (+3)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Sylvan, Undercommon, Cannot Speak, Telepathy 100 ft.			
Challenge	5	9	13	17

Special Abilities & Qualities

Agent of Fate A mothman may recreate the effects of any spell of 5th level or lower once per day as a spell-like ability, but only if doing so steers the flow of fate in its proper course. What the proper flow of fate entails is determined by the GM. Typical uses of this ability include casting major image to coax someone to a portentous location, casting raise dead to return someone with an important fate to life, or using rusting grasp to weaken a structure and cause some necessary calamity.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 16 Mind-Warping Gaze Fear effect, one target, range 30 feet, Wisdom save negates. A creature that fails a save against this attack becomes shaken for 1d6 rounds. A creature currently suffering from a fear effect that fails this save instead takes 1d4 points of Wisdom damage. This is a mind-affecting effect. Ability damage suffered from this effect is restored following a long rest.	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
Special Abilities & Qualities	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Standard Actions	Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>blur (at will); detect thoughts (at will); invisibility (3/day); major image (3/day); mislead (3/day); modify memory (3/day); phantasmal killer (3/day); project image (1/day); suggestion (3/day)</i>			
Spellcasting	-			
Possessions	-			



MOXIX (STONE DEMON)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Jungle
Rarity	Rare
Role	Leader / Solo
Organization	Solitary
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	109	215	391	566
Speed	40 ft.			
Size, Type, Alignment	Huge fiend, chaotic evil	Huge fiend, chaotic evil	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 20 (+5)	CON 21 (+5)	CON 23 (+6)	CON 27 (+8)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 19 (+4)	WIS 19 (+4)	WIS 19 (+4)	WIS 21 (+5)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except adamantine and good			
Immunities	Electricity, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 60 ft.
Languages	Abyssal, Aklo, Celestial, Common, Draconic, Telepathy 300 ft.			
Challenge	8	14	23	27

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Telepathy You can mentally communicate with any other creature within 300 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 18 Damage 8d6 Breath Weapon 60-ft acid cone, acid damage; Dexterity save negates. Any creature damaged must succeed at a Constitution save or contract Moxix's Delectation. A humanoid afflicted with this disease must attempt a new Wisdom save each day. If the humanoid fails, it attacks and attempts to eat the weakest humanoid nearby. If the save is successful, it resists this impulse. A humanoid who dies while afflicted rises as a ghost at the next midnight.	Saving Throw DC 20 Damage 12d6	Saving Throw DC 23 Damage 16d6	Saving Throw DC 26 Damage 20d6
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 4d8	Damage 6d8
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw DC 18	Saving Throw DC 20	Saving Throw DC 23	Saving Throw DC 26
Special Abilities & Qualities	Gush Anytime Moxix takes more than 50 points of weapon damage in a round, blood and pus spews forth from the wound. The blood is extremely slippery and sprays out in a 20-foot radius, coating all creatures and surfaces in the area. Any creatures in the area must succeed at a Dexterity save or drop any items they are holding. A saving throw must be made each round that the creature attempts to use or pick up an item it previously dropped. In addition, the area coated in the gushing blood is difficult to move about in, and creatures moving through the area must succeed at an Acrobatics check or fall prone.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7/19-00 (14) piercing damage. Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage. Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+7/19-00 (12) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8/19-00 (15) piercing damage. Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) piercing damage. Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+8/19-00 (14) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+10/19-00 (20) piercing damage. Gore Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d8+10 (19) piercing damage. Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+10/19-00 (17) bludgeoning damage.	Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+14/19-00 (35) piercing damage. Gore Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+14 (32) piercing damage. Slam Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+14/19-00 (28) bludgeoning damage.
Special Actions	Hopedrinker Moxix emits an aura that drains hope from all within 60 feet. All morale bonuses are suppressed within this aura, regardless of their source. In addition, spells and spell-like abilities granting a morale bonus are affected as dispel magic used to counterspell (caster level 23rd) every round at the beginning of Moxix's turn.			
Special Actions	Mindshatter If a creature fails its save against Moxix's eyebite spell-like ability, as a standard action before the end of his turn he may unravel the target's mind and spirit. This acts as greater dispel magic (caster level 23rd) against effects that protect against mind-affecting or necromantic effects and automatically affects the target as enervation and touch of idiocy (duration 24 hours).			
Special Actions	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23	Saving Throw Constitution DC 26
Special Actions	Moxix's Delectation Disease-Inhaled; save Constitution; onset 1 day; frequency 1 day; effect 1d4 Constitution damage and 1d4 Wisdom damage; cure 2 consecutive saves. Ability damage suffered from this condition may only be recovered via restoration or more potent healing magic.			
Special Actions	Damage 2d6	Damage 3d6	Damage 5d6	Damage 7d6
Special Actions	Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			
Innate Spellcasting	<i>create undead (3/day); detect magic (at will); dispel magic (at will); eyebite (at will); mind blank (at will); mind spike (3/day); phantasmal killer (3/day); protection from evil and good (at will); see invisibility (at will); stone shape (at will); symbol of feeblemind (1/day); symbol of pain (3/day); teleport (3/day); weird (1/day)</i>			



MU SPORE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Solo
Organization	Solitary or Pair
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	22 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	96	225	4/18	545
Speed	40 ft. Fly 30 ft. (Perfect)			

Size, Type, Alignment	Gargantuan plant, chaotic neutral	Gargantuan plant, chaotic neutral	Gargantuan plant, chaotic neutral	Gargantuan plant, chaotic neutral
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Ability Scores / Saves	STR 21 (+5)	STR 22 (+6)	STR 28 (+9)	STR 30 (+10)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 12 (+1)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 21 (+5)	WIS 21 (+5)	WIS 21 (+5)	WIS 23 (+6)
	CHA 22 (+6)	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)

Saving Throws	-	-	-	-
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Resistances	all physical attacks			
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Immunities	Acid, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +21, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +24, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +25, Blindsight 120 ft., Darkvision 60 ft.
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Languages	Aklo, Common, Terran, Undercommon			
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Challenge	8	20	31	35
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Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
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Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Grasping Tendrils Sticky, arm-length tendrils cover a mu spore. A mu spore can use these tendrils to attempt a grab as an immediate action when an adjacent creature hits it with a melee attack. As it is only using the tendrils (instead of conducting the grapple normally), it suffers disadvantage to make and maintain the grapple. The mu spore does not gain the grappled condition while grappling a creature with its tendrils.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 19

Saving Throw

Dexterity DC 22

Saving Throw

Dexterity DC 25

Saving Throw

Dexterity DC 26

Damage 12d8**Damage** 16d8**Damage** 20d8**Damage** 25d8

Spore Cough With Recharge 2 as a standard action, a mu spore can release a cloud of burrowing spores in a 100-foot cone. The burrowing spores deal acid damage to all creatures and wooden structures in the area, or half damage to any creatures that make a Dexterity save. Plants and plant creatures are immune to this damage.

Standard Actions**Bite** Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 6d4+13 (28) piercing damage.

Bite Melee weapon

attack: +5 to hit, reach 20 ft., one target. Hit 6d4+15/19-00 (30) piercing damage.

Bite Melee weapon

attack: +9 to hit, reach 30 ft., one target. Hit 6d6+16/19-00 (37) piercing damage.

Bite Melee weapon

attack: +10 to hit, reach 30 ft., one target. Hit 6d8+18/19-00 (45) piercing damage.

Tentacle Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13 (24) bludgeoning damage.

Tentacle Melee weapon

attack: +5 to hit, reach 20 ft., one target. Hit 3d6+15/19-00 (26) bludgeoning damage.

Tentacle Melee weapon

attack: +9 to hit, reach 30 ft., one target. Hit 3d8+8/19-00 (22) bludgeoning damage.

Tentacle Melee weapon

attack: +10 to hit, reach 30 ft., one target. Hit 6d6+9/19-00 (30) bludgeoning damage.

Special Actions**Saving Throw** DC 15**Damage** 2d8**Saving Throw** DC 22**Damage** 4d8**Saving Throw** DC 25**Damage** 6d8**Saving Throw** DC 26**Damage** 8d8

Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than itself. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and continues to take damage each round. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



MUDLORD



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Marshes or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Gang (3-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	38	84	132	199
Speed	30 ft. Swim 40 ft.			
Size, Type, Alignment	Small elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerable to Magic A transmute mud to rock spell deals 1d6 points of damage per caster level to any mudlord in the area and automatically staggers it for 2d6 rounds.			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Terran			
Challenge	5	9	13	17

Special Abilities & Qualities

Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one-eighth of your space when squeezing.

Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 12

Saving Throw

Dexterity DC 15

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 20

Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Dexterity save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. A mudlord can engulf no more than one Medium or two Small or smaller creatures at a time.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 12

Saving Throw

Dexterity DC 15

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 20

Mudball A mudlord can throw a ball of sticky mud up to 30 feet at an opponent's face as a ranged touch attack. It hits, the target is blinded. Each round on its turn, the target can attempt a Dexterity save as a free action; if successful, the target shakes off the mud. The target or an adjacent creature can wipe off the mud as a standard action.

Special Abilities & Qualities

Freeze The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on its Stealth check to hide in plain sight as this kind of inanimate object.

Standard Actions

Mudball Ranged weapon attack: +5 to hit, one target. Hit 1d0 (1) bludgeoning damage.

Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.

Mudball Ranged weapon attack: +3 to hit, one target. Hit 1d0 (1) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.

Mudball Ranged weapon attack: +4 to hit, one target. Hit 1d0 (1) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.

Mudball Ranged weapon attack: +4 to hit, one target. Hit 1d0 (1) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

Special Actions

Smother If the creature's opponent is holding its breath, the creature can reduce the time until the target has to attempt suffocation checks. As a free action, the creature can attempt a grapple combat maneuver against the opponent. If it succeeds, the opponent reduces the remaining duration it can hold its breath by 1d6 rounds.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting Possessions

-



MUMMY



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Warden Squad (2-6x), or Guardian Detail (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	59	87	155	196
Speed	20 ft.			
Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
Ability Scores / Saves	STR 19 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Despair Aura All creatures within a 30-foot radius that see you must make a Wisdom save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Mummy Rot Curse and disease. Afflicted creatures must make a Constitution save every day or suffer 1d6 Constitution and Charisma damage. To remove, target must receive a successful remove curse and magical healing for the disease. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 26 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+18 (28) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MYCELOID



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, Band (3-24x), or Colony (25-250x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	37	71	129	198
Speed	20 ft.			

Size, Type, Alignment	Medium plant, neutral evil	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil
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Ability Scores / Saves	STR	15 (+2)	STR	16 (+3)	STR	18 (+4)	STR	20 (+5)
	DEX	9 (-1)	DEX	9 (-1)	DEX	14 (+2)	DEX	12 (+1)
	CON	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)
	INT	7 (-2)	INT	7 (-2)	INT	11 (+0)	INT	11 (+0)
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)
	CHA	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	12 (+1)

Saving Throws	-	-	-	-
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Resistances Cold, all physical attacks except slashing

Immunities psychic, paralyzed, poisoned, Polymorph, unconscious, stunned

Vulnerabilities Vulnerability to Electricity

Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages -

Challenge	5	9	13	17
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Special Abilities & Qualities	Saving Throw	Constitution DC 15	Saving Throw	Constitution DC 16	Saving Throw	Constitution DC 18	Saving Throw	Constitution DC 20
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Disease Purple Pox: inhaled or injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d2 Wisdom damage and 1d2 Constitution damage; cure 2 consecutive saves. A creature that dies of the purple pox becomes bloated over the course of 24 hours, after which its body bursts open, releasing a fully grown myceloid. Additionally, as long as a creature takes at least 7 points of Wisdom damage from the purple pox, it must make a DC 15 Wisdom save each day to avoid becoming affected by a lesser geas (no HD limit) that compels the sickly character to seek out the nearest myceloid colony in order to offer itself up for spore domination. Ability damage suffered from this condition must be restored via a restoration spell or more powerful healing magic.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Spore Cloud Once per day as a standard action, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox disease—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

Special Abilities & Qualities

Spore Domination This spell-like ability functions as charm monster, but functions only against creatures currently infected with purple pox.

Special Abilities & Qualities

Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Standard Actions

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8/19-00 (15) slashing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



MYRMECOLEON



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Plains or Hills
Rarity	Rare
Role	Brute / Solo
Organization	Solitary
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	88	147	209	287
Speed	30 ft. Burrow 20 ft. Climb 20 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 8 (-1)	DEX 4 (-3)	DEX 8 (-1)	DEX 6 (-2)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Acid			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered to this effect is restored following a long rest.			
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 5d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 4d6 Death Throes When a myrmecoleon is slain, its body explodes, releasing the acids that churn within it. All creatures within a 20-foot-radius burst take acid damage (Dexterity save halves).	Saving Throw Dexterity DC 17 Damage 6d6	Saving Throw Dexterity DC 19 Damage 8d6	Saving Throw Dexterity DC 21 Damage 12d6
Special Abilities & Qualities	Saving Throw DC 15 Damage 5d6 Scalding Spray With Recharge 2, a myrmecoleon can eject a 60-foot cone of acidic chemicals from its mouth. Creatures caught in the blast take acid damage and are blinded for 10 minutes (Dexterity save halves damage and negates blindness). Following the initial blast, the chemicals vaporize into a thick and noxious cloud 20 feet high with a 40-foot radius. Within the cloud, all sight is obscured beyond 5 feet. Furthermore, any living creature within the area of effect must succeed at a Constitution save or become nauseated for as long as it remains in the cloud and for 1d4+1 rounds after it leaves the cloud. Any creature that succeeds at its save but remains in the cloud must continue to save each round on the myrmecoleon's turn. This is a poison effect.	Saving Throw DC 17 Damage 7d6	Saving Throw DC 19 Damage 10d6	Saving Throw DC 21 Damage 14d6
Standard Actions	Mandibles Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+6/19-00 (20) bludgeoning damage.	Mandibles Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+6/19-00 (24) bludgeoning damage.	Mandibles Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 8d6+8/19-00 (36) bludgeoning damage.	Mandibles Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 12d6+11/19-00 (53) bludgeoning damage.
Special Actions	Saving Throw Reflex DC 15 Damage 3d8 Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 2d8+13 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.	Saving Throw Reflex DC 17 Damage 4d8	Saving Throw Reflex DC 19 Damage 6d8	Saving Throw Reflex DC 21 Damage 8d8
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



NAGA (DARK)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any Underground
Rarity	Rare
Role	Controller / Elite
Organization	Solitary or Nest (2-4x)
Treasure	Standard

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	45	92	151	222
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, lawful evil	Large aberration, lawful evil	Large aberration, lawful evil	Huge aberration, lawful evil
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	poisoned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Giant, Goblin, Halfling, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	Guarded Thoughts Dark nagas are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants advantage on all saves against charm effects.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 22	Saving Throw Constitution DC 26
	Poison Sting-injury; save Constitution; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) piercing damage.</p> <p>Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d4+2 (4) piercing damage.</p> <p>Sting Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d4+2 (7) piercing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Sting Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+6 (16) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>detect thoughts (at will)</i>			
Spellcasting	Sorcerer Spells (CL 6)	Sorcerer Spells (CL 10)	Sorcerer Spells (CL 14)	Sorcerer Spells (CL 18)
	<i>blink; lightning bolt; invisibility; scorching ray; expeditious retreat; magic missile; ray of enfeeblement; shield; silent image; detect magic; light; mage hand; ray of frost</i>			
Possessions	-			



NAGA (GUARDIAN)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Plains
Rarity	Rare
Role	Controller / Elite
Organization	Solitary, Pair, or Nest (3-6x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	62	114	185	276
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, lawful good	Large aberration, lawful good	Large aberration, lawful good	Huge aberration, lawful good
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 20 (+5)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Celestial, Common, Dwarven, Elvish, Orc			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21	Saving Throw Constitution DC 25	Saving Throw Constitution DC 27
	Poison Bite-injury or spit-contact; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect is restored following a long rest.			
Special Abilities & Qualities	Spit A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.			

**Low****Moderate****Advanced****Elite****Standard Actions**

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+5 (10) piercing damage.

Spit Ranged weapon attack: +5 to hit, one target. Hit 1d1 (2) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

Spit Ranged weapon attack: +5 to hit, one target. Hit 1d1 (2) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing damage.

Spit Ranged weapon attack: +4 to hit, one target. Hit 1d1 (2) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.

Spit Ranged weapon attack: +4 to hit, one target. Hit 1d1 (2) bludgeoning damage.

Spellcasting**Sorcerer Spells (CL 8)**

invisibility; dispel magic; lightning bolt; detect thoughts; lesser restoration (lesser); scorching ray; see invisibility; cure wounds; divine favor; expeditious retreat; mage armor; magic missile; detect magic; light; mage hand; ray of frost

Sorcerer Spells (CL 12)**Sorcerer Spells (CL 16)****Sorcerer Spells (CL 20)**

Illustration 1: Naga



NAGA (LUNAR)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary or Nest (2-4x)			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	28	64	136	217
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, chaotic neutral	Large aberration, chaotic neutral	Large aberration, chaotic neutral	Huge aberration, chaotic neutral
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 18 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo, Common			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 26
	Hypnosis Once per day, by weaving and coiling its body and hissing as a standard action, a lunar naga can cause its scales to shimmer and glow with moonlike radiance. All creatures within 30 feet must make a Wisdom save to avoid becoming fascinated. The lunar naga can maintain this fascination effect as long as it concentrates; fascinated creatures follow the still-glowing naga if it moves as long as it maintains the effect by concentrating.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 2	Saving Throw Constitution DC 26
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Constitution damage and 1 Wisdom damage; cure 1 save. Ability damage lost to this effect is restored following a long rest.			
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d10 (10) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+2 (9) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d6+6 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer Spells (CL 6)	Sorcerer Spells (CL 8)	Sorcerer Spells (CL 12)	Sorcerer Spells (CL 16)
	<i>invisibility; scorching ray; charm person; expeditious retreat; magic missile; ray of enfeeblement; detect magic; disrupt undead; mage hand; prestidigitation; ray of frost</i>			
Possessions	-			



NAGA (ROYAL)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Rare
Role	Controller / Elite
Organization	Solitary
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	50	80	146	276
Speed	45 ft.			
Size, Type, Alignment	Large aberration, lawful neutral	Large aberration, lawful neutral	Huge aberration, lawful neutral	Gargantuan aberration, lawful neutral
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Celestial, Common, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	<p>Bleed You can cause wounds that continue to bleed, inflicting an additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.</p> <p>Change Shape A royal naga can use this ability to take one of five specific humanoid forms. Each of these forms has a unique appearance (such as a female dwarf with red hair, an elderly male human, and so on) and the naga can only use this ability to assume these five forms. The naga can still use its dual gaze in humanoid form.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22	Saving Throw Constitution DC 28
	Dual Gaze A royal naga has a piercing stare capable of crippling those that meet its gazes. The creature has two gaze attacks and can switch between them as a move action. One gaze causes those that succumb to it to become permanently blinded, while the other causes those that succumb to be permanently deafened. A Constitution save negates the effects of either gaze; otherwise, the effects are permanent until cured. Royal nagas generally prefer to keep their deafening gaze active, switching to the blindness gaze once combat begins and some of their foes have already been deafened, since those who are blinded can no longer be harmed by gaze attacks.			
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 2d8	Damage 3d10
	Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+6 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+6 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+10 (24) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer Spells (CL 8)	Sorcerer Spells (CL 10)	Sorcerer Spells (CL 14)	Sorcerer Spells (CL 18)
	<i>arcane eye; charm monster; blink; dispel magic; suggestion; acid arrow; alter self; invisibility; scorching ray; charm person; mage armor; magic missile; ray of enfeeblement; shield; detect magic; mage hand; message</i>			
Possessions	-			



NAGA (SPIRIT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Marshes			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary or Nest (2-4x)			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	58	100	177	266
Speed	40 ft. Swim 20 ft.			
Size, Type, Alignment	Large aberration, chaotic evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal, Common, Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 24	Saving Throw Wisdom DC 28
	Charming Gaze As charm person, range 30 feet, single target, Wisdom save negates.			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 24	Saving Throw Constitution DC 28
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 1 save. Ability damage suffered from this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer Spells (CL 8)	Sorcerer Spells (CL 10)	Sorcerer Spells (CL 14)	Sorcerer Spells (CL 18)
	<i>blink; fireball; invisibility; charm person; cure wounds; divine favor; magic missile; shield of faith; detect magic; mage hand; ray of frost</i>			
Possessions	-			



NAGA (WATER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Water			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Nest (3-4x)			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	30	74	134	209
Speed	30 ft. Swim 50 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 20 (+5)	DEX 18 (+4)	DEX 21 (+5)	DEX 20 (+5)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 22 (+6)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19	Saving Throw Constitution DC 23	Saving Throw Constitution DC 27
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 saves. Ability damage suffered from this effect is recovered following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+4 (10) piercing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7 (18) piercing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+3 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+9 (23) piercing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+4 (14) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	<p>Sorcerer Spells (CL 6)</p> <p><i>protection from energy; suggestion; acid arrow; invisibility; mirror image; expeditious retreat; magic missile; shield; true strike; acid splash; detect magic; light; mage hand</i></p>	<p>Sorcerer Spells (CL 8)</p>	<p>Sorcerer Spells (CL 12)</p>	<p>Sorcerer Spells (CL 16)</p>
Possessions	-			



NAGAJI



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Uncommon
Role	Soldier / Normal
Organization	Solitary, Pair, or Squad (3-10x)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	11	43	93	146
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Large humanoid, neutral evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 22 (+6)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.
Languages	Common, Draconic			
Challenge	1	6	10	14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Halberd Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10x3 (1) slashing damage.</p> <p>Heavy Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d10/19+00 (10) piercing damage.</p> <p>Dagger Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19+00 (3) piercing damage.</p>	<p>Halberd Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d8+8/x3 (17) bludgeoning damage.</p> <p>Heavy Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d10/19+00 (10) piercing damage.</p> <p>Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d4/19+00 (3) piercing damage.</p>	<p>Halberd Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+14/19+00/x3 (23) bludgeoning damage.</p> <p>Heavy Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d10/19+00 (10) piercing damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4/19+00 (3) piercing damage.</p>	<p>Halberd Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+26/19+00/x3 (40) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+10/19+00 (14) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d6+10/19+00 (14) piercing damage.</p> <p>Crossbow, Heavy Ranged weapon attack: +1 to hit, one target. Hit 2d8/19+00 (9) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Halberd; chainmail; heavy crossbow; crossbow bolts (10x); dagger			



NARWHAL



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Cold Oceans
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Pod (3-18x) / Companion
Treasure	None

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	14 (natural armor ⁵)	16 (natural armor ⁷)	18 (natural armor ⁷)
Hit Points	13	46	99	160
Speed	Swim 80 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Hold Breath Narwhals are expert deep divers, and a narwhal can hold its breath 36 minutes equal to 2 times its Constitution score.			
Standard Actions	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



NECROPHIDIUS



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Leader / Minion
Organization	Solitary or Coil (2-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	35	40	72	101
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Will DC 12	Saving Throw Will DC 13	Saving Throw Will DC 14	Saving Throw Will DC 15
	Dance of Death A necrophidius can entrance opponents by swaying back and forth as a full-round action. All creatures within 30 feet who can see the necrophidius when it uses its dance of death must succeed on a Wisdom save or be dazed for 2d4 rounds. This is a mind-affecting effect.			
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
	Paralysis Any living creature that is bitten by a necrophidius must succeed on a Constitution save or be paralyzed for 1d4 rounds.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



NEH-THALGGU



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Controller / Normal
Organization	Solitary
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	74	117	200	280
Speed	10 ft. Fly 40 ft. (Perfect)			
Size, Type, Alignment	Large aberration, chaotic evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 18 (+4)	CON 18 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Confusion Effects			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal, Aklo, Common, Draconic, Protean, Undercommon, Telepathy 100 ft.			
Challenge	6	10	14	18

Special Abilities & Qualities

Brain Collection A neh-thalggu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to AC, concentration checks, and informational checks. A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalggu that has fewer than seven brains gains one negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 18 Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage and staggered; cure 2 consecutive saves. Ability damage suffered to this effect is recovered following a long rest.	Saving Throw Constitution DC 20	Saving Throw Constitution DC 25	Saving Throw Constitution DC 29
Special Abilities & Qualities	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage. Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+9 (14) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) piercing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer Spells (CL 8) <i>hold person; lightning bolt; acid arrow; alter self; invisibility; grease; magic missile; ray of enfeeblement; shield; unseen servant; acid splash; dancing lights; detect magic; mage hand; prestidigitation</i>	Sorcerer Spells (CL 10)	Sorcerer Spells (CL 14)	Sorcerer Spells (CL 18)
Possessions	-			



NEOTHELID



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Rare

Role

Controller / Solo

Organization

Solitary, Pair, or Cult (3-5x+)

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class

20

(natural armor)

21

(natural armor)

21

(natural armor)

21

(natural armor)

Hit Points

92

148

235

376

Speed

30 ft. Fly 60 ft. (Good)

Size, Type, Alignment

Huge aberration, chaotic evil

Huge aberration, chaotic evil

Gargantuan aberration, chaotic evil

Gargantuan aberration, chaotic evil

Ability Scores / Saves

STR 18 (+4)

STR 20 (+5)

STR 22 (+6)

STR 26 (+8)

DEX 9 (-1)

DEX 9 (-1)

DEX 5 (-3)

DEX 7 (-2)

CON 16 (+3)

CON 17 (+3)

CON 19 (+4)

CON 23 (+6)

INT 14 (+2)

INT 14 (+2)

INT 14 (+2)

INT 17 (+3)

WIS 13 (+1)

WIS 13 (+1)

WIS 13 (+1)

WIS 17 (+3)

CHA 18 (+4)

CHA 18 (+4)

CHA 18 (+4)

CHA 20 (+5)

Saving Throws

-

-

-

-

Resistances

all physical attacks except cold iron

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +15, Blindsight 120 ft., Darkvision 60 ft.

Passive Perception +15, Blindsight 120 ft., Darkvision 60 ft.

Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft.

Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.

Languages

Aklo, Terran, Undercommon

Challenge

10

15

20

24

Special Abilities & Qualities

Saving Throw
Dexterity DC 18

Saving Throw
Dexterity DC 19

Saving Throw
Dexterity DC 20

Saving Throw
Dexterity DC 23

Damage 6d10

Damage 8d10

Damage 12d10

Damage 1610

Breath Weapon A neothelid can as a standard action unleash a 50-ft. cone of acid with Recharge 2 dealing acid damage. A Dexterity save halves the damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 18 Damage 6d10	Saving Throw Wisdom DC 19 Damage 10d10	Saving Throw Wisdom DC 20 Damage 15d10	Saving Throw Wisdom DC 23 Damage 20d10
	Mind Thrust As a standard action up to three times a day, a neothelid can deliver a massive blast of mental energy at any one target within 60 feet, inflicting psychic damage. A successful Wisdom save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect.			
Special Abilities & Qualities	Saving Throw Wisdom DC 18 Save Damage 2d6	Saving Throw Wisdom DC 19 Save Damage 4d6	Saving Throw Wisdom DC 20 Save Damage 6d6	Saving Throw Wisdom DC 24 Save Damage 8d6
	Psychic Crush As a standard action up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a Wisdom save or collapse, becoming unconscious and dying at -1 hit points. If the target succeeds on the save, it takes psychic damage and is sickened for 1 round. This is a mind-affecting effect.			
Special Abilities & Qualities	Saving Throw DC 18 Damage 2d8	Saving Throw DC 19 Damage 3d8	Saving Throw DC 20 Damage 5d8	Saving Throw DC 23 Damage 7d8
	Swallow Whole If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.			
Standard Actions	Tongue Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Tongue Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+12/19-00 (19) bludgeoning damage.	Tongue Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+10/19-00 (20) bludgeoning damage.	Tongue Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+14/19-00 (35) bludgeoning damage.
Special Actions	Trace Teleport A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to “seen casually.” This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.			
Innate Spellcasting	<i>charm monster (at will); detect thoughts (at will); poison (at will); suggestion (at will); telekinesis (at will); teleport (at will)</i>			
Spellcasting	-			
Possessions	-			



NEPENDIS



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests
Rarity	Rare
Role	Brute / Normal
Organization	Solitary, Pair, or Troop (3-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	40	82	154	264
Speed	40 ft. Climb 30 ft.			

Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
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Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 11 (+0)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Giant
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Challenge	4	8	12	16
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Special Abilities & Qualities **Abduct** When a nependis successfully grabs a creature at least two size categories smaller than itself, on that turn it can spend a swift action to move up to its speed. This movement provokes attacks of opportunity as normal. A nependis that succeeds at a second grapple check against the opponent can move up to its full speed as a swift action instead of up to half its speed.

Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 21
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Roar A nependis can let out a savage roar. Nependises within 60 feet gain advantage on attack rolls, saving throws, and weapon damage rolls for 1d4 rounds. All other creatures other within range of the roar become shaken for 1d4 rounds (Wisdom save negates); this is a mind-affecting sonic fear effect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10 (16) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d4+9 (12) slashing damage.</p> <p>Gore Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d10+13 (18) piercing damage.</p>	<p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+11 (14) slashing damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+16 (23) slashing damage.</p> <p>Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+24 (38) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



NEPHILIM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Hills
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Tribe (3-8x)
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	52	107	196	279
Speed	30 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	6	11	15	19
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Damage 3d6	Damage 4d6	Damage 5d6	Damage 7d6

Crushing Blow When a nephilim makes a successful critical hit with a melee attack, the target must make a Constitution save or take additional psychic and be staggered for 1 round.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Wisdom DC 16

Saving Throw

Wisdom DC 17

Saving Throw

Wisdom DC 19

Saving Throw

Wisdom DC 21

Mortal Challenge When a nephilim spends a standard action to roar a battle challenge, all humanoids and monstrous humanoids within 100 feet of the nephilim must make a Wisdom save to avoid becoming frightened for 5d6 rounds. On a successful save, the creatures only become shaken for that time. Creatures with more HD than the nephilim become shaken if they fail their save, and suffer no effect if they succeed. A creature that succeeds at the save is immune to that nephilim's mortal challenge for 24 hours. This is a mind-affecting fear effect.

Standard Actions**Longsword** Melee

weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+8/19-00 (12) slashing damage.

Spear Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 1d8+7/x3 (12) piercing damage.

Slams Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Longsword Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8/19-00 (12) slashing damage.

Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

Spear Ranged weapon attack: +0 to hit, one target. Hit 1d8+7/x3 (12) piercing damage.

Slams Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Longsword Melee

weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11/19-00 (16) slashing damage.

Spear Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10/x3 (14) piercing damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 1d8+10/x3 (14) piercing damage.

Slams Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

Longsword Melee

weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+15/19-00 (26) slashing damage.

Slams Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Spear Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+20/x3 (30) piercing damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 3d6+14/x3 (24) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Longsword; spear (2x)



NEREID



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Aquatic
Rarity	Uncommon
Role	Skirmisher / Elite
Organization	Solitary or Troupe (1x+)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	18 (natural armor)	18 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	57	138	209	301
Speed	30 ft. Swim 60 ft.			

Size, Type, Alignment	Small fey, chaotic neutral	Medium fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
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Ability Scores / Saves	STR	5 (-3)	STR	9 (-1)	STR	13 (+1)	STR	17 (+3)
	DEX	20 (+5)	DEX	22 (+6)	DEX	24 (+7)	DEX	23 (+6)
	CON	17 (+3)	CON	19 (+4)	CON	21 (+5)	CON	23 (+6)
	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)	INT	16 (+3)
	WIS	18 (+4)	WIS	18 (+4)	WIS	20 (+5)	WIS	20 (+5)
	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except cold iron			
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Immunities	Cold, poisoned			
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Vulnerabilities	<p>Shawl A nereid's shawl (AC 11, hp 6) contains a portion of her life force. If the shawl is ever destroyed, the nereid takes 1d6 points of Constitution drain per hour until she dies. A nereid can craft a new shawl from water by making a Wisdom save, but each attempt takes 1d4 hours to complete. Attempts to destroy or steal a nereid's shawl require the sunder or disarm attempts.</p>			
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Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
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Languages	Aquan, Common, Sylvan			
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Challenge	6	12	16	20
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Special Abilities & Qualities	Saving Throw	Wisdom DC 17	Saving Throw	Wisdom DC 18	Saving Throw	Wisdom DC 20	Saving Throw	Wisdom DC 22
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Beguiling Aura Any creature sexually attracted to women runs the risk of being beguiled by a nereid if it looks upon her beauty from a distance of 30 feet or less. If the creature fails a Wisdom save, it is immediately fascinated. A nereid may use her suggestion spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.

Special Abilities & Qualities

Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
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Drowning Kiss A nereid can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a Constitution save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to -1 hit points and be dying; on the third round it must save again or die.

Special Abilities & Qualities

Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
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Poison Touch or spray - contact; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage plus blindness; cure 2 consecutive saves. Ability damage suffered to this effect is restored following a long rest.

Standard Actions

Spray Ranged weapon attack: +6 to hit, one target. Hit 1d1+2 (3) bludgeoning damage.

Spray Ranged weapon attack: +6 to hit, one target. Hit 1d1 (2) bludgeoning damage.

Spray Ranged weapon attack: +5 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.

Spray Ranged weapon attack: +5 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.

Touch Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.

Touch Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d1+2 (3) bludgeoning damage.

Touch Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d1+4 (5) bludgeoning damage.

Special Actions

Transparent When underwater, a nereid's body becomes transparent, effectively rendering her invisible. She can become visible or transparent at will as a free action.

Legendary Actions

-

Innate Spellcasting

control water (at will); suggestion (only against creatures that are currently fascinated by her beguiling aura) (at will); summon monster (water elementals only) (3/day)

Spellcasting

-

Possessions

-



NIGHTGAUNT



⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

Terrain	Any Mountains (Dimension of Dreams)
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Flight (3-12x), or Colony (13-20x)
Treasure	None

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	37	66	130	200
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Gaze Attacks, Inhaled poisonings, Scent-Based Attacks			
Vulnerabilities	-			
Senses	Passive Perception +11, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.
Languages	Aklo (cannot speak)			
Challenge	5	9	13	17
Special Abilities & Qualities	Faceless A nightgaunt has no face, but can still see in all directions as if its entire body were an eye. It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe, and is immune to all inhaled and scent-based effects.			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Tickle As a swift action, a nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a Constitution save or be nauseated for 1 round.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10/19-00 (14) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) slashing damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



NIGHTMARE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	52	83	135	204
Speed	40 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Large fiend, neutral evil	Large fiend, neutral evil	Large fiend, neutral evil	Huge fiend, neutral evil
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Abyssal, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Flaming Hooves A nightmare's flaming hooves do additional fire damage on a successful strike.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Smoke In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Constitution save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+4 (6) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage. Hoof Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>plane shift (self plus rider) (1/day)</i>			
Spellcasting	-			
Possessions	-			



NIGHTMARE (CAUCHEMAR)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any
Rarity	Rare
Role	Skirmisher / Elite
Organization	Solitary
Treasure	None

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	57	92	151	263
Speed	40 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Large fiend, neutral evil	Large fiend, neutral evil	Huge fiend, neutral evil	Gargantuan fiend, neutral evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Abyssal, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.			
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Flaming Hooves A nightmare's flaming hooves do additional fire damage on a successful strike.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Smoke In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Constitution save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+9 (14) piercing damage. Hoof Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+9 (14) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage. Hoof Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage. Hoof Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+7 (21) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>etherealness (self plus rider) (1/day); plane shift (self plus rider) (1/day)</i>			
Spellcasting	-			
Possessions	-			



NIGHTTRIPPER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Leader / Solo
Organization	Solitary
Treasure	Triple

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	104	285	528	761
Speed	60 ft.			
Size, Type, Alignment	Small fiend, chaotic evil	Small fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 20 (+5)	DEX 22 (+6)	DEX 23 (+6)	DEX 24 (+7)
	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)	CON 31 (+10)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-			
Resistances	Acid, all physical attacks except cold iron and good			
Immunities	Charm, Compulsion, Electricity, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.	Passive Perception +24, Darkvision 60 ft.
Languages	Abyssal, Celestial, Common, Draconic, Telepathy 400 ft.			
Challenge	8	18	27	31

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Telepathy You can mentally communicate with any other creature within 400 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Wisdom DC 18

Saving Throw

Wisdom DC 22

Saving Throw

Wisdom DC 26

Saving Throw

Wisdom DC 29

Curse of the Death Once per round, as a free action as he kills a living creature, the Demon can choose to afflict that target with the curse of living death. The target can resist this curse with a successful Wisdom save right before it dies, allowing the victim to die normally. If the victim fails its save, it enters a sort of half-living state; it becomes completely helpless, unable to take any actions whatsoever, but remains conscious and aware of the world, and of the pain in its body. It cannot be resurrected or otherwise restored to life until the curse is lifted. While the curse remains in effect, the victim takes 1d4 points of Intelligence, Wisdom, and Charisma drain every day as any lingering shreds of sanity are blasted away. When each ability score is drained to zero, the DC of the curse increases by +4. A character suffering the curse of living death can remain in this state forever, but as long as any one of her mental ability scores is at zero, she is capable only of enduring pain and cannot observe the world around her. Even if the character's body is destroyed, the cursed victim's consciousness remains as a disembodied and invisible presence at the site of this destruction, and cannot be resurrected or released to the afterlife.

Special Abilities & Qualities**Nascent Demon Lord Traits**

Once per day, Nightripper can summon any demon or combination of demons whose total combined CR is 20 or lower. This ability always works, and is equivalent to a 9th-level spell. Nightripper's natural weapons, as well as any weapon he wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.

Special Abilities & Qualities**Regeneration**

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Standard Actions**Bastard Sword** Melee

weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8/17-00 (12) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10 (16) slashing damage.

Talons Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+10 (12) slashing damage.

Bastard Sword Melee

weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10/15-00 (14) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10/19-00 (16) slashing damage.

Talons Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+10/19-00 (12) slashing damage.

Bastard Sword Melee

weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d10+18/15-00 (24) slashing damage.

Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.

Talons Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Bastard Sword Melee

weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d8+22/15-00 (31) slashing damage.

Claw Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 4d6+13/19-00 (27) slashing damage.

Talons Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+6/19-00 (13) slashing damage.

Special Actions**Saving Throw**

Wisdom DC 18

Saving Throw

Wisdom DC 22

Saving Throw

Wisdom DC 26

Saving Throw

Wisdom DC 29

Slowing Gaze Slowed (as per Slow) for 1 round, range 30 ft, single target; Wisdom save negates.

Innate Spellcasting

blade barrier (3/day); (at will); harm (3/day); phantasmal killer (at will); reverse gravity (3/day); stelekinesis (at will); teleport (at will); time stop (1/day); weird (1/day)

Spellcasting

-

Possessions

Bastard sword



NIGHTSHADE (NIGHTWALKER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Negative Energy Plane)
Rarity	Rare
Role	Controller / Solo
Organization	Solitary, Pair, or Gang (3-4x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

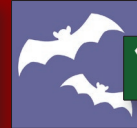
	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	93	154	261	358
Speed	40 ft., Air Walk			
Size, Type, Alignment	Large undead, chaotic evil	Large undead, chaotic evil	Huge undead, chaotic evil	Gargantuan undead, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 29 (+9)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 19 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and silver			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Light Aversion A nightshade in bright light becomes sickened - the penalties from this condition are doubled when the nightshade is in natural sunlight.			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
Languages	Abyssal, Common, Infernal, Telepathy 100 ft.			
Challenge	8	13	21	25
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 23
	Damage 4d6	Damage 6d6	Damage 9d6	Damage 12d6

Channel Negative Energy A nightshade can channel negative energy as a cleric of a level equal to its base CR. It can use this ability a number of times equal to 3 + its Charisma modifier. You can unleash a wave of negative energy. You must choose to deal necrotic/negative energy damage to living creatures or to heal undead creatures. Creatures that take damage from channeled energy receive a Wisdom save to halve the damage. You can use this ability 10 times per day.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Cold This creature inflicts additional cold damage with each successful claw attack.			
Special Abilities & Qualities	Darksense Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.			
Special Abilities & Qualities	Desecrating Aura All nightshades have a 30-foot-radius emanation equivalent to a desecrate spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain advantage on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by dispel evil, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by consecrate or hallow; both effects are negated within any overlapping area of effect.			
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+18/19-00 (25) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+15/19-00 (26) slashing damage.	Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 6d6+20/19-00 (41) slashing damage.
Special Actions	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23
Special Actions	Fear Gaze Cover in fear for 1 round, range 30 feet, 1 target, Wisdom save negates. This is a mind-affecting fear effect.			
Special Actions	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Legendary Actions	-			
Innate Spellcasting	<i>wind walk (at will); cone of cold (1/day); confusion (3/day); contagion (at will); detect magic (at will); finger of death (1/day); haste (3/day); hold monster (3/day); invisibility (3/day); magic fang (at will); plane shift (1/day); summon greater demon (4 greater shadows) (1/day)</i>			
Spellcasting Possessions	-			



NIGHTSHADE (NIGHTCRAWLER)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any (Negative Energy Plane)
Rarity	Rare
Role	Lurker / Solo
Organization	Solitary or Pair
Treasure	Standard

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	110	207	326	436
Speed	30 ft. Burrow 60 ft., Air Walk			
Size, Type, Alignment	Huge undead, chaotic evil	Huge undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 28 (+9)	STR 32 (+10)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 19 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and silver			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Light Aversion A nightshade in bright light becomes sickened - the penalties from this condition are doubled when the nightshade is in natural sunlight.			
Senses	Passive Perception +17, Darkvision 120 ft., Tremorsense 120 ft.	Passive Perception +19, Darkvision 120 ft., Tremorsense 120 ft.	Passive Perception +22, Darkvision 120 ft., Tremorsense 120 ft.	Passive Perception +24, Darkvision 120 ft., Tremorsense 120 ft.
Languages	Abyssal, Common, Infernal, Telepathy 100 ft.			
Challenge	8	16	25	29
Special Abilities & Qualities	Saving Throw Constitution DC 17 Damage 4d6	Saving Throw Constitution DC 19 Damage 6d6	Saving Throw Constitution DC 22 Damage 9d6	Saving Throw Constitution DC 24 Damage 12d6

Channel Negative Energy A nightshade can channel negative energy as a cleric of a level equal to its base CR. It can use this ability a number of times equal to 3 + its Charisma modifier. You can unleash a wave of negative energy. You must choose to deal necrotic/negative energy damage to living creatures or to heal undead creatures. Creatures that take damage from channeled energy receive a Wisdom save to halve the damage. You can use this ability 10 times per day.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 4d6
	Cold This creature inflicts additional cold damage with each successful claw attack.			
Special Abilities & Qualities	Darksense Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.			
Special Abilities & Qualities	Desecrating Aura All nightshades have a 30-foot-radius emanation equivalent to a desecrate spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain advantage on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by dispel evil, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by consecrate or hallow; both effects are negated within any overlapping area of effect.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+15 (33) piercing damage. Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d4+15 (25) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+18/19-00 (36) piercing damage. Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d4+18/19-00 (28) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d10+18/19-00 (40) piercing damage. Sting Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.	Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 12d8+23/19-00 (77) piercing damage. Sting Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 8d6+23/19-00 (51) piercing damage.
Special Actions	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 24
	Fear Gaze Cover in fear for 1 round, range 30 feet, 1 target, Wisdom save negates. This is a mind-affecting fear effect.			
Special Actions	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Special Actions	Energy Drain A creature that has been swallowed whole by a nightcrawler loses 1d10 from their maximum and current hit points each round. The maximum hit point reduction is restored to normal following a long rest.			
Special Actions	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22	Saving Throw Constitution DC 24
	Poison Sting - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage and 1d10 subtracted from current and maximum hit points; cure 3 consecutive saves. Maximum hit point reduction is restored to normal following a long rest.			
Special Actions	Saving Throw DC 17	Saving Throw DC 19	Saving Throw DC 22	Saving Throw DC 24
	Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.			
Innate Spellcasting	<i>wind walk (at will); confusion (3/day); contagion (at will); detect magic (at will); finger of death (1/day); haste (3/day); hold monster (3/day); invisibility (at will); magic fang (at will); plane shift (1/day); summon greater demon (6 greater shadows) (1/day)</i>			
Spellcasting Possessions	-			



NIGHTSHADE (NIGHTWAVE)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any (Negative Energy Plane)
Rarity	Rare
Role	Controller / Solo
Organization	Solitary
Treasure	Standard

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	22 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	123	230	414	533
Speed	Swim 60 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil
Ability Scores / Saves	STR 24 (+7)	STR 24 (+7)	STR 32 (+10)	STR 34 (+10)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and silver			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Light Aversion A nightshade in bright light becomes sickened - the penalties from this condition are doubled when the nightshade is in natural sunlight.			
Senses	Passive Perception +17, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.	Passive Perception +23, Darkvision 120 ft.	Passive Perception +24, Darkvision 120 ft.
Languages	Abyssal, Common, Infernal, Telepathy 100 ft.			
Challenge	8	16	29	33
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 24	Saving Throw Constitution DC 25
	Damage 4d6	Damage 6d6	Damage 9d6	Damage 12d6

Channel Negative Energy A nightshade can channel negative energy as a cleric of a level equal to its base CR. It can use this ability a number of times equal to 3 + its Charisma modifier. You can unleash a wave of negative energy. You must choose to deal necrotic/negative energy damage to living creatures or to heal undead creatures. Creatures that take damage from channeled energy receive a Wisdom save to halve the damage. You can use this ability 10 times per day.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d4**Damage** 2d6**Damage** 4d6**Cold** This creature inflicts additional cold damage with each successful claw attack.**Special Abilities & Qualities****Darksense** Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.**Special Abilities & Qualities****Desecrating Aura** All nightshades have a 30-foot-radius emanation equivalent to a desecrate spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain advantage on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by dispel evil, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by consecrate or hallow; both effects are negated within any overlapping area of effect.**Standard Actions****Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 5d8+21 (44) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 5d8+21/19-00 (44) piercing damage.**Bite** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 5d10+22/19-00 (50) piercing damage.**Bite** Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 10d8+25/19-00 (70) piercing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+21 (35) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+21/19-00 (35) bludgeoning damage.**Tail Slap** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+12/19-00 (30) bludgeoning damage.**Tail Slap** Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 8d6+14/19-00 (42) bludgeoning damage.**Special Actions****Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.**Special Actions****Energy Drain** A creature that has been swallowed whole by a nightcrawler loses 1d10 from their maximum and current hit points each round. The maximum hit point reduction is restored to normal following a long rest.**Special Actions****Saving Throw** Constitution DC 18**Saving Throw** Constitution DC 20**Saving Throw** Constitution DC 24**Saving Throw** Constitution DC 25**Damage** 3d6**Damage** 4d6**Damage** 6d6**Damage** 8d6**Blackest Depths** The waters in which a nightwave swims become as chill, dark, and heavy as those in the ocean's deepest reaches. All waters within 60 feet are completely dark (as deeper darkness), and creatures within this radius take 6d6 points of damage (half cold, half bludgeoning) at the end of their turn each round if they remain in the area at this time. A DC 37 Fortitude save negates the crushing damage. Incorporeal creatures and creatures with the aquatic or water subtypes native to deep waters do not take this damage, and freedom of movement protects completely against the damage. Any magical light effect within this radius at the beginning of the nightwave's turn is dispelled (treat as greater dispel magic). This effect does not extend out of the water.**Special Actions****Saving Throw** DC 18**Saving Throw** DC 20**Saving Throw** DC 24**Saving Throw** DC 25**Swallow Whole** The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.**Innate Spellcasting***confusion (at will); contagion (at will); detect magic (at will); finger of death (3/day); fly (at will); haste (3/day); hold monster (3/day); invisibility (at will); magic fang (at will); plane shift (1/day); see invisibility (at will); summon monster (1 nightwing) (1/day); power word kill (1/day)*

NIGHTSHADE (NIGHTWING)



Low

Moderate

Advanced

Elite

Terrain

Any (Negative Energy Plane)

Rarity

Rare

Role

Leader / Solo

Organization

Solitary, Pair, or Flight (3-6x)

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class **20** (natural armor) **20** (natural armor) **20** (natural armor) **21** (natural armor)

Hit Points **86** **136** **189** **281**

Speed 30 ft. Fly 60 ft. (Good)

Size, Type, Alignment

Large undead, chaotic evil

Large undead, chaotic evil

Huge undead, chaotic evil

Gargantuan undead, chaotic evil

Ability Scores / Saves

	Low	Moderate	Advanced	Elite
STR	20 (+5)	20 (+5)	22 (+6)	27 (+8)
DEX	18 (+4)	18 (+4)	16 (+3)	17 (+3)
CON	10 (+0)	10 (+0)	10 (+0)	10 (+0)
INT	16 (+3)	16 (+3)	16 (+3)	18 (+4)
WIS	18 (+4)	18 (+4)	18 (+4)	20 (+5)
CHA	18 (+4)	18 (+4)	18 (+4)	20 (+5)

Saving Throws

-

-

-

-

Resistances all physical attacks except good and silver

Immunities Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned

Vulnerabilities

Light Aversion A nightshade in bright light becomes sickened - the penalties from this condition are doubled when the nightshade is in natural sunlight.

Senses

Passive Perception +17, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Passive Perception +20, Darkvision 60 ft.

Passive Perception +22, Darkvision 60 ft.

Languages

Abysal, Common, Infernal, Telepathy 100 ft.

Challenge

8

12

17

21

Special Abilities & Qualities

Saving Throw
Constitution DC 18
Damage 4d6

Saving Throw
Constitution DC 18
Damage 6d6

Saving Throw
Constitution DC 20
Damage 9d6

Saving Throw
Constitution DC 22
Damage 12d6

Channel Negative Energy A nightshade can channel negative energy as a cleric of a level equal to its base CR. It can use this ability a number of times equal to 3 + its Charisma modifier. You can unleash a wave of negative energy. You must choose to deal necrotic/negative energy damage to living creatures or to heal undead creatures. Creatures that take damage from channeled energy receive a Wisdom save to halve the damage. You can use this ability 10 times per day.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Damage 1d6

Damage 2d4

Damage 2d6

Damage 4d6

Cold This creature inflicts additional cold damage with each successful claw attack.

Special Abilities & Qualities

Darksense Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.

Special Abilities & Qualities

Desecrating Aura All nightshades have a 30-foot-radius emanation equivalent to a desecrate spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain advantage on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by dispel evil, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by consecrate or hallow; both effects are negated within any overlapping area of effect.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+16 (34) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+19/19-00 (37) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d10+18/19-00 (40) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 12d8+25/19-00 (79) piercing damage.

Special Actions

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special Actions

Saving Throw Wisdom 17

Saving Throw Wisdom 18

Saving Throw Wisdom 20

Saving Throw Wisdom 22

Magic Drain The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a Wisdom save or one spell effect currently affecting him immediately ends - determine which spell is drained randomly if the target is under the effects of more than one spell. The nightwing heals damage equal to twice the level of the spell drained - hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour. If a nightwing attempts to sunder a magic item with its bite, its magic-draining bite renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a Wisdom save. Damage dealt to an item is applied after the effects of magic drain are applied.

Innate Spellcasting

cone of cold (1/day); confusion (3/day); contagion (at will); detect magic (at will); finger of death (1/day); haste (3/day); hold monster (3/day); invisibility (3/day); magic fang (at will); plane shift (1/day); summon monster (2 greater shadows) (1/day)



NIGHT MONARCH (HERALD OF DREAMS)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Solo
Organization	Solitary
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	70	110	206	342
Speed	30 ft. Fly 120 ft. (Average)			
Size, Type, Alignment	Large celestial, chaotic good	Large celestial, chaotic good	Huge celestial, chaotic good	Gargantuan celestial, chaotic good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 26 (+8)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 19 (+4)
	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Immunity to Cold, Electricity, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
Languages	Auran, Celestial, Common, Languages			
Challenge	8	12	18	22

Special Abilities & Qualities **Always Armed** Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including special materials); the weapon disappears if it leaves the herald's grasp.

Special Abilities & Qualities **Emissary** Heralds can always be summoned by the faithful using greater planar ally or gate, regardless of limitations of that spell, even if it's not an outsider.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw DC 17

Saving Throw DC 18

Saving Throw DC 20

Saving Throw DC 23

Breath Weapon The Night Monarch's breath weapon creates sticky webbing (as Web universal monster ability). It can use this ability in the air to entangle flying creatures without requiring the use of anchor points to hold the web in place.

Special Abilities & Qualities

Saving Throw

Wisdom DC 17

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 23

Dream Dust As a full-round action, the Night Monarch can flutter its wings to create a 30-foot burst of dust centered on itself. This dust affects creatures as Deep Slumber, but with no HD limit (Wisdom save negates). This ability is usable with Recharge 2.

Standard Actions

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) slashing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+14 (28) slashing damage.

Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.

Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.

Wing Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+3 (10) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+7 (21) bludgeoning damage.

Special Actions

No Breath The Night Monarch does not breathe, and is immune to effects that require breathing (such as inhaled poison), and this ability is imparted onto any riders. This does not give immunity to cloud or gas attacks that do not require breathing.

Special Actions

Saving Throw DC 17

Saving Throw DC 18

Saving Throw DC 20

Saving Throw DC 23

Poison Flesh Any creature that bites the Night Monarch is exposed to Black Lotus Extract poison. Eating its flesh gives the attacker disadvantage on the poison's saving throw.

Legendary Actions

-

Innate Spellcasting

dispel magic (3/day); cure wounds (at will); dream (at will); freedom of movement (at will); hallow (1/day); hypnotic pattern (at will); plane shift (self and willing targets only) (3/day); regenerate (1/day); remove curse (3/day); lesser restoration (3/day)

Spellcasting

-

Possessions

-



NINGYO



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Warm Oceans

Rarity

Rare

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Shoal (3-22x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

14

(natural armor)

14

(natural armor)

16

(natural armor)

16

(natural armor)

Hit Points

17

50

100

160

Speed

20 ft. Swim 40 ft.

Size, Type, Alignment

Small monstrosity, neutral evil

Small monstrosity, neutral evil

Small monstrosity, neutral evil

Medium monstrosity, neutral evil

Ability Scores / Saves

STR 6 (-2)

STR 7 (-2)

STR 12 (+1)

STR 17 (+3)

DEX 11 (+0)

DEX 11 (+0)

DEX 15 (+2)

DEX 13 (+1)

CON 10 (+0)

CON 10 (+0)

CON 14 (+2)

CON 17 (+3)

INT 4 (-3)

INT 4 (-3)

INT 8 (-1)

INT 8 (-1)

WIS 13 (+1)

WIS 13 (+1)

WIS 17 (+3)

WIS 17 (+3)

CHA 9 (-1)

CHA 9 (-1)

CHA 13 (+1)

CHA 13 (+1)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +11, Darkvision 60 ft.

Passive Perception +11, Darkvision 60 ft.

Passive Perception +13, Darkvision 60 ft.

Passive Perception +13, Darkvision 60 ft.

Languages

Aquan

Challenge

2

6

10

14

Special Abilities & Qualities

Group Grappler When two or more ningyos are grappling the same creature, each gains advantage on grapple checks and a +1 bonus on grapple damage rolls.

Special Abilities & Qualities

Nocturnal Undeath The body of a ningyo never rests peacefully. Every night, an hour after sundown, an intact ningyo corpse animates; its type changes to undead (aquatic), and it gains undead immunities, and bonus hit points based on its Charisma instead of Constitution, and the Startle ability (see below). At dawn, the undead ningyo becomes a corpse again. An undead ningyo knows when the dawn is coming and attempts to find shelter so it is not discovered as a corpse. A ningyo missing a limb, head, or tail does not animate at night, but can do so if reunited with its missing body part. A ningyo corpse that is burned or torn apart and its pieces scattered does not rise as an undead.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Poison Flesh Any creature that bites a ningyo or swallows any part of it becomes poisoned. Ningyo Flesh: Ingested; save Constitution; onset 1 minute; frequency 1/minute for 4 minutes; effect 1d2 Intelligence damage; cure 2 saves. Ability damage suffered from this effect is restored following a long rest.

Special Abilities & Qualities

Swarming Up to two ningyos can share the same square at the same time. If two ningyos in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Standard Actions**Bite** Melee weapon

attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.

Claw Melee weapon

attack: -3 to hit, reach 5 ft., one target. Hit 1d3+0 (2) slashing damage.

Bite Melee weapon

attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.

Claw Melee weapon

attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.

Bite Melee weapon

attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Claw Melee weapon

attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Bite Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.

Claw Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.

Special Actions**Saving Throw**

Wisdom DC 12

Saving Throw

Wisdom DC 13

Saving Throw

Wisdom DC 16

Saving Throw

Wisdom DC 18

Startle If an undead ningyo attacks in the surprise round, its target must attempt a Wisdom save. Success means the target is shaken for 1 round; failure means it is frightened for 1d4 rounds. The target can only be affected by that ningyo's startle once every 24 hours. Creatures with 6 or more Hit Dice are immune to this ability. This is a mind-affecting fear effect.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



NIXIE



Low

Moderate

Advanced

Elite

Terrain	Temperate Water
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Gang (2-4x), Band (6-11x), or Tribe (20-80x)
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	110	35	77	139
Speed	20 ft. Swim 30 ft.			

Size, Type, Alignment	Small fey, unaligned	Small fey, unaligned	Small fey, unaligned	Medium fey, unaligned
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Ability Scores / Saves	STR	5 (-3)	5 (-3)	10 (+0)	14 (+2)
	DEX	14 (+2)	14 (+2)	17 (+3)	17 (+3)
	CON	11 (+0)	12 (+1)	16 (+3)	18 (+4)
	INT	10 (+0)	10 (+0)	14 (+2)	14 (+2)
	WIS	11 (+0)	11 (+0)	15 (+2)	15 (+2)
	CHA	16 (+3)	16 (+3)	18 (+4)	18 (+4)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except cold iron			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Aquan, Sylvan			
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Challenge	2	6	10	14
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Standard Actions	Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (8) piercing damage.	Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (8) piercing damage.	Light Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (8) piercing damage.	Crossbow, Light Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (5) piercing damage.
	Shortsword Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6+0/19-00 (4) slashing damage.	Shortsword Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0/19-00 (4) slashing damage.	Shortsword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.	Short sword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

 **Low**

 **Moderate**

 **Advanced**

 **Elite**

**Legendary
Actions** -

Innate -

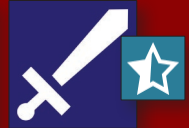
Spellcasting

Spellcasting -

Possessions Short sword; light crossbow; crossbow bolts (20x)



NIXIE (BOG)



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Swamps
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Gang (2-4x), Band (6-11x), or Tribe (20-80x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	14	47	77	134
Speed	20 ft. Swim 30 ft.			
Size, Type, Alignment	Small fey, neutral evil	Small fey, neutral evil	Small fey, neutral evil	Medium fey, neutral evil
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)
	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aquan, Sylvan			
Challenge	2	6	10	14

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 19

Captivating Song A nixie's song has the power to infect the minds of those that hear it, calling them to the nixie's side. When a nixie sings, all creatures aside from other nixies within a 300-foot spread must succeed on a Wisdom saving throw or become captivated. A creature that successfully saves is not subject to the same nixie's song for 24 hours. A victim under the effects of the captivating song moves toward the nixie using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the nixie simply stands and offers no resistance to the nixie's attacks. This effect continues for as long as the nixie sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

Special Abilities & Qualities

Change Shape This works as polymorph, and allows the bog nixie to assume the form of any Small or Medium aquatic animal or humanoid.

Special Abilities & Qualities

Minor Wish Once per day, a bog nixie can create a magical effect in exchange for a gift or service from a humanoid. The power of this "wish" is no greater than what can be done with a 3rd-level spell.

Standard Actions

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Light Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Crossbow, Light Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (5) piercing damage.

Shortsword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (6) slashing damage.

Shortsword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (6) slashing damage.

Shortsword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Short sword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Light crossbow; crossbow bolts (20x); shortsword



NORN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Mountains
Rarity	Uncommon
Role	Brute / Elite
Organization	Solitary, Pair, or Trio
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	23 (natural armor)
Hit Points	88	138	264	4/19
Speed	30 ft.			
Size, Type, Alignment	Medium fey, lawful neutral	Medium fey, lawful neutral	Large fey, lawful neutral	Huge fey, lawful neutral
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 19 (+4)	WIS 19 (+4)	WIS 19 (+4)	WIS 21 (+5)
	CHA 20 (+5)	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)
Saving Throws	-			
Resistances	Acid, all physical attacks except cold iron			
Immunities	Cold, Immunity to Negative Energy			
Vulnerabilities	-			
Senses	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft., Truesight	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft., Truesight	Passive Perception +20, Blindsight 120 ft., Darkvision 60 ft., Truesight	Passive Perception +22, Blindsight 120 ft., Darkvision 60 ft., Truesight
Languages	Common, Giant, Sylvan			
Challenge	8	12	20	24

Special Abilities & Qualities **Change Shape** You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces current and maximum hit points by 2d10 points. If an attack that includes an energy drain scores a critical hit, it reduces double this amount of maximum hit points. A draining creature gains 5 hit points for every 5 hit points it reduces in this manner. Maximum hit point reductions are restored to normal following a long rest or restoration or more powerful healing magic.

Special Abilities & Qualities

Shift Fate As an immediate action, a norn can force any one target within 120 feet to reroll a saving throw—this ability must be used immediately after the saving throw is rolled, and the target must abide by the result of this second roll.

Special Abilities & Qualities

Saving Throw
Constitution DC 18
Damage 10d6

Saving Throw
Constitution DC 20
Damage 14d6

Saving Throw
Constitution DC 22
Damage 20d6

Saving Throw
Constitution DC 25
Damage 25d6

Snip Thread As a standard action up to three times per day but no more often than Recharge 2, a norn may produce a golden thread linked to a creature's fate and then attempt to snip it short with her shears. The target creature must be within 120 feet and in the norn's line of sight. The target immediately takes psychic damage (Constitution save halves). If the target dies from this damage, the norn has cut through the thread—in this case, the target may only be restored to life via miracle, wish, or divine intervention. This is a death effect.

Standard Actions

Shears Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10/15+00 (14) bludgeoning damage.

Shears Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10/15+00 (14) bludgeoning damage.

Shears Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+12/15+00 (16) bludgeoning damage.

Shears Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8/15+00 (8) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



NUCKELAVEE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Swamps or Coastlines
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	55	114	178	266
Speed	50 ft. Swim 50 ft.			

Size, Type, Alignment	Medium fey, neutral evil	Large fey, neutral evil	Large fey, neutral evil	Huge fey, neutral evil
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Ability Scores / Saves	STR	16 (+3)	STR	18 (+4)	STR	20 (+5)	STR	23 (+6)
	DEX	21 (+5)	DEX	19 (+4)	DEX	21 (+5)	DEX	20 (+5)
	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)	CON	22 (+6)
	INT	11 (+0)	INT	11 (+0)	INT	15 (+2)	INT	15 (+2)
	WIS	15 (+2)	WIS	15 (+2)	WIS	18 (+4)	WIS	18 (+4)
	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except cold iron			
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Immunities	diseased, poisoned			
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Vulnerabilities	-			
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Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
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Languages	Aklo, Common, Sylvan			
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Challenge	7	11	15	19
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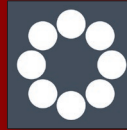
Special Abilities & Qualities	Saving Throw DC 17	Saving Throw DC 18	Saving Throw DC 20	Saving Throw DC 22
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Breath Weapon As a standard action with Recharge 2, a nuckelavee's breath weapon is a cone of withering foulness that causes painful welts, cramps, and bleeding, and only harms living creatures- this damage bypasses all energy resistance and damage reduction. Non-creature plants in the area are affected as if by a blight spell. Any creature that fails its Dexterity save against the breath weapon must make a Constitution save or contract mortasheen (see below).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 17 Disease Mortasheen: Contact; save Constitution; frequency 1/day; effect 1d4 Constitution damage and target is fatigued; cure 2 consecutive saves. Animals suffer disadvantage on their saves against this disease. Ability score damage from this effect may only be recovered via restoration or more potent healing magic.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22
	Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.			
Standard Actions	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage. Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage. Hooves Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.	Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6/19-00 (10) slashing damage. Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage. Hooves Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8/19-00 (12) slashing damage. Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage. Hooves Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Longsword Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+13/19-00 (20) slashing damage. Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage. Hooves Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword			



NUE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Forests or Mountains
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Ambush (3-6x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	31	58	120	225
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil	Huge monstrosity, neutral evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 19 (+4)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	5	8	12	16
Special Abilities & Qualities	Cloud Form A nue can change into the form of a 10-foot black cloud or back to its normal form as a standard action. A nue in cloud form is otherwise treated as if under the effects of gaseous form, except that it obscures vision like fog cloud.			
Special Abilities & Qualities	Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the target's current and maximum hit point values by 2d8. If an attack that includes an energy drain scores a critical hit, it causes double this reduction. A draining creature gains 1 hit point for each maximum hit point it reduces in this manner. A restoration spell or more powerful healing magic is required to restore the victim's normal maximum hit point value.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 2 consecutive saves. Ability damage suffered from this effect may be restored via restoration or more potent healing magic.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 20
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+10 (24) piercing damage. Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			





Low

Moderate

Advanced

Elite

Terrain	Cold Marshes
Rarity	Rare
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Clutch (3-8x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	10	41	76	146
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Tiny dragon, chaotic neutral	Tiny dragon, chaotic neutral	Tiny dragon, chaotic neutral	Small dragon, chaotic neutral
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron			
Immunities	Magical unconscious, paralyzed, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Draconic (cannot speak)			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 acid and 1 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect is restored following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Regeneration You are difficult to kill. You heal damage at 1 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Standard Actions

Bite Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage.

Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d6+2 (6) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 0 ft., one target. Hit 1d6+4 (8) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



NYMPH



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forest			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	25	61	116	185
Speed	30 ft. Swim 20 ft.			
Size, Type, Alignment	Small fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good
Ability Scores / Saves	STR 4 (-3)	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)
	DEX 18 (+4)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Druidic, Sylvan			
Challenge	4	8	12	16

Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 21
	Blinding Beauty This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on Constitution save or be blinded permanently. A nymph can suppress or resume this ability as a free action.			

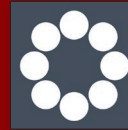
Special Abilities & Qualities	Inspirations A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains advantage on all Wisdom saving throws, and checks to craft or perform. A bard who has a nymph for a muse in this way can use his bardic performance for an additional 8 rounds per day. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 17 Stunning Glance As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a Constitution save or be stunned for 2d4 rounds.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 21
Standard Actions	Dagger Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage. Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.	Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage. Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (4) piercing damage.	Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage. Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.	Dagger Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage. Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>dimension door (3/day)</i>			
Spellcasting	Druid (CL 6) <i>call lightning; cure wounds; water breathing; barkskin; flame blade; protection from energy; tree shape; charm animal; entangle; produce flame; detect magic; guidance; light</i>	Druid (CL 8)	Druid (CL 12)	Druid (CL 16)
Possessions	Dagger			



Illustration 2: Nymph

OCEANID



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	28	75	133	207
Speed	20 ft. Swim 80 ft.			
Size, Type, Alignment	Small fey, chaotic neutral	Medium fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 18 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except cold iron			
Immunities	Acid			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
	Water Dependency An oceanid can survive out of the water for 1 hour per point of Constitution. After this limit, she takes 1 point of Constitution damage each hour until immersed in salt water. This damage is recovered following a long rest in water.			
Senses	Passive Perception +16, Darkvision 120 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 120 ft., Tremorsense 30 ft.	Passive Perception +19, Darkvision 120 ft., Tremorsense 30 ft.	Passive Perception +20, Darkvision 120 ft., Tremorsense 30 ft.
Languages	Aquan, Common, Sylvan, Speak with Animals (aquatic only)			
Challenge	5	9	13	17

Special Abilities & Qualities **Fast Healing** An oceanid's fast healing ability only operates while she is in salt water. You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom 17**Saving Throw**
Wisdom 18**Saving Throw**
Wisdom 20**Saving Throw**
Wisdom 21**Waveglide** An oceanid can create waves and currents to double or halve the speed of creatures or objects traveling on the surface of the water, affecting up to 100 contiguous 5-foot squares in a shapeable area (typically enough for one warship or two small sailing ships). This ability has a range of 1,000 feet, requires line of effect to some part of the area, and lasts as long as the oceanid concentrates. An unwilling target can ignore the effect for 1 round by succeeding at a DC Wisdom saving throw.**Special Abilities & Qualities****Water Telekinesis** When immersed in water, an oceanid can manipulate water to affect creatures and objects within 500 feet that are in contact with the same body of water. This functions as the combat maneuver form of the telekinesis spell (caster level 9th), including the need to maintain concentration. This ability also allows her to create a small waterspout as a standard action once per round, striking an opponent within 100 feet with a blast of water as a ranged attack that deals bludgeoning damage.**Special Abilities & Qualities****Water Magic** An oceanid can use her spell-like abilities only when she is in the ocean or within 1 mile of the ocean.**Standard Actions****Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning damage.**Waterspout** Ranged weapon attack: +6 to hit, one target. Hit 7d4 (8) bludgeoning damage.**Waterspout** Ranged weapon attack: +4 to hit, one target. Hit 7d6 (10) bludgeoning damage.**Waterspout** Ranged weapon attack: +6 to hit, one target. Hit 7d8 (12) bludgeoning damage.**Waterspout** Ranged weapon attack: +5 to hit, one target. Hit 14d6 (13) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*control water (at will); control weather (3/day); control winds (3/day); create food and water (at will); purify food and drink (water only) (at will); speak with animals (at will); summon (oceanid) (3/day); water breathing (at will)***Spellcasting**

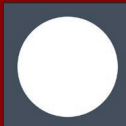
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Possessions

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OCHRE JELLY



	Low	Moderate	Advanced	Elite
Terrain	Temperate Underground or Marshes			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	11 (natural armor)	11 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	57	103	123	210
Speed	10 ft. Climb 10 ft.			
Size, Type, Alignment	Large ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, Slashing and Piercing Damage, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	6	10	10	14
Special Abilities & Qualities	Acid An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe; creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.			
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Split Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical jellies, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Standard Actions

Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d4+2 (7) bludgeoning damage.

Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+2 (9) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-



OCTOPUS



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Cold Ocean			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	14	35	69	131
Speed	20 ft. Swim 30 ft. Jet 200 ft., Jet			

Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
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Ability Scores / Saves	STR	10 (+0)	STR	10 (+0)	STR	15 (+2)	STR	18 (+4)
	DEX	15 (+2)	DEX	16 (+3)	DEX	18 (+4)	DEX	17 (+3)
	CON	12 (+1)	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)
	CHA	1 (-5)	CHA	1 (-5)	CHA	5 (-3)	CHA	5 (-3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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Languages	-			
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Challenge	2	6	10	14
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Special Abilities & Qualities **Ink Cloud** An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Special Abilities & Qualities **Jet** An octopus can jet backward once per round as a full-round action, at a speed of 200 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) piercing damage. Tentacle Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage. Tentacle Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage. Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage. Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

OCTOPUS (BLUE-RINGED)



Low

Moderate

Advanced

Elite

Terrain	Temperate or Cold Aquatic
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	6	29	70	128
Speed	20 ft. Swim 30 ft. Jet 60 ft.			

Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
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Ability Scores / Saves	STR	6 (-2)	STR	7 (-2)	STR	12 (+1)	STR	17 (+3)
	DEX	18 (+4)	DEX	18 (+4)	DEX	20 (+5)	DEX	18 (+4)
	CON	8 (-1)	CON	8 (-1)	CON	12 (+1)	CON	16 (+3)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)
	CHA	1 (-5)	CHA	1 (-5)	CHA	5 (-3)	CHA	5 (-3)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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Languages	-
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Challenge	1	6	10	14
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Special Abilities & Qualities **Ink Cloud** An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Special Abilities & Qualities **Jet** An octopus can jet backward once per round as a full-round action, at a speed of 60 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw

Constitution DC 11

Saving Throw

Constitution DC 12

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 19

Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

Standard Actions

Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.

Tentacles Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d1 (2) bludgeoning damage.

Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.

Tentacles Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d1 (2) bludgeoning damage.

Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+3 (6) piercing damage.

Tentacles Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d1 (2) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.

Tentacles Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

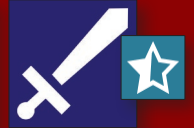
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Possessions

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OCTOPUS (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	18 (natural armor)
Hit Points	18	50	103	218
Speed	20 ft. Swim 30 ft. Jet 200 ft., Jet			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	14 (+2)	STR	14 (+2)	STR	17 (+3)	STR	21 (+5)
	DEX	17 (+3)	DEX	17 (+3)	DEX	13 (+1)	DEX	15 (+2)
	CON	11 (+0)	CON	11 (+0)	CON	15 (+2)	CON	20 (+5)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	10 (+0)	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)
	CHA	1 (-5)	CHA	1 (-5)	CHA	1 (-5)	CHA	5 (-3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Ink Cloud An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.			
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Special Abilities & Qualities	Jet An octopus can jet backward once per round as a full-round action, at a speed of 200 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 20
Special Abilities & Qualities	Damage 1d6 Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).	Damage 2d4	Damage 3d4	Damage 3d6
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage. Tentacle Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage. Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

OGRE



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Cold Hills			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	32	66	127	202
Speed	30 ft.			

Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
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Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	Giant			
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Challenge	4	8	12	16
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Standard Actions	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+7 (16) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: -3 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+9 (18) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: -4 to hit, one target. Hit 1d8+6 (10) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+13 (22) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d8+8 (12) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+18 (32) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: -2 to hit, one target. Hit 2d6+11 (18) bludgeoning damage.</p>
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 **Low**

 **Moderate**

 **Advanced**

 **Elite**

**Legendary
Actions** -

Innate -

Spellcasting

Spellcasting -

Possessions Greatclub; javelin (6x)



OGREKIN



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Soldier / Minion			
Organization	Solitary or Family (2-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	26	66	134	209
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	2	6	10	14
Special Abilities & Qualities	Weak Mind The ogrekin's head is huge and misshapen. It suffers disadvantage on Wisdom saving throws.			

**Low****Moderate****Advanced****Elite****Standard
Actions**

Shortspear Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.

Shortspear Ranged weapon attack: +1 to hit, one target. Hit 1d6+6 (10) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.

Shortspear Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+8 (12) piercing damage.

Shortspear Ranged weapon attack: +0 to hit, one target. Hit 1d6+8 (12) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.

Shortspear Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+13 (16) bludgeoning damage.

Shortspear Ranged weapon attack: +3 to hit, one target. Hit 1d6+13 (16) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+10 (14) piercing damage.

Shortspear Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+19 (24) bludgeoning damage.

Shortspear Ranged weapon attack: +1 to hit, one target. Hit 1d8+19 (24) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+14 (18) piercing damage.

**Legendary
Actions**

-

**Innate
Spellcasting**

-

Spellcasting

-

Possessions

Shortspear (3x)





	Low	Moderate	Advanced	Elite
Terrain	Vacuum and Gas Giants			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary, Pair, or Pod (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	115	184	295	421
Speed	Fly 200 ft. (Average)			
Size, Type, Alignment	Gargantuan monstrosity, unaligned		Gargantuan monstrosity, unaligned	
Ability Scores / Saves	STR 26 (+8)	STR 26 (+8)	STR 33 (+10)	STR 36 (+10)
	DEX 9 (-1)	DEX 9 (-1)	DEX 5 (-3)	DEX 9 (-1)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)
Saving Throws	-			
Resistances	-			
Immunities	Cold, Electricity, Fire			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	8	14	20	24

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 18 Carrier A creature swallowed whole by an oma can forgo attempts to cut itself out and instead attempt a Dexterity save on its turn. Success allows the creature to move into the creature's larger second stomach, where it can ride safely for an indefinite period without taking damage. When a passenger wishes to leave, it can cut its way free using the normal rules, or attempt an additional Dexterity save to be safely excreted in a square adjacent to the oma. An oma's carrier stomach can hold up to one Gargantuan creature (or twice as many creatures of the next smallest size: two Huge creatures, four Large, and so on). At its option, an oma can choose to forgo the normal bite damage of swallowing whole, but not the acid damage of the first stomach.	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22	Saving Throw Dexterity DC 24
Special Abilities & Qualities	Starflight An oma can survive in the void of outer space, and soars through vacuum at incredible speed. Although exact travel times vary, a trip between two planets within a solar system should take 3d20 days, while one to another system should take 3d20 weeks (or more, at the GM's discretion), provided the oma knows the way to its destination.			
Special Abilities & Qualities	Saving Throw DC 18 Damage 2d6	Saving Throw DC 20 Damage 4d6	Saving Throw DC 22 Damage 6d6	Saving Throw DC 24 Damage 8d6
	Swallow Whole "The creature makes one bite Attack against a target at least one size category smaller than itself. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and continues to take damage each round. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone."			
Standard Actions	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d4+21 (31) piercing damage. Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d4+21 (31) bludgeoning damage.	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d4+21 (31) piercing damage. Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d4+21 (31) bludgeoning damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+21 (35) piercing damage. Tail Slap Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+10 (24) bludgeoning damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+23 (41) piercing damage. Tail Slap Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+11 (29) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ONI (FIRE YAI)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Hills or Mountains			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Band (1x+), Tribe (1x+), or Dynasty (1x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	90	139	226	374
Speed	30 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil	Huge fiend, neutral evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 16 (+3)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 12 (+1)	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	8	12	17	21
Special Abilities & Qualities	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 21	Saving Throw Dexterity DC 24
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6

Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Change Shape You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

Special Abilities & Qualities**Damage** 2d6**Damage** 3d6**Damage** 4d6**Damage** 6d6

Fiery Missile As a swift action, a fire yai can launch a bolt of fire from its third eye. This attack has a range of 180 feet with no range increment. Also inflicts Burn.

Special Abilities & Qualities

Regeneration You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Standard Actions

Katana Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+11/18-00 (16) slashing damage.

Katana Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+13/18-00 (18) slashing damage.

Katana Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11/18-00 (16) slashing damage.

Katana Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d8+16/18-00 (20) slashing damage.

Slams Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

Slams Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.

Slams Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Slams Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+15 (28) bludgeoning damage.

Special Actions

Saving Throw Constitution DC 17

Saving Throw Constitution DC 18

Saving Throw Constitution DC 21

Saving Throw Constitution DC 24

Smoke Form As a standard action, a fire yai can turn into a cloud of smoke. This functions like gaseous form, except the cloud has the properties of the smoke cloud from a pyrotechnics spell (Constitution save negates the effects of the smoke cloud). The fire yai can end this ability as a standard action.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Katana



ONI (ICE YAI)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary or Gang (1x+)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	86	123	192	323
Speed	50 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	8	12	16	20

Special Abilities & Qualities **Change Shape** You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Regeneration You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities

Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
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Staggering Strikes An ice yai can strike twice per round with its two slam attacks. A creature struck by more than two of these slam attacks in a round must make a Constitution save or be staggered for 1 round.

Special Abilities & Qualities

Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Standard Actions

Icy Missile Ranged weapon attack: +3 to hit, one target. Hit 4d4 (6) bludgeoning damage.	Icy Missile Ranged weapon attack: +3 to hit, one target. Hit 4d4 (6) bludgeoning damage.	Icy Missile Ranged weapon attack: +0 to hit, one target. Hit 4d6 (8) bludgeoning damage.	Icy Missile Ranged weapon attack: +2 to hit, one target. Hit 8d6 (10) bludgeoning damage.
Slams Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slams Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slams Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	Slams Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+14 (32) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-



ONI (KUWA)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary or Gang (1+x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	56	100	164	238
Speed	30 ft.			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	5	9	13	17

Special Abilities & Qualities **Change Shape** You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Regeneration You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Standard Actions

Composite Longbow Str
Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Greatclub Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+6 (12) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+4 (10) slashing damage.

Composite Longbow Str
Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Greatclub Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6 (12) bludgeoning damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d8+4 (13) slashing damage.

Composite Longbow Str
Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Greatclub Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+7 (16) slashing damage.

Greatclub Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15 (24) bludgeoning damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+9 (22) slashing damage.

Composite Longbow
Ranged weapon attack: +4 to hit, one target. Hit 2d6x3 (1) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Possessions

Composite longbow; arrows (40x); greatclub



ONI (OGRE MAGE)



	Low	Moderate	Advanced	Elite
Terrain	Cold Hills			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Pair, or Patrol (1-2x+)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	40	103	174	268
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)	CON 23 (+6)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	4	8	12	16
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Composite Longbow Str Ranged weapon attack: +5 to hit, one target. Hit 2d6x3 (1) piercing damage. Greatsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) slashing damage.	Composite Longbow Str Ranged weapon attack: +2 to hit, one target. Hit 2d6+7/x3 (14) piercing damage. Greatsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10/19-00 (20) slashing damage.	Composite Longbow Str Ranged weapon attack: +5 to hit, one target. Hit 2d6+7/x3 (14) piercing damage. Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13/19-00 (24) slashing damage.	Greatsword Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) slashing damage. Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 3d6+9/x3 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>charm monster (1/day); cone of cold (1/day); darkness (at will); sleep (1/day); fly (at will); gaseous form (3/day); invisibility (at will)</i>			
Spellcasting	-			
Possessions	Composite longbow; arrows (40x); greatsword			



ONI (SPIRIT)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Rack (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	14	26	68	131
Speed	10 ft. Fly 30 ft. (Good)			
Size, Type, Alignment	Tiny fiend, neutral evil	Tiny fiend, neutral evil	Tiny fiend, neutral evil	Small fiend, neutral evil
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft., Detect Magic	Passive Perception +13, Darkvision 60 ft., Detect Magic	Passive Perception +16, Darkvision 60 ft., Detect Magic	Passive Perception +17, Darkvision 60 ft., Detect Magic
Languages	Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.			
Special Abilities & Qualities	Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Mask Symbiosis A spirit oni can be worn as a mask by a willing Small or Medium creature. While worn in this way, the wearer can see through the oni's eyes and speak through its mouth, although the wearer retains its own senses and voice. The spirit oni remains a separate creature, and must detach from its host's face (as a move action) if it wishes to take any action of its own (including attacking or using a spell-like ability). While a spirit oni is worn as a mask, it grants advantage on its host's Perception checks.

Special Abilities & Qualities

Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Poison Gore-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Charisma damage; cure 2 consecutive saves. Ability damage suffered from this effect is restored following a long rest.			

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.
Gore Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Gore Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d6+0 (4) piercing damage.	Gore Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Spellcasting Possessions

-



ONI (VOID YAI)



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Mountains			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	90	198	368	540
Speed	30 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil	Gargantuan fiend, lawful evil
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 29 (+9)	STR 33 (+10)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 16 (+3)
	CON 20 (+5)	CON 21 (+5)	CON 23 (+6)	CON 27 (+8)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft., Truesight	Passive Perception +19, Darkvision 60 ft., Truesight	Passive Perception +21, Darkvision 60 ft., Truesight	Passive Perception +23, Darkvision 60 ft., Truesight
Languages	Common, Giant			
Challenge	8	14	23	27
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Regeneration You are difficult to kill. You heal damage at 15 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities

Void Form A void yai may become incorporeal as a swift action. In this form, it appears as a solid black shadow of its true form. It gains the incorporeal subtype and incorporeal defensive ability while in void form. Any gear or armor the yai carries becomes incorporeal as well-it loses its AC bonus from armor and natural armor, but gains a deflection bonus to its AC equal to its Charisma modifier (+7 for most void yai, for an AC of 16). It may still speak while incorporeal and can still use its spell-like and special abilities.

Special Abilities & Qualities

Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
Void Missile As a swift action, a void yai can launch a bolt of darkness from its third eye. Damage caused by this missile is negative energy damage. This attack has a range of 180 feet with no range increment.			

Standard Actions

Greatclub Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Greatclub Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Greatclub Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d10+17 (22) bludgeoning damage.	Greatclub Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+33 (51) bludgeoning damage.
Slams Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) bludgeoning damage.	Slams Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) bludgeoning damage.	Slams Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+17 (24) bludgeoning damage.	Slams Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+21 (35) bludgeoning damage.

Special Actions

Void Trap When a void oni uses any teleportation effect on itself (including its greater teleport and plane shift spelllike abilities, but not its teleport object spell-like ability), it can choose to arrive at its destination in void form as a free action. When it does so, it leaves behind a temporary lesser sphere of annihilation in a square of its choice that was part of its space before it teleported. This sphere of annihilation cannot be caused to move by other creatures, but the sphere itself moves at a fly speed of 30 feet (perfect) toward the closest Tiny or larger creature on the oni's next turn. If no appropriate creature is within 30 feet, the sphere does not move that round. If the sphere enters a square occupied by a creature (or if a creature touches the sphere), that creature is affected as if by a disintegrate spell (CL 20th, DC 23). Once the sphere damages a creature with this effect, the sphere vanishes-it also vanishes on its own after 24 hours in the unlikely event that it never discharges on a creature.

Legendary Actions

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Innate Spellcasting

fire shield (chill) (at will); fly (at will); true seeing (at will); darkness (at will); gaseous form (at will); dispel magic (at will); teleport (self plus 50 lbs. of objects only) (at will); invisibility (self only) (at will); cone of cold (3x/day); command (3x/day); dominate person (3x/day); charm monster (3x/day); plane shift (3x/day)

Spellcasting Possessions

-

Greatclub



ONI (VOIDLORD)



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Mountains			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	102	212	394	574
Speed	30 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil	Gargantuan fiend, lawful evil
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 29 (+9)	STR 33 (+10)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 16 (+3)
	CON 20 (+5)	CON 21 (+5)	CON 23 (+6)	CON 27 (+8)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft., Truesight	Passive Perception +19, Darkvision 60 ft., Truesight	Passive Perception +21, Darkvision 60 ft., Truesight	Passive Perception +23, Darkvision 60 ft., Truesight
Languages	Common, Giant			
Challenge	8	14	23	27
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Regeneration You are difficult to kill. You heal damage at 15 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities

Void Form A void yai may become incorporeal as a swift action. In this form, it appears as a solid black shadow of its true form. It gains the incorporeal subtype and incorporeal defensive ability while in void form. Any gear or armor the yai carries becomes incorporeal as well-it loses its AC bonus from armor and natural armor, but gains a deflection bonus to its AC equal to its Charisma modifier (+7 for most void yai, for an AC of 16). It may still speak while incorporeal and can still use its spell-like and special abilities.

Special Abilities & Qualities

Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
Void Missile As a swift action, a void yai can launch a bolt of darkness from its third eye. Damage caused by this missile is negative energy damage. This attack has a range of 180 feet with no range increment.			

Standard Actions

Greatsword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) slashing damage.	Greatsword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) slashing damage.	Greatsword Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+26/19-00 (40) slashing damage.	Greatclub Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+33 (51) bludgeoning damage.
Slams Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) bludgeoning damage.	Slams Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) bludgeoning damage.	Slams Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+17 (24) bludgeoning damage.	Slams Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+21 (35) bludgeoning damage.
Greatclub Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Greatclub Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Greatclub Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d10+17 (22) bludgeoning damage.	Greatsword Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 6d6+34/19-00 (55) slashing damage.

Special Actions

Void Trap When a void oni uses any teleportation effect on itself (including its greater teleport and plane shift spelllike abilities, but not its teleport object spell-like ability), it can choose to arrive at its destination in void form as a free action. When it does so, it leaves behind a temporary lesser sphere of annihilation in a square of its choice that was part of its space before it teleported. This sphere of annihilation cannot be caused to move by other creatures, but the sphere itself moves at a fly speed of 30 feet (perfect) toward the closest Tiny or larger creature on the oni's next turn. If no appropriate creature is within 30 feet, the sphere does not move that round. If the sphere enters a square occupied by a creature (or if a creature touches the sphere), that creature is affected as if by a disintegrate spell (CL 20th, DC 23). Once the sphere damages a creature with this effect, the sphere vanishes-it also vanishes on its own after 24 hours in the unlikely event that it never discharges on a creature.

Legendary Actions

-

Innate Spellcasting

fire shield (chill) (at will); fly (at will); true seeing (at will); darkness (at will); gaseous form (self only) (at will); dispel magic (at will); teleport (self plus 50 lbs of objects only) (at will); invisibility (self only) (at will); cone of cold (3x/day); dominate person (3x/day); command (3x/day); charm monster (3x/day); plane shift (3x/day)

Spellcasting Possessions

-
Greatclub; greatsword

ONI (WATER YAI)



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	81	154	305	473
Speed	50 ft. Fly 60 ft. (Good) Swim 60 ft.			
Size, Type, Alignment	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil	Gargantuan fiend, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)	STR 31 (+10)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	8	14	22	26

Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Constitution DC 17	Constitution DC 19	Constitution DC 22	Constitution DC 25
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6

Acidic Missile As a swift action, a water yai can launch a bolt of acid from its third eye. Any creature struck by this bolt must also make a Constitution save to avoid becoming nauseated for 1 round by the overwhelming stench of the acid. This attack has a range of 180 feet with no range increment.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Change Shape You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities

Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities

Liquid Form As a standard action, a water yai can turn into a mobile pool of water. This functions like gaseous form, except that the yai cannot fly in this form. It retains its own base speed, and its swim speed doubles to 120 feet. The water yai can end this ability as a standard action.

Standard Actions

Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8+7/x3 (12) piercing damage.

Slams Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Spear Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+10/x3 (14) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8+10/x3 (14) piercing damage.

Slams Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) bludgeoning damage.

Spear Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+14/x3 (18) piercing damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 1d8+14/x3 (18) piercing damage.

Slams Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+14 (21) bludgeoning damage.

Spear Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+30/x3 (44) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 4d6+21/x3 (35) piercing damage.

Slams Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+19 (33) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

fly (at will); freedom of movement (at will); water walk (at will); invisibility (self only) (at will); water breathing (at will);; charm monster (3x/day); cone of cold (3x/day); control water (3x/day); polar ray (3x/day);

Spellcasting

-

Possessions

Spear



ORC



Low

Moderate

Advanced

Elite

Terrain	Temperate Hills, Mountains, or Underground
Rarity	Common
Role	Brute / Minion
Organization	Solitary, Gang (2-4x), Squad (11-20x+), or Band (30-100x+)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	6	48	93	162
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	Light Sensitivity			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.
Languages	Common, Orc			
Challenge	1	6	10	14

Special Abilities & Qualities **Light Sensitivity** You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Standard Actions	Low	Moderate	Advanced	Elite
Falchion Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4/18-00 (4/19) slashing damage.	Falchion Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+6/18-00 (11) slashing damage.	Falchion Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+10/18-00 (15) slashing damage.	Falchion Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d4+16/18-00 (21) slashing damage.	
Javelin Ranged weapon attack: +0 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.	Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+4 (8) bludgeoning damage.	Javelin Ranged weapon attack: +1 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.	Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+9 (12) bludgeoning damage.	

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Legendary

-

Actions

Innate

-

Spellcasting

Spellcasting

-

Possessions

Falchion; javelin (6x)



Illustration 3: Orc



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Pair, or Team (3-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	13	64	122	193
Speed	20 ft.			

Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
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Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)

Saving Throws	-	-	-	-
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Resistances	Acid			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
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Languages	Common, Terran			
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Challenge	1	6	10	14
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Standard Actions	Composite Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.	Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.	Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) bludgeoning damage.	Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+16/19-00 (23) bludgeoning damage.
	Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.	Composite Longbow Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) piercing damage.	Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) piercing damage.	Composite Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.



Low



Moderate



Advanced



Elite

**Legendary
Actions**

-

Innate *magic stone (1/day)*

Spellcasting

Spellcasting -

Possessions Composite longbow; arrows (20x); longsword



ORONCI



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Nest (3-9x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	19	65	126	196
Speed	40 ft. Climb 40 ft.			

Size, Type, Alignment	Small aberration, chaotic evil	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil
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Ability Scores / Saves	STR	17 (+3)	STR	18 (+4)	STR	20 (+5)	STR	23 (+6)
	DEX	18 (+4)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)
	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)
	INT	5 (-3)	INT	5 (-3)	INT	9 (-1)	INT	9 (-1)
	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)	WIS	12 (+1)
	CHA	14 (+2)	CHA	14 (+2)	CHA	17 (+3)	CHA	17 (+3)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	Light Sensitivity
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Senses	Passive Perception +9, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 120 ft., Tremorsense 60 ft.
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Languages	Orc
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Challenge	3	7	11	15
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Special Abilities & Qualities	Frenzy Once per day, an oronci that takes damage in combat can fly into a frenzy as a free action the following round. While in this state, an oronci cannot use any Charisma-, Dexterity-, or Intelligence-based skill checks, but functions as if under the effects of a haste spell. The oronci can continue to frenzy for up to 3 rounds, after which it is staggered for 1 round.			
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Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Injury; Constitution, 1/round, 6 rounds; 1d3 Dexterity damage; Cure 2 consecutive saves. Ability damage suffered via this effect is recovered following a long rest.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Spit An oronci can spit poison at a target within 30 feet as a standard action. This is a ranged touch attack, and can only be performed once every 1d6 rounds. If the attack is successful, the target is affected by the poison just as if it had been injured. The oronci can still poison a target with each successful bite attack.

Standard Actions

Battleaxe Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) slashing damage.

Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.

Battleaxe Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) slashing damage.

Shield Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.

Battleaxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8/x3 (12) slashing damage.

Shield Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+8 (10) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.

Battleaxe Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+13/x3 (20) slashing damage.

Shield Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+11 (18) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Shield; battleaxe



ORONCI



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Nest (3-9x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	19	65	126	196
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Small aberration, chaotic evil	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.			
Senses	Passive Perception +9, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 120 ft., Tremorsense 60 ft.
Languages	Orc			
Challenge	3	7	11	15
Special Abilities & Qualities	Frenzy While in this state, an oronci cannot use any Charisma-, Dexterity-, or Intelligence-based skill checks, but functions as if under the effects of a haste spell.			
Special Abilities & Qualities	Spit With recharge 1, an oronci can spit poison up to 30 ft as a ranged touch attack.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Poison Injury; Constitution, 1/round, 6 rounds; 1d3 Dexterity damage; Cure 2 consecutive saves. Ability damage suffered via this effect is recovered following a long rest.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Battleaxe Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) slashing damage. Shield, Heavy Wooden Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage. Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.	Battleaxe Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) slashing damage. Shield, Heavy Wooden Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage. Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.	Battleaxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8/x3 (12) slashing damage. Shield, Heavy Wooden Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+8 (10) bludgeoning damage. Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.	Battleaxe Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+13/x3 (20) slashing damage. Shield, Heavy Wooden Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage. Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+11 (18) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Shield; battleaxe			



OSPREY



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	28	68	127
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			

OSPREY (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	3	18	59	111
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage +1	Damage +6	Damage +10	Damage +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d6+0 (4) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d6+1 (4) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.

OSPREY (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	2	17	65	127
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage +1	Damage +6	Damage +10	Damage +14
	Smite Good 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or fiendish creature rests.			
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d6+0 (4) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d6+1 (4) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.

OTTER



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary or Family (2-16x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	42	86	147
Speed	20 ft. Swim 30 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

OTYUGH



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Cluster (3-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	34	69	139	209
Speed	20 ft.			
Size, Type, Alignment	Large aberration, unaligned	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d10
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Disease Filth Fever-Bite injury; Save Constitution; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves. Ability damage suffered from his condition must be recovered via restoration or more potent healing magic.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.</p> <p>Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			





☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Terrain	Any Land or Underground (Plane of Shadow)
Rarity	Rare
Role	Artillery / Normal
Organization	Solitary or Cabal (2-4x)
Treasure	None

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	78	144	236
Speed	5 ft. Fly 60 ft. (Perfect)			

Size, Type, Alignment	Small fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
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Ability Scores / Saves	STR	12 (+1)	STR	16 (+3)	STR	18 (+4)	STR	21 (+5)
	DEX	20 (+5)	DEX	18 (+4)	DEX	20 (+5)	DEX	19 (+4)
	CON	13 (+1)	CON	17 (+3)	CON	19 (+4)	CON	21 (+5)
	INT	9 (-1)	INT	9 (-1)	INT	13 (+1)	INT	13 (+1)
	WIS	13 (+1)	WIS	13 (+1)	WIS	17 (+3)	WIS	17 (+3)
	CHA	14 (+2)	CHA	14 (+2)	CHA	17 (+3)	CHA	17 (+3)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	Cold
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Vulnerabilities	Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Dark Folk (cannot speak), Telepathy 100 ft.
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Challenge	4	8	12	16
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Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
	Burning Cold As a standard action, an owb can conjure a ball of flickering flames and hurl it at an opponent. The flames can be thrown as a ranged touch attack at a range of 120 feet with no range increment, and deals cold damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Curse of Darkness With a touch, an owb can make bright light unbearable to the victim. Any creature touched must succeed at a Constitution save or gain the light blindness weakness. This ability also robs the victim of its coloration, leaving the creature and its equipment in washed-out shades of gray. This effect can be removed with break enchantment or remove curse, unless the target has the dark folk subtype, in which case the effect can only be removed by wish or similar magic.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Special Abilities & Qualities	See in Darkness This creature can see perfectly in darkness of any kind, including that created by magical darkness.			
Standard Actions	Burning Cold Ranged weapon attack: +5 to hit, one target. Hit 3d0+1 (2) bludgeoning damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Burning Cold Ranged weapon attack: +5 to hit, one target. Hit 3d0+1 (2) bludgeoning damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.	Burning Cold Ranged weapon attack: +5 to hit, one target. Hit 3d0+1 (2) bludgeoning damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) slashing damage.	Burning Cold Ranged weapon attack: +4 to hit, one target. Hit 3d0+1 (2) bludgeoning damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.
Special Actions	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Legendary Actions	-			
Innate Spellcasting	<i>blur (at will); detect thoughts (at will); plane shift (material plane or plane of shadow only, self only) (1/day)</i>			
Spellcasting	-			
Possessions	-			



OWL



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	8	31	87	146
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Talons Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.	Talons Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

OWL (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	7	22	56	110
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage +1	Damage +6	Damage +10	Damage +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.

OWL (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	3	25	60	118
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage +1	Damage +6	Damage +10	Damage +14
	Smite Good 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.			
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.

OWL (GIANT)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary or Pair			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
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Hit Points	18	45	96	175
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Speed	10 ft. Fly 60 ft. (Average)			
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Size, Type, Alignment	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral	Huge monstrosity, lawful neutral	Gargantuan monstrosity, lawful neutral
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Ability Scores / Saves	STR	14 (+2)	STR	17 (+3)	STR	20 (+5)	STR	22 (+6)
	DEX	17 (+3)	DEX	13 (+1)	DEX	17 (+3)	DEX	16 (+3)
	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)
	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)	INT	16 (+3)
	WIS	15 (+2)	WIS	15 (+2)	WIS	18 (+4)	WIS	18 (+4)
	CHA	7 (-2)	CHA	7 (-2)	CHA	11 (+0)	CHA	11 (+0)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Sylvan (cannot speak)			
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Challenge	4	6	10	14
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Special Abilities & Qualities	Piercing Stare Up to three times per day as a swift action, a giant owl can gain the effects of true seeing (as the spell) for 1 round.			
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Special Abilities & Qualities	Animal Telepathy A giant owl can telepathically communicate with other animals as if under the effects of speak with animals.			
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Standard Actions	Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d10+4 (10) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+5 (12) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+7 (18) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+9 (23) slashing damage.
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OWL (GREAT HORNED)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Roost (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	3	23	68	129
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 16 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Claw Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.

OWL (SNOWY)



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	7	29	66	123
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

OWLBEAR



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Pack (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	42	92	160	251
Speed	30 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17

Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.</p>
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Illustration 4: Owlbear

PALE STRANGER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Artillery / Elite
Organization	Solitary
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	21 (natural armor)
Hit Points	40	95	141	210
Speed	30 ft.			

Size, Type, Alignment	Small undead, neutral evil	Small undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
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Ability Scores / Saves	STR	11 (+0)	11 (+0)	15 (+2)	20 (+5)
	DEX	20 (+5)	20 (+5)	18 (+4)	19 (+4)
	CON	10 (+0)	10 (+0)	10 (+0)	10 (+0)
	INT	9 (-1)	9 (-1)	9 (-1)	13 (+1)
	WIS	16 (+3)	16 (+3)	16 (+3)	18 (+4)
	CHA	16 (+3)	16 (+3)	16 (+3)	18 (+4)

Saving Throws	-	-	-	-
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Resistances all physical attacks except bludgeoning and magic

Immunities diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned

Vulnerabilities -

Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
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Languages Common

Challenge	5	10	15	19
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Special Abilities & Qualities **Channel Resistance** You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Special Abilities & Qualities **Pistols** A pale stranger fights with two pistols. A pistol has a range increment of 20 feet and deals both bludgeoning and piercing damage. At a range of up to 20 feet, a pale stranger's pistol attacks resolve as touch attacks. While pistols normally consume bullets and black powder when fired, a pale stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pistol a pale stranger wields functions as a +1 pistol. A pale stranger does not provoke attacks of opportunity when it fires a pistol in melee, and treats pistols as light weapons for the purposes of determining penalties from two-weapon fighting.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Stranger's Luck** A pale stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.**Special Abilities & Qualities****Damage** 4d6**Damage** 5d6**Damage** 6d6**Damage** 8d6**Stranger's Shot** As a full-round action, a pale stranger can take careful aim with one of its firearms and take a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the pale stranger threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals additional piercing damage.**Standard Actions****Pistol** Ranged weapon attack: +6 to hit, one target. Hit 1d8x4 (1) bludgeoning damage.**Pistol** Ranged weapon attack: +5 to hit, one target. Hit 1d8x4 (1) bludgeoning damage.**Pistol** Ranged weapon attack: +4 to hit, one target. Hit 1d8x4 (1) bludgeoning damage.**Pistol** Ranged weapon attack: +4 to hit, one target. Hit 2d6x4 (1) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

PANDA



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Jungles			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	22	49	105	189
Speed	30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+16 (23) piercing damage. Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

P

PANDA (RED)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests or Mountains			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	14 (natural armor ⁵)	16 (natural armor ⁶)	16 (natural armor ⁶)
Hit Points	4	31	74	132
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.



PARASITE (GIANT ROT GRUB)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Nest (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	32	63	128	208
Speed	20 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Gnaw A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage, in addition to injecting an additional dose of poison with each successful check.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17
	Poison Bite-injury; save Constitution; frequency 1/round for 5 rounds; effect 1d3 Strength damage; cure 1 save. Ability damage suffered from this condition is restored following a long rest.			

P

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

PARASITE (ROT GRUB SWARM)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	33	76	135	210
Speed	10 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 8 (-1)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	Critical Hits, Flanking, psychic, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			

P

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Infestation Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a Dexterity save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh-this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. Ability damage suffered from this effect is restored following a long rest.			
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6+0 (7) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6+0 (7) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 3d6+0 (10) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

PARD



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests or Plains			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Den (1-2x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	24	44	97	168
Speed	120 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 19 (+4)	DEX 19 (+4)	DEX 21 (+5)	DEX 20 (+5)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-			
Resistances	Electricity, all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Empathy Pards can transmit complex emotions and basic ideas to other pards within 60 feet. When interacting with other kinds of creatures, they can only convey simple emotions such as anger, fear, and curiosity.			
Special Abilities & Qualities	Evasion You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.			

P

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 12

Damage 1d6 fire**Saving Throw**

Dexterity DC 13

Damage 2d6 fire**Saving Throw**

Dexterity DC 16

Damage 3d6 fire**Saving Throw**

Dexterity DC 18

Damage 4d6 fire

Phasing Attack As a full-round action, a pard can shift itself partially out of phase, damaging any creature it moves through. The pard must move at least 30 feet and it gains advantage on the check. If it succeeds, the target takes fire damage and is knocked prone. If it exceeds a creature's AC by 5 or more, it stuns the creature for 1 round instead of knocking it prone. The target can make an attack of opportunity, but at disadvantage. If the target forgoes an attack of opportunity provoked by this maneuver, it can try to avoid the pard by attempting a Dexterity save; if successful, it takes only half damage. The pard can only deal phasing attack damage to each target once per round, no matter how many times its movement takes it over a target creature. When using this ability, the pard can move through up to 5 feet of any solid object, barrier, or difficult terrain as if it were a normal open square. The pard cannot end its movement inside a creature or solid barrier. This ability counts as trample for the purposes of effects that enhance or protect against trample.

Special Abilities & Qualities

Uncanny Dodge You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

Standard Actions

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Special Actions**Saving Throw**

Constitution DC 15

Damage 1d6

fds

Special Actions**Saving Throw**

Constitution DC 15

Damage 1d6**Special Actions****Saving Throw**

Constitution DC 15

Damage 1d6**Special Actions****Saving Throw**

Constitution DC 15

Damage 1d6**Legendary Actions**

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

PARROT



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Flock (3-12x) / Companion			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	3	23	58	106
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Medium beast, neutral good	Medium beast, neutral good	Medium beast, neutral good	Large beast, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6+1 (8) piercing damage.

PARROT (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Flock (3-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	3	16	51	104
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage +1	Damage +6	Damage +10	Damage +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.



PARROT (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Flock (3-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	3	11	39	87
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage +1	Damage +6	Damage +10	Damage +14
	Smite Good 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

PEACOCK



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Muster (3-10x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	8	33	78	134
Speed	20 ft. Fly 40 ft. (Clumsy)			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 4 (-3)	WIS 4 (-3)	WIS 8 (-1)	WIS 8 (-1)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +7, Darkvision 60 ft.	Passive Perception +7, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Drift A peacock flies in short bursts, and can't use its fly speed to hover. When it flies, a peacock must end its move action by landing or perching on a solid surface.			
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Talons Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Talons Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.



PAVBAGHA



	Low	Moderate	Advanced	Elite
Terrain	Any (Axis)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Pride (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	42	73	135	206
Speed	40 ft.			
Size, Type, Alignment	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 22 (+6)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-			
Resistances	all physical attacks except chaotic			
Immunities	Fear			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Celestial, Common, Draconic			
Challenge	5	9	13	17
Special Abilities & Qualities	Aura of Courage You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains advantage on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.			
Special Abilities & Qualities	Fade As a standard action, a pavbagha can fade from sight, as invisibility, for up to 10 rounds per day. These rounds need not be consecutive.			

P

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake--it can't begin a grapple and rake in the same turn.

Special Abilities & Qualities

Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
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Stunning Claw This ability functions like the Stunning Fist feat, except the pavbagha uses a claw attack instead of an unarmed strike. The servitor can use this ability 17 times per day. A successful Constitution saving throw negates this effect.

Standard Actions

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage.
Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.

Legendary Actions

-

Innate Spellcasting

channel vigor (1/day); cure wounds (3/day); dimension door (self plus lbs. of objects only) (1/day); feather fall (self only) (at will); guidance (at will); light (at will); true strike (1/day)

Spellcasting

-

Possessions

-

PEAFOWL



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Muster (3-10x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	7	33	71	124
Speed	20 ft. Fly 40 ft. (Clumsy)			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 4 (-3)	WIS 4 (-3)	WIS 8 (-1)	WIS 8 (-1)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +7, Darkvision 60 ft.	Passive Perception +7, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Drift A Peafowl flies in short bursts, and can't use its fly speed to hover. When it flies, a Peafowl must end its move action by landing or perching on a solid surface.			
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Talons Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Talons Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.

P

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

PECH



	Low	Moderate	Advanced	Elite
Terrain	Any Underground (Plane of Earth)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Gang (3-4x), Pack (5-10x), or Tribe (11-40x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	7	26	63	131
Speed	20 ft.			
Size, Type, Alignment	Tiny fey, unaligned	Small fey, unaligned	Small fey, unaligned	Medium fey, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 7 (-2)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Petrification			
Vulnerabilities	Light Blindness			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Terran, Undercommon			
Challenge	2	6	10	14
Special Abilities & Qualities	Earth Mastery A pech gains advantage on attack rolls and a +1 bonus on damage rolls if both it and its foes are touching the ground. In an opponent is airborne or waterborne, the peck suffers disadvantage on attack rolls and a -4 penalty on damage rolls. These modifiers are not precalculated into the statistics here.			
Special Abilities & Qualities	Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.			

P

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Pech Magic Four pechs working together can cast wall of stone once per day. Eight pechs working together can cast stone to flesh once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
Standard Actions	Pick, Heavy Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d4x4 (1) bludgeoning damage.	Pick, Heavy Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4x4 (1) bludgeoning damage.	Pick, Heavy Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7/x4 (10) bludgeoning damage.	Pick, Heavy Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+11/x4 (14) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>stone shape (3/day)</i>			
Spellcasting	-			
Possessions	Heavy pick			

PEGASUS



	Low	Moderate	Advanced	Elite
Terrain	Temperate and Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Herd (6-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	38	74	138	178
Speed	60 ft. Fly 120 ft. (Average)			
Size, Type, Alignment	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Large monstrosity, chaotic good
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16

Standard Actions	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d3+4 (6) piercing damage.</p> <p>Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+4 (6) piercing damage.</p> <p>Hoof Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+7 (10) piercing damage.</p> <p>Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+7 (10) piercing damage.</p> <p>Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>
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P



Low



Moderate



Advanced



Elite

Legendary
Actions -

Innate *detect evil and good (at will)*

Spellcasting

Spellcasting -

Possessions -

PEGASUS (HEROIC)



	Low	Moderate	Advanced	Elite
Terrain	Temperate and Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Herd (6-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	53	107	172	249
Speed	60 ft. Fly 120 ft. (Average)			
Size, Type, Alignment	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Huge monstrosity, chaotic good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 17 (+3)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Petrification			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d3+6 (8) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+6 (8) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+9 (12) piercing damage. Hoof Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+11 (14) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

P



Low



Moderate



Advanced



Elite

Legendary
Actions

-

Innate

detect evil and good (at will)

Spellcasting

Spellcasting

-

Possessions

-

PELUDA



	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes or Plains			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary or Pair			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	27	67	115	229
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Medium dragon, neutral evil	Medium dragon, neutral evil	Large dragon, neutral evil	Huge dragon, neutral evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 14 (+2)	DEX 14 (+2)	DEX 10 (+0)	DEX 12 (+1)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 4 (-3)	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Fire, Magical unconscious, paralyzed, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Draconic			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 21
	Damage 3d6	Damage 4d6	Damage 6d6	Damage 8d6
Special Abilities & Qualities	Breath Weapon 50' Line of Fire; effect fire damage, Dexterity save halves damage, usable with Recharge 2. You are immune to your own breath weapon.			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
	Poison Quill-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect is recovered following a long rest.			

P

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Dexterity DC 14
Damage 1d6**Saving Throw**
Dexterity DC 15
Damage 2d6**Saving Throw**
Dexterity DC 18
Damage 3d6**Saving Throw**
Dexterity DC 21
Damage 5d6**Quill Barrage** Three times per day, a peluda can fire dozens of spearlike barbs in all directions. All creatures within 15 feet take piercing damage (Dexterity save halves) and are subject to its poison quills.**Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 3d4**Damage** 3d6**Quills** A peluda's back and tail are covered in sharp black quills. A creature that strikes a peluda with a melee weapon, an unarmed attack, or a natural weapon takes piercing damage from the peluda's quills and risks being poisoned. Weapons with reach do not endanger an attacker in this way. Any creature that grapples a peluda takes 3d6 points of piercing damage and risks being poisoned on its turn each round.**Standard Actions****Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+9 (14) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+9 (16) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+9 (14) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+9 (16) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) bludgeoning damage.**Bite** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+19 (33) piercing damage.**Claw** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 6d6+13 (34) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting

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Spellcasting

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Possessions

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PENGUIN



	Low	Moderate	Advanced	Elite
Terrain	Cold Plains			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Pair, or Colony (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	13 (natural armor)	14 (natural armor)	15 (natural armor)
Hit Points	5	26	72	132
Speed	10 ft. Swim 40 ft. Toboggan 30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Hold Breath The creature can hold its breath for 126 minutes before it risks drowning.			
Special Abilities & Qualities	Toboggan On snow- or ice-covered terrain, a penguin can move at a rate of 30 feet by sliding on its belly rather than walking.			

P

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

PERI



	Low	Moderate	Advanced	Elite
Terrain	Any Good-Aligned Plane			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary or Pair			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	69	103	201	362
Speed	30 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Small celestial, neutral good	Small celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 20 (+5)	DEX 21 (+5)	DEX 19 (+4)	DEX 20 (+5)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron and evil			
Immunities	Electricity, Fire			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Celestial, Common, Draconic, Elvish, Ignan, Telepathy 100 ft.			
Challenge	8	12	19	23
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Good for the purpose of resolving resistance.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 18

Damage 1d6

Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.

Special Abilities & Qualities

Flame Jump A peri can enter any fire equal to the peri's size or larger and travel any distance to another fire in a single round, regardless of the distance between the two. This ability otherwise functions as greater teleport (caster level 14th), but the peri can transport only itself and up to 50 pounds of objects.

Special Abilities & Qualities

Smoke Sight A peri can see through fire, fog, and smoke without penalty.

Standard Actions

Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+8/18-00 (12) slashing damage.

Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+8/18-00 (12) slashing damage.

Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8/15+00 (12) slashing damage.

Wings Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

Scimitar Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+14/15+00 (18) slashing damage.

Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

Special Actions

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special Actions**Saving Throw**

Dexterity DC 18

Damage 2d6**Saving Throw**

Dexterity DC 19

Damage 3d6**Saving Throw**

Dexterity DC 21

Damage 4d6**Saving Throw**

Dexterity DC 23

Damage 6d6

Whirlwind Dance Once per day as a full-round action, a peri can spin in an ever-faster, whirling dance, transforming itself into a spinning vortex of flame 10 to 40 feet high for up to 9 rounds. This ability functions as the whirlwind ability (Dexterity save), but any creature that comes in contact with the whirlwind or is caught inside it takes fire damage and is subject to the peri's burn special attack.

Legendary Actions

-

Innate Spellcasting

fire shield (at will); aid (at will); pyrotechnics(at will); scorching ray (at will); fireball (3/day); flame strike (3/day); wall of fire (3/day)

Spellcasting

-

Possessions

Scimitar

PERSONIFICATION OF FURY



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Air or Plane of Water)			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	66	106	185	316
Speed	Fly 100 ft. (Perfect) Swim 90 ft.			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 28 (+9)
	DEX 22 (+6)	DEX 22 (+6)	DEX 24 (+7)	DEX 26 (+8)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 16 (+3)	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Elemental Traits, Cold, Electricity			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Aquan, Auran, Common, Druidic, Ignan, Sylvan, Terran			
Challenge	8	12	17	21

Special Abilities & Qualities

Air Mastery Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Water Mastery The herald gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (Unlike a water elemental, the herald does not have a penalty if it or its opponent is touching the ground.)

Special Abilities & Qualities

Always Armed Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including special materials); the weapon disappears if it leaves the herald's grasp.

Emissary Heralds can always be summoned by the faithful using greater planar ally or gate, regardless of limitations of that spell, even if it's not an outsider.

Special Abilities & Qualities

Change Shape Air or water elemental only (as Elemental Body IV).

Drench The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 21).

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

Special Abilities & Qualities

Elemental Traits Elementals are immune to paralysis, poison, sleep effects, and stunning. Elementals are not subject to critical hits or flanking. Elementals do not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Standard Actions

Ray Ranged weapon attack: +7 to hit, one target. Hit 1d10/18+00 (10) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+10/18+00 (19) bludgeoning damage.

Ray Ranged weapon attack: +6 to hit, one target. Hit 1d10/18+00 (10) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+10/18+00 (19) bludgeoning damage.

Ray Ranged weapon attack: +6 to hit, one target. Hit 2d6/18+00 (7) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d10+9/18+00 (20) bludgeoning damage.

Ray Ranged weapon attack: +8 to hit, one target. Hit 4d6/18+00 (8) bludgeoning damage.

Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 6d8+15/18+00 (42) bludgeoning damage.

Special Actions

Energy Ray The herald can shoot rays of cold or electricity up to 100 feet. These can threaten a critical hit on a roll of 18, 19, or 20.

Special Actions

Fast Healing This creature regains hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Actions

Saving Throw DC 16
Damage 3d6

Saving Throw DC 17
Damage 6d6

Saving Throw DC 20
Damage 8d6

Saving Throw DC 23
Damage 12d6

Vortex A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page Bestiary Appendix 3: Universal Monster Rules), but can only form underwater and cannot leave the water. Some creatures can transform themselves into vortexes and remain in that form for up to 1 round for every 2 HD they have. If the creature has a swim speed, it can continue to swim at that same speed while in vortex form, otherwise it gains a swim speed equal to its base land speed while in vortex form. The vortex is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A vortex's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high. The vortex form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. A creature in vortex form cannot make its normal attacks and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the vortex or take damage as if it were hit by the vortex creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking the indicated damage each round. A creature that can swim is allowed a Reflex save each round to escape the vortex. The creature still takes damage but can leave if the save is successful. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever it wishes as a free action, depositing them in its space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Special Actions

Save DC 16

Save DC 17

Save DC 20

Save DC 23

Whirlwind You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 37) when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Innate Spellcasting

air breathing (5/day); control water (3/day); control weather (3/day); create food and water (at will); invisibility (self only) (at will); possess object (3/day); summon monster ii (air or water elemental only) (at will); summon monster ix (air or water elemental only) (3/day); water breathing (5/day)



PERYTON



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Flock (3-9x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	47	68	145	231
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 10 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Horrific Critical A peryton's gore attack threatens a critical hit on an 18-20. If a peryton kills a humanoid foe with a critical hit, it can tear out the victim's heart with its wolf-like teeth as a free action. Any creature that witnesses this savage event must make a Constitution save or be shaken for 1 round. This is a mind-affecting fear effect.			

P

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Shadow Mark As a free action, a peryton can make a ranged touch attack by flying over a humanoid target - the maximum range of this attack is 300 feet. If the peryton hits, its shadow transforms to match the shadow of the creature struck. Once a peryton has established this link, it gains advantage on attack rolls and a +2 bonus on damage rolls made against that target, and every time the peryton hits that target with an attack, the creature must make a Wisdom save or become frightened for 1 round. This is a mind-affecting fear effect.

Standard Actions

Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) piercing damage.

Hoof Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.

Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/18-00 (5) piercing damage.

Hoof Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6/18-00 (10) piercing damage.

Hoof Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8/18-00 (15) piercing damage.

Hoof Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

PETITIONER (NEUTRAL)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Outer Planes)			
Rarity	Uncommon			
Role	Soldier / Minion			
Organization	Solitary, Pair, Group (3-12x), or Army (13x+)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	13 (natural armor)	13 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	12	57	115	188
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-			
Resistances	all physical attacks except bludgeoning			
Immunities	Cold, psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common			
Challenge	2	6	10	14
Special Abilities & Qualities	Purgatory Traits The “dead” appear as animated skeletons but are not Undead in time, they can earn the right to become aeons. They gain resistance to all physical attacks except bludgeoning, and immunity to cold.			
Standard Actions	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

P

Low

Moderate

Advanced

Elite

Legendary
Actions -

Innate
Spellcasting -

Spellcasting
Possessions -

PETRIFERN



	Low	Moderate	Advanced	Elite
Terrain	Any Forest			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Bundle (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	3	24	70	126
Speed	20 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 7 (-2)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 4 (-3)	WIS 4 (-3)	WIS 8 (-1)	WIS 8 (-1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-			
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +7, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Self-Petrification A petrifern can petrify itself as a standard action in order to defend itself from predators. When it does so, the petrifern's natural armor bonus to AC increases by 5, it gains resistance to cold and fire, and it gains advantage on checks to appear as a sprout or fallen tree branch. While petrified, the petrifern can't move or take any actions. A petrifern can remain petrified indefinitely, and it can cease its petrification as a standard action.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Toxic Secretion Petriferms secrete a bitter toxin meant to make them distasteful to predators. Once per day when a creature touches a petrifer, the plant can release its toxin, causing the attacker to become sickened for 1d4 rounds if it fails a Constitution saving throw.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
Standard Actions	Slam Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Slam Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Slam Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 2d6+1 (8) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

PETRIFIED MAIDEN



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Gang (2-4x), or Crew (5-20x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	42	73	129	164
Speed	30 ft.			
Size, Type, Alignment	Small undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	5	9	13	17
Special Abilities & Qualities	Can't be Disarmed A creature with this ability cannot be disarmed.			
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			

P

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Constitution DC 15

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 19

Curse of Stone Curse-touch; save Constitution; onset 1 minute; frequency 1/day; effect 1d6 Dexterity damage. A creature afflicted by the curse of stone slowly turns to stone, its skin turning an ashen gray and hardening into a stony texture. For every 3 points of Dexterity damage taken, the victim gains a +1 natural armor bonus. The curse of stone can only be cured by removing the curse followed by a stone to flesh spell to undo the damage it has done. If the curse is not removed first, stone to flesh only restores 1d3 points of Dexterity, though these can be lost again as the curse continues to spread. Ability damage suffered from this effect can only be restored via a restoration spell cast only after the target is cured of the curse.

Special Abilities & Qualities

Petrified Body The stony flesh of a petrified maiden reacts to certain spells and effects differently. A transmute rock to mud spell deals 1d6 points of damage per caster level to a petrified maiden, with no saving throw. Transmute mud to rock immediately heals any and all damage taken by a petrified maiden. A stone to flesh spell does not actually change the petrified maiden's structure, but negates its damage reduction and spell resistance for 1 round.

Standard Actions

Scimitar Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.

Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6/18-00 (10) slashing damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

Scimitar Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+8/18-00 (12) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

Scimitar Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13/18-00 (18) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) bludgeoning damage.

Special Actions

Reconstitution As long as the original curse that first afflicted the petrified maidens remains unbroken, any petrified maiden (animate or not) that is damaged or destroyed slowly returns to its undamaged form, even if parts of it were utterly destroyed or carried away. For a relatively undamaged petrified maiden, this slow process can be completed in a week or so. For a petrified maiden reduced to rubble, it might take years. If a petrified maiden is destroyed while under the effects of a stone to flesh spell, it cannot reconstitute and is permanently destroyed.

Legendary Actions

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Innate Spellcasting

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Spellcasting

-

Spellcasting

-

Possessions

Scimitar

PHANTOM (ECTOPLASMIC)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	11	47	95	170
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	<p>Phase Lurch A phantom in ectoplasmic form has the ability to pass through walls or material obstacles. In order to use this ability, it must begin and end its turn outside whatever wall or obstacle it's moving through. An ectoplasmic phantom can't move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.</p>			

Standard Actions	Low	Moderate	Advanced	Elite
	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

PHANTOM (INCORPOREAL)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	36	80	135
Speed	30 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14

Special Abilities & Qualities

Incorporeal When the spiritualist chooses to manifest the phantom in incorporeal form, the phantom appears within 30 feet of the spiritualist as a ghostly apparition. It gains the incorporeal subtype. Since it isn't an undead creature, it takes no damage from holy water or positive energy. Unlike other incorporeal creatures, an incorporeal phantom can't attack corporeal creatures, except to deliver touch-attack spells using the deliver touch spell ability. An incorporeal manifested phantom can make slam attacks against other incorporeal creatures as if it were in ectoplasmic form.

Standard Actions

Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+1 (6) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 2d6+1 (8) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.
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PHANTOM ARMOR (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	28	53	111	147
Speed	20 ft.			
Size, Type, Alignment	Large undead, neutral evil	Large undead, neutral evil	Large undead, neutral evil	Huge undead, neutral evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 9 (-1)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common (cannot speak)			
Challenge	5	9	13	17
Special Abilities & Qualities	Freeze The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on checks to hide in plain sight as this kind of inanimate object.			
Standard Actions	Heavy Flail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10/19-00 (6) bludgeoning damage.	Heavy Flail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10/19-00 (6) bludgeoning damage.	Heavy Flail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+8/19-00 (14) bludgeoning damage.	Heavy Flail Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+17/19-00 (30) bludgeoning damage.
Possessions	Heavy flail			

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PHANTOM ARMOR (GUARDIAN)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pair			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
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Hit Points	15	31	63	92
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Speed	30 ft.			
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Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
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Ability Scores / Saves	STR	12 (+1)	STR	13 (+1)	STR	17 (+3)	STR	20 (+5)
	DEX	11 (+0)	DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	5 (-3)	INT	5 (-3)	INT	9 (-1)	INT	9 (-1)
	WIS	9 (-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	12 (+1)

Saving Throws	-			
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Resistances	-			
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	Common (cannot speak)			
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Challenge	3	7	11	15
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Special Abilities	Freeze The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on checks to hide in plain sight as this kind of inanimate object.			
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Standard Actions	Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.	Longsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.	Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) bludgeoning damage.
	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) bludgeoning damage.

Possessions	Longsword			
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PHANTOM FUNGUS



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Grove (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	38	75	127	198
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	<p>Phantom Flesh As a move action, a phantom fungus can turn invisible as if using greater invisibility (caster level 4th). A moment after it attacks with invisibility, the creature appears briefly as a semitransparent version of its normal self. This allows any viewer with line of sight to the phantom fungus to pinpoint its location at the time of the attack (though if the creature moves after it attacks, opponents have to pinpoint it again). An opponent can ready an action to strike at the fungus when it momentarily appears, in which case the creature only has concealment instead of invisibility (20% miss chance). The fungus can turn completely visible as a move action, though it normally remains invisible all the time. If killed while invisible, it becomes visible 1d4 minutes later.</p>			

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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+2 (9) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 3d6+3 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6/19-00 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d6+8/19-00 (22) piercing damage.
Legendary Actions	-	-	-	-
Innate	-	-	-	-
Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

PHASE SPIDER



Low

Moderate

Advanced

Elite

Terrain	Warm Hills
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Cluster (3-6x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	43	80	142	220
Speed	40 ft. Climb 20 ft.			

Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
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Ability Scores / Saves	STR	17 (+3)	17 (+3)	20 (+5)	22 (+6)
	DEX	15 (+2)	16 (+3)	18 (+4)	17 (+3)
	CON	14 (+2)	14 (+2)	17 (+3)	19 (+4)
	INT	5 (-3)	5 (-3)	9 (-1)	9 (-1)
	WIS	11 (+0)	11 (+0)	15 (+2)	15 (+2)
	CHA	8 (-1)	8 (-1)	12 (+1)	12 (+1)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Aklo
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Challenge	6	10	14	18
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Special Abilities & Qualities **Ethereal Ambush** A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Special Abilities & Qualities **Ethereal Jaunt** A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Poison Bite-injury; save Constitution; frequency 1/round for 8 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15/19-00 (22) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>etherealness (at will)</i>			
Spellcasting	-			
Possessions	-			

PHOENIX



	Low	Moderate	Advanced	Elite
Terrain	Warm Desert and Hills			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	103	135	216	356
Speed	30 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Huge monstrosity, neutral good	Huge monstrosity, neutral good	Gargantuan monstrosity, neutral good	Gargantuan monstrosity, neutral good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 20 (+5)	DEX 22 (+6)	DEX 20 (+5)	DEX 20 (+5)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Auran, Celestial, Common, Ignan			
Challenge	12	16	20	24

Special Abilities & Qualities

Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Self-Resurrection A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as disintegrate. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via resurrection. The phoenix loses 1d8 points from its maximum hit point total each time this occurs, although most use restoration to remove this condition as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a desecrate spell cannot self-resurrect until the desecrate effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never suffers this maximum hit point decline as a result of that effect.

Special Abilities & Qualities

Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6

Shroud of Flame A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts n additional fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a Dexterity save each round to avoid taking 4x this amount of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes fire damage (no save) with each successful hit.

Special Abilities & Qualities

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 20 ft., one target. Hit 2d8+8 (17) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+13 (31) piercing damage.
Talons Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+9 (14) slashing damage.	Talons Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+9/19-00 (14) slashing damage.	Talons Melee weapon attack: +4 to hit, reach 20 ft., one target. Hit 2d6+8/19-00 (15) slashing damage.	Talons Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+13/19-00 (27) slashing damage.

Legendary Actions

-

Innate Spellcasting

continual flame (at will); cure wounds (at will); detect magic (at will); detect poison and disease (at will); (fire storm (3/day); heal (3/day); remove curse (at will); lesser restoration (3/day); see invisibility (at will); wall of fire (at will)

Spellcasting

-

Possessions

-

PHYCOMID



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Artillery / Normal			
Organization	Solitary or Infestation (2-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	17	42	91	152
Speed	10 ft.			
Size, Type, Alignment	Tiny plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 3 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 30 ft.
Languages	-			
Challenge	3	6	10	14

Special Abilities & Qualities

Acid Pellet A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute - during rounds in which the fungus has no acid pellets, it has no method of attacking at all and must wait until its acid stores replenish in 4 rounds before continuing a battle.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Spores Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores "burn out" after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges. Phycomid Spores: Disease - injury or ingested; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered to this effect is restored via a long rest.			
Standard Actions	Acid Pellet Ranged weapon attack: +2 to hit, one target. Hit 1d10 (10) bludgeoning damage.	Acid Pellet Ranged weapon attack: -1 to hit, one target. Hit 2d6 (7) bludgeoning damage.	Acid Pellet Ranged weapon attack: +1 to hit, one target. Hit 3d6 (8) bludgeoning damage.	Acid Pellet Ranged weapon attack: -1 to hit, one target. Hit 4d6 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

PICKLED PUNK



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	11	33	77	105
Speed	15 ft.			

Size, Type, Alignment	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Small undead, neutral evil
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Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)

Saving Throws	-	-	-	-
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Resistances all physical attacks except bludgeoning

Immunities diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned

Vulnerabilities -

Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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Languages Common

Challenge	2	6	10	14
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Special Abilities & Qualities **Attach** When a pickled punk hits with a bite attack, it automatically grapples its foe, though the target is not considered to be grappling the punk. Each round the pickled punk is grappling its foe, it automatically deals bite damage each round.

Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17
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Death Throes When a pickled punk is destroyed, it disincorporates into a fleshy sludge. Any creatures adjacent to a pickled punk when it is destroyed must succeed at a Constitution save or be nauseated for 1 round.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17
	Irritant The water in a pickled punk's jar is highly irritating to all living creatures. A creature damaged by a pickled punk's bite that deals damage to pickled punk with a natural weapon or unarmed attack, or that otherwise comes into contact with a pickled punk or the water in its jar, must succeed at a Constitution save or break out in an itching rash. A creature affected by this rash suffers disadvantage on Dexterity and Charisma related checks for 24 hours (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect.			
Special Abilities & Qualities	Opportune Despite its size, a pickled punk can extend its deformed limbs to make attacks of opportunity as if it had a reach of 5 feet. This ability doesn't allow a pickled punk to attack adjacent creatures as if it truly had a reach of 5 feet.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

PIG



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair or Herd (3-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	8	49	101	171
Speed	30 ft.			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.

PIPEFOX



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	20	40	78	136
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 7 (-2)	CON 7 (-2)	CON 11 (+0)	CON 15 (+2)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Draconic, Comprehend Languages			
Challenge	3	7	11	15

Special Abilities & Qualities **Compression** The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Standard Actions	Low	Moderate	Advanced	Elite
Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage.

Innate Spellcasting *augury (1/day); comprehend languages (at will); detect thoughts (1/day); divination (1/day); vanish (3/day)*

P

PIXIE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Artillery / Normal			
Organization	Solitary, Gang (2-4x), Band (6-11x), or Tribe (20-80x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	23	41	91	155
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small fey, neutral good	Small fey, neutral good	Small fey, neutral good	Medium fey, neutral good
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 10 (+0)	STR 15 (+2)
	DEX 18 (+4)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Invisibility A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.			

P

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Special Arrows When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can use this dust 20 times each day. The dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits; it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow, Charm, Memory Loss or Sleep.

Special Abilities & Qualities

Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
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Special Charm Arrow Charm; The target must succeed on a Wisdom save or be affected as though by a Charm Monster spell for 10 minutes.

Special Abilities & Qualities

Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
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Special Memory Loss Arrow Memory Loss; The target must succeed on a Wisdom save or be affected by a modify memory spell. This effect can only eliminate the previous 5 minutes of memory - a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees.

Standard Actions

Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.	Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.	Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d6/x3 (6) piercing damage.	Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/x3 (6) piercing damage.
Short sword Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) slashing damage.	Short sword Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) slashing damage.	Short sword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.	Short sword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) slashing damage.

Special Actions

Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
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Special Sleep Arrow Sleep; The target must succeed on a Wisdom save or fall asleep for 5 minutes.

Legendary Actions

-

Innate Spellcasting

confusion (1/day); dancing lights (3/day); detect evil and good (at will); detect thoughts (1/day); dispel magic (3/day); entangle (1/day); permanent image (1/day); shield (1/day)

Spellcasting

-

Possessions

Longbow; arrows (20x); short sword

PLASMA OOZE



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	12 (natural armor)	13 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	70	129	233	377
Speed	Fly 30 ft. (Perfect)			
Size, Type, Alignment	Huge ooze, unaligned	Huge ooze, unaligned	Gargantuan ooze, unaligned	Gargantuan ooze, unaligned

Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)	STR 30 (+10)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 11 (+0)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)

Saving Throws	-	-	-	-
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Resistances	Cold, all physical attacks			
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Immunities	Acid, Immunity to Bludgeoning Damage, Critical Hits, Electricity, Fire, Flanking, psychic, paralyzed, Immunity to Piercing Damage, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
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Languages	-			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d8	Damage 5d8
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Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 16

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 21

Saving Throw

Dexterity DC 24

Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Dexterity save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Special Abilities & Qualities

Magnetic Pulse A plasma ooze is surrounded by an aura of magnetism that allows it to attract metallic objects and creatures. At the start of the ooze's turn as a free action, the ooze makes an attack roll against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If it beats the AC of a metal or armored creature with this check, that creature is pulled 10 feet closer to the ooze and cannot move away from the ooze for 1 round. If this causes the creature to move into a square occupied by the plasma ooze, the ooze can attempt to engulf that creature as a free action. If it beats the AC of a creature wielding a metal weapon, that weapon is disarmed and pulled 10 feet closer to the ooze. Unattended metal objects of size Large or smaller are automatically pulled toward a plasma ooze. This magnetism is supernatural in nature and affects all metal objects.

Special Abilities & Qualities

Plasma Ray As a standard action, a plasma ooze can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can attack a single creature). Each ray deals half electricity damage and half fire damage on a hit.

Standard Actions**Ranged Plasma Rays**

Ranged weapon attack: +1 to hit, one target. Hit 4d4 (6) damage (see notes).

Ranged Plasma Rays

Ranged weapon attack: +1 to hit, one target. Hit 4d4 (6) damage (see notes).

Ranged Plasma Rays

Ranged weapon attack: +0 to hit, one target. Hit 4d6 (8) damage (see notes).

Ranged Plasma Rays

Ranged weapon attack: +2 to hit, one target. Hit 8d6 (10) damage (see notes).

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d4+10 (20) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+15 (25) bludgeoning damage.

Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+13 (27) bludgeoning damage.

Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 8d6+17 (45) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

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PLATYPUS



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate or Tropical Rivers			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	3	18	55	124
Speed	10 ft. Swim 40 ft.			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	1 (-5)	STR	1 (-5)	STR	6 (-2)	STR	11 (+0)
	DEX	12 (+1)	DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)
	CON	6 (-2)	CON	6 (-2)	CON	10 (+0)	CON	14 (+2)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)
	CHA	9 (-1)	CHA	9 (-1)	CHA	13 (+1)	CHA	13 (+1)

Saving Throws	-	-	-	-
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Resistances	-	-	-	-
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Immunities	-	-	-	-
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Vulnerabilities	-	-	-	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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Languages	-	-	-	-
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Challenge	1	6	10	14
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Special Abilities & Qualities	Electrolocation While underwater, platypuses can sense the tiny electrical currents that trigger muscle movement. This allows them to locate living prey and distinguish it from inanimate objects. Treat electrolocation as blindsight 30 feet, but platypuses can sense only living creatures, and it functions only underwater.			
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Special Abilities & Qualities	Saving Throw	Constitution DC 11	Saving Throw	Constitution DC 12	Saving Throw	Constitution DC 15	Saving Throw	Constitution DC 17
	Poison	Spur-injury; save Constitution; frequency 1/round for 4 rounds; effect 1 psychic damage; cure 1 save.						

Standard Actions	Spur Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d3+0 (2) bludgeoning damage.	Spur Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Spur Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Spur Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d6+1 (4) bludgeoning damage.
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PLESIOSAURUS



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Swamps or Water			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or School (3-7x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	10	50	103	160
Speed	5 ft. Swim 60 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Keen Scent The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+1 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+15 (26) piercing damage.

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POLTERGEIST



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Haunting (2-7x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	38	75	99
Speed	Fly 20 ft. (Perfect)			
Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17
	Frightener Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All creatures within 30 feet when a poltergeist uses this ability must make a Wisdom save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect.			

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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Special Abilities & Qualities

Nastral Invisibility This ability is constant - the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell.

Special Abilities & Qualities

Rejuvenation When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed, fully healed. The only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different poltergeist or group of poltergeists by the GM.

Standard Actions

-

Special Actions

Site Bound A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

Special Actions**Saving Throw**

Wisdom DC 12

Saving Throw

Wisdom DC 13

Saving Throw

Wisdom DC 16

Saving Throw

Wisdom DC 17

Attack Bonus +3**Attack Bonus +7****Attack Bonus +11****Attack Bonus +15**

Telekinesis A poltergeist has no method of attacking apart from its telekinesis. This ability functions as the spell telekinesis, with a CL of 15. A poltergeist has a ranged attack roll when using telekinesis to hurl objects or creatures, and can use the ability on objects or creatures of up to 375 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful Wisdom save.

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

POOKA



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Ruse (3-9x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	33	84	154
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Small fey, chaotic neutral
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron or silver			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Sylvan, Telepathy (touch)			
Challenge	4	8	12	16
Special Abilities & Qualities	Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Poison As a standard action, a pooka can blow across her palm and create a 5-foot-diameter cloud of intoxicating dust. The pooka decides when she uses this ability whether the dust acts as an inhaled poison or a mild intoxicant (equivalent to 1–2 glasses of beer). [Pooka Dust] Inhaled; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Wisdom damage and 1d2 Charisma damage (or intoxication); cure 2 consecutive saves. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.			
Special Abilities & Qualities	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Standard Actions	Dagger Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d2/19-00 (2) piercing damage. Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d2/19-00 (2) piercing damage.	Dagger Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2/19-00 (2) piercing damage. Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d2/19-00 (2) piercing damage.	Dagger Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d2/19-00 (110) piercing damage. Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d2/19-00 (110) piercing damage.	Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+7/17-00 (9) bludgeoning damage. Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d3+7/17-00 (9) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>detect magic (at will); invisibility (self only) (at will); minor image (3/day); sleep (3/day); suggestion (1/day)</i>			
Spellcasting	-			
Possessions	Dagger (4x)			

POPOBALA



	Low	Moderate	Advanced	Elite
Terrain	Warm Coasts or Forests			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	64	102	189	317
Speed	30 ft. Climb 30 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Small monstrosity, chaotic evil	Small monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 18 (+4)	STR 23 (+6)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 19 (+4)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 15 (+2)	INT 15 (+2)	INT 15 (+2)	INT 18 (+4)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	diseased, Immunity to Nausea, poisoned, stunned			
Vulnerabilities	-			
Senses	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 60 ft.
Languages	Common			
Challenge	8	12	18	22
Special Abilities & Qualities	Change Shape A popobala loses its frightful presence, popobala fever, and stench abilities when not in its true form.			
Special Abilities & Qualities	Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Wisdom DC 17**Save** Wisdom DC 18**Save** Wisdom DC 20**Save** Wisdom DC 23

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Harvester of Sorrow A popobala heals as a result of the suffering of others. It gains fast healing 10 if at least one creature within 15 feet has one or more of the following conditions: confused, cowering, dying, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned.

Standard Actions

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.

Talons Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.

Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.

Talons Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.

Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.

Talons Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.

Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+11 (25) piercing damage.

Talons Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.

Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) bludgeoning damage.

Special Actions

Horrid Haunting A popobala may use ghost sound or ventriloquism as a free action whenever it manipulates a creature or object with animate objects, dominate person, or telekinesis. The ghost sound or ventriloquism originates from the controlled object or creature.

Special Actions

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 23

Popobala Fever A creature wounded by a popobala's talons becomes sickened for 1d6 minutes unless it makes a Constitution save. A creature already sickened by the fever becomes nauseated for 1d6 rounds. One already nauseated by the fever is helpless for 1d6 rounds. This is a disease effect.

Special Actions

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 23

Stench You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Constitution save or be sickened for 1d6 minutes. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Legendary Actions

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Innate Spellcasting

clairvoyance (at will); ghost sound (at will); ventriloquism (at will); dominate person (3/day); feeblemind (3/day); suggestion (3/day); telekinesis (3/day); animate object (1/day)

Spellcasting Possessions

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POPPET (SMALL)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Minion
Organization	Solitary
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	17	45	68	101
Speed	20 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 3 (-4)	WIS 3 (-4)	WIS 7 (-2)	WIS 7 (-2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

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POPPET (TINY)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Minion			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	7	38	62	98
Speed	20 ft.			
Size, Type, Alignment	Tiny construct, unaligned	Tiny construct, unaligned	Tiny construct, unaligned	Small construct, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 3 (-4)	WIS 3 (-4)	WIS 7 (-2)	WIS 7 (-2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d2+0 (2) bludgeoning damage.	Slam Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d3+2 (4) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.



PORCUPINE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Prickle (3-6x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	8	37	74	133
Speed	30 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Damage 1d3	Damage 1d4	Damage 1d6	Damage 2d4
	Quills Any creature attacking a porcupine with natural weapons or an unarmed strike takes 1 point of piercing damage. A creature that grapples a porcupine takes piercing damage each round it does so.			
Standard Actions	Tail Slap Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.	Tail Slap Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Tail Slap Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

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PORCUPINE (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Prickle (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	20	42	99	169
Speed	40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 2d4	Damage 3d4	Damage 4d6	Damage 6d6
	Quills Any creature attacking a porcupine with natural weapons or an unarmed strike takes 1d4 points of piercing damage. A creature that grapples a porcupine takes piercing damage each round it does so.			
Standard Actions	Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+3 (10) bludgeoning damage.	Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+4 (14) bludgeoning damage.	Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+6/19-00 (16) bludgeoning damage.	Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9/19-00 (23) bludgeoning damage.



PRIMATE (BABOON)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests or Plains			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary, Pair, or Mission (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	8	39	82	132
Speed	30 ft.			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

P

PRIMATE (MONKEY SWARM)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Mission (3-6x), or Tribe (7-12x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	14	59	124	216
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 5 (-3)	STR 5 (-3)	STR 9 (-1)	STR 13 (+1)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
Standard Actions	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	Swarm Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 4d6 (8) bludgeoning damage.



PRIONOSUCHUS



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	18	68	123	216
Speed	20 ft. Swim 30 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d8	Damage 4d8
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.

P



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

PROTEAN (IMENTESH)



	Low	Moderate	Advanced	Elite
Terrain	Any (Limbo)			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary, Pair, or Envoy (3-10x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
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Hit Points	38	65	117	231
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Speed	30 ft. Fly 30 ft. (Perfect) Swim 30 ft.			
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Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
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Ability Scores / Saves	STR	17 (+3)	STR	17 (+3)	STR	19 (+4)	STR	24 (+7)
	DEX	18 (+4)	DEX	18 (+4)	DEX	15 (+2)	DEX	17 (+3)
	CON	12 (+1)	CON	12 (+1)	CON	16 (+3)	CON	20 (+5)
	INT	18 (+4)	INT	18 (+4)	INT	18 (+4)	INT	20 (+5)
	WIS	16 (+3)	WIS	16 (+3)	WIS	16 (+3)	WIS	18 (+4)
	CHA	18 (+4)	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	Electricity, all physical attacks except lawful			
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Immunities	Acid, Polymorph Effects			
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Vulnerabilities	-			
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Senses	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 30 ft., Darkvision 60 ft.
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Languages	Abyssal, Protean, Tongues			
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Challenge	5	9	13	17
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Special Abilities & Qualities **Aligned** Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.

Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Tongues You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.

Special Abilities & Qualities **Fast Healing** You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Change Shape You have the ability to assume the appearance of a specific type of creature, but retain most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a greater polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL 17).

Special Abilities & Qualities

Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+7 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+11 (25) piercing damage.
Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage.
Tail Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.	Tail Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.	Tail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Tail Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+5 (16) bludgeoning damage.

Special Actions

Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
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Inflict Warpwave As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a Constitution save. Possible effects:

- d20 Warpwave effect
- 1 Target takes 2 Strength damage.
- 2 Target takes 2 Dexterity damage.
- 3 Target takes 2 Constitution damage.
- 4 Target takes 2 Intelligence damage.
- 5 Target takes 2 Wisdom damage.
- 6 Target takes 2 Charisma damage.
- 7 Target's maximum HP are reduced by 1d8 points. This may only be undone via a restoration spell.
- 8 Target is blinded or deafened for 1d4 rounds.
- 9 Target is confused for 1d4 rounds.
- 10 Target is entangled by filaments of energy for 1d4 rounds.
- 11 Target becomes fatigued (or exhausted if already fatigued).
- 12 Target becomes nauseated for 1d4 rounds.
- 13 Target is stunned for 1d4 rounds.
- 14 Target is sickened for 1d4 rounds.
- 15 Target is staggered for 1d4 rounds.
- 16 Target gains 4d6 temporary hit points.
- 17 Target is affected by a heal spell (CL = protean's CR).
- 18 Target is turned to stone.
- 19 Target is affected by baleful polymorph (CL = protean's CR).
- 20 Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target. Ability damage suffered from this effect can only be recovered via a restoration spell or more potent healing magic.

Legendary Actions

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Innate Spellcasting

dispel magic (1/day); dimension door (self plus lbs. of objects only) (at will); dispel magic (3/day); haste (1/day); polymorph any object (1/day); shatter (at will); shrink item (at will); slow (3/day); tongues (at will)

PROTEAN (KEKETAR)



	Low	Moderate	Advanced	Elite
Terrain	Any (Limbo)			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary or Chorus (2-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
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Hit Points	91	157	297	449
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Speed	40 ft. Fly 40 ft. (Perfect) Swim 40 ft.			
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Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
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Ability Scores / Saves	STR	20 (+5)	STR	20 (+5)	STR	22 (+6)	STR	26 (+8)
	DEX	20 (+5)	DEX	20 (+5)	DEX	18 (+4)	DEX	18 (+4)
	CON	17 (+3)	CON	17 (+3)	CON	19 (+4)	CON	23 (+6)
	INT	17 (+3)	INT	17 (+3)	INT	17 (+3)	INT	19 (+4)
	WIS	20 (+5)	WIS	20 (+5)	WIS	20 (+5)	WIS	22 (+6)
	CHA	19 (+4)	CHA	19 (+4)	CHA	19 (+4)	CHA	21 (+5)

Saving Throws	-	-	-	-
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Resistances	Electricity			
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Immunities	Acid, Polymorph Effects			
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Vulnerabilities	-			
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Senses	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +24, Blindsight 60 ft., Darkvision 60 ft.
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Languages	Abyssal, Protean, Telepathy 100 ft., Tongues			
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Challenge	8	14	23	27
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Special Abilities & Qualities	<p>Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.</p> <p>Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.</p> <p>Change Shape You have the ability to assume the appearance of a specific type of creature, but retain most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a greater polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL 17).</p>			
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d8**Damage** 2d8**Damage** 3d8**Damage** 4d8**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Special Abilities & Qualities****Fast Healing** You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.**Special Abilities & Qualities****Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21**Saving Throw**
Wisdom DC 24**Reshape Reality** This ability functions as the spell *mirage arcana* heightened to a 9th-level spell, except the changes are quasi-real, like those created by *shadow conjuration*. A creature that interacts with reshaped reality may make a Wisdom save to see through the semi-real illusion. Terrain can provide concealment, and against foes who do not make the Wisdom save to see through the facade, reshaped reality can provide cover. For disbelievers, quasi-real objects and terrain have only 20% normal AC and hit points, and break DCs are 10 lower than normal. Dangerous terrain cannot exceed 5d6 points of damage per round (1d6 per round against disbelievers). This ability cannot damage existing structures, nor does it function in areas where planar travel is prohibited.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d6+10 (24) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10 (16) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d6+10 (24) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10 (16) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+9 (27) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+4 (13) bludgeoning damage.**Bite** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 12d6+14 (56) piercing damage.**Claw** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+7 (25) bludgeoning damage.**Special Actions****Save** Constitution DC 17**Save** Constitution DC 19**Save** Constitution DC 21**Save** Constitution DC 24**Spatial Riptide** Aura range 30'. Any non-protean teleporting into or out of the protean's aura must make a Constitution save or enter a state of suspended animation (identical to temporal stasis) for 1d3 rounds; success means the creature is merely nauseated for 1 round.**Special Actions****Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.**Special Actions****Save** Constitution DC 17**Save** Constitution DC 19**Save** Constitution DC 21**Save** Constitution DC 24**Warpwave** A creature struck by a keketar's claw or bite must make a Constitution save or be affected by a warpwave. Possible effects:
d20 Warpwave effect
1 Target takes 2 Strength damage.
2 Target takes 2 Dexterity damage.
3 Target takes 2 Constitution damage.
4 Target takes 2 Intelligence damage.
5 Target takes 2 Wisdom damage.
6 Target takes 2 Charisma damage.
7 Target's maximum hit points are reduced by 1d8 points. This may only be undone via a restoration spell.
8 Target is blinded or deafened for 1d4 rounds.
9 Target is confused for 1d4 rounds.
10 Target is entangled by filaments of energy for 1d4 rounds.
11 Target becomes fatigued (or exhausted if already fatigued).
12 Target becomes nauseated for 1d4 rounds.
13 Target is stunned for 1d4 rounds.
14 Target is sickened for 1d4 rounds.
15 Target is staggered for 1d4 rounds.
16 Target gains 4d6 temporary hit points.
17 Target is affected by a heal spell (CL = protean's CR).
18 Target is turned to stone.
19 Target is affected by baleful polymorph (CL = protean's CR).
20 Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.
Ability damage suffered from this effect can only be recovered via a restoration spell or more potent healing magic.**Innate Spellcasting***disintegrate (1/day); move earth (at will); polymorph any object (3/day); prismatic wall (1/day); prismatic spray (1/day); confusion (3/day); shatter (at will); tongues (at will)*

PROTEAN (NAUNET)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any (Limbo)			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary, Pair, or Cacophony (3-12x)			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
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Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
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Hit Points	52	101	178	267
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Speed	30 ft. Fly 30 ft. (Perfect) Swim 30 ft.			
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Size, Type, Alignment	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
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Ability Scores / Saves	STR	14 (+2)	STR	17 (+3)	STR	19 (+4)	STR	22 (+6)
	DEX	18 (+4)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)
	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)	CON	21 (+5)
	INT	9 (-1)	INT	9 (-1)	INT	13 (+1)	INT	13 (+1)
	WIS	14 (+2)	WIS	14 (+2)	WIS	17 (+3)	WIS	17 (+3)
	CHA	13 (+1)	CHA	13 (+1)	CHA	17 (+3)	CHA	17 (+3)

Saving Throws	-	-	-	-
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Resistances	Electricity, all physical attacks except lawful			
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Immunities	Acid, Polymorph Effects			
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Vulnerabilities	-			
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Senses	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 30 ft., Darkvision 60 ft.
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Languages	Abyssal, Protean			
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Challenge	5	9	13	17
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Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.

Adaptive Strike A naunet's natural weapons count as magical and chaotic for the purposes of overcoming resistance. As a free action once per round, a naunet may infuse all of its natural attacks with adamantite, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Change Shape You have the ability to assume the appearance of a specific type of creature, but retain most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a greater polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL 17).

Special Abilities & Qualities

Damage 1d6 **Damage** 2d6 **Damage** 3d6 **Damage** 4d6

Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Special Abilities & Qualities

Coalesce Chaos Once per day as a standard action, three or more naunets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to solid fog (CL 12th) and lasts for 2d6 rounds. If six or more naunets are present, the coalesced chaos instead functions as acid fog (CL 12th).

Standard Actions

<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>
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Special Actions

<p>Saving Throw Wisdom DC 15</p>	<p>Saving Throw Wisdom DC 17</p>	<p>Saving Throw Wisdom DC 19</p>	<p>Saving Throw Wisdom DC 21</p>
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Confusion A creature struck by a naunet's tentacle attack is infused with raw chaos, and must make a Wisdom save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains advantage on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect.

Legendary Actions

-

Innate Spellcasting

acid arrow (at will); dimension door (self plus lbs. of objects only) (at will); fog cloud (at will); shatter (at will)

Spellcasting

-

Possessions

-



PROTEAN (VOIDWORM)



	Low	Moderate	Advanced	Elite
Terrain	Any (Limbo)			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or School (3-18x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	14	44	94	150
Speed	20 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Tiny monstrosity, chaotic neutral	Tiny monstrosity, chaotic neutral	Tiny monstrosity, chaotic neutral	Small monstrosity, chaotic neutral
Ability Scores / Saves	STR 5 (-3)	STR 5 (-3)	STR 9 (-1)	STR 13 (+1)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Electricity			
Immunities	Acid, Polymorph Effects			
Vulnerabilities	-			
Senses	Passive Perception +8, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.
Languages	Common, Protean			
Challenge	3	7	11	15

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.

Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Change Shape You have the ability to assume the appearance of a specific type of creature, but retain most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a greater polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL 17).

Special Abilities & Qualities

Damage 1d6 **Damage** 2d6 **Damage** 3d6 **Damage** 4d6

Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Special Abilities & Qualities

Saving Throw **Saving Throw** **Saving Throw** **Saving Throw**
Wisdom DC 12 Wisdom DC 13 Wisdom DC 16 Wisdom DC 18

Confusion A creature struck by a voidworm's tentacle attack is infused with raw chaos, and must make a Wisdom save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains advantage on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect.

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.
Tail Slap Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.	Tail Slap Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Tail Slap Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Tail Slap Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

blur (self only) (3/day); commune (/1week); dancing lights (at will); prestidigitation (at will)

Spellcasting

-

Possessions

-

PSEUDODRAGON



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Clutch (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	4	45	93	185
Speed	15 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Tiny dragon, neutral good	Tiny dragon, neutral good	Tiny dragon, neutral good	Small dragon, neutral good
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Magical unconscious, paralyzed			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Draconic, Telepathy 60 ft.			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	Poison Sting-injury; save Constitution; frequency 1/minute for 10 minutes; effect sleep for 1 minute; cure 1 save.			
Special Abilities & Qualities	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p> <p>Sting Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p>	<p>Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Sting Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.</p>	<p>Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) piercing damage.</p> <p>Sting Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.</p> <p>Sting Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p>
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

PSEUDOSPHERINX



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	23	47	86	141
Speed	20 ft. Fly 30 ft. (Average)			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 3 (-4)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Sphinx, Comprehend Languages			
Challenge	3	7	11	15
Special Abilities & Qualities	Aided Inishgt Once per day, a pseudosphinx can tap into the wisdom of its ancestors to answer a question for another creature. To do so, the pseudosphinx attempts a Wisdom check, gaining a bonus on the check equal to the querent's level and treating the result of the check as the result of an appropriate check. The pseudosphinx must be touching the querent to use this ability.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p> <p>Claw Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.</p>	<p>Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.</p> <p>Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.</p>	<p>Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.</p> <p>Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+3 (10) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>burning hands (3/day); cause fear (3/day); comprehend languages (at will); detect magic (at will); detect secret doors (at will); identify (3/day); vanish (3/day)</i>			
Spellcasting	-			
Possessions	-			

PSEUDOWYVERN



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate or Warm Forests or Hills			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Flight (3-6x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	24	47	110	186
Speed	10 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Tiny dragon, unaligned	Tiny dragon, unaligned	Tiny dragon, unaligned	Small dragon, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Magical unconscious, paralyzed			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Draconic			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	Poison Sting-injury; save Constitution; frequency 1/round for 2 rounds; effect 1 Constitution damage; cure 1 save. Ability damage suffered from this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Sting Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Sting Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Bite Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d4+2 (4) piercing damage.</p> <p>Sting Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+2 (4) piercing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

PSYCHOPOMP (AHMUUTH)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary, Pair, or Inquisition (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	37	79	160	236
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 19 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-			
Resistances	Cold, all physical attacks except adamantite			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Abyssal, Celestial, Infernal			
Challenge	6	10	14	18

Special Abilities & Qualities	Animated Shield An ahmuuth's gravestones defend the it in a manner similar to an animated shield but without a limited duration. If the stones leave the psychopomp's square or the ahmuuth is slain, they become inert stone.
Special Abilities & Qualities	Death's Dagger An ahmuuth's dagger is treated as a +1 returning undead bane dagger. It loses this ability if it is held by anyone other than the ahmuuth, and regains it once returned.
Special Abilities & Qualities	Ecotplasmic Focus An ahmuuth's spells and spell- like abilities have their full effect against incorporeal or ethereal creatures.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Spiritsense A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Standard Actions

Undead Bane/Returning Dagger Melee weapon attack: --1 to hit, reach 5 ft., one target. Hit 1d4/19+00 (3) piercing damage.

Undead Bane/Returning Dagger Melee weapon attack: --2 to hit, reach 5 ft., one target. Hit 1d4/19+00 (3) piercing damage.

Undead Bane/Returning Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19+00 (3) piercing damage.

Undead Bane/Returning Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/17+00 (8) piercing damage.

Undead Bane/Returning Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d4/19+00 (3) piercing damage.

Undead Bane/Returning Dagger Ranged weapon attack: --1 to hit, one target. Hit 1d4/19+00 (3) piercing damage.

Undead Bane/Returning Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4/19+00 (3) piercing damage.

Undead Bane/Returning Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4+10/17+00 (12) piercing damage.

Special Actions

Spirit Touch A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the ghost touch weapon special ability.

Innate Spellcasting

chill touch (3/day); disrupt undead (at will); ghostbane dirge (3/day); ghostly disguise (1/day); locate creature (3/day); silence (3/day); speak with dead (1/day); mage hand (3/day); summon monster (1 great horned owl only, 100%) (at will)

Spellcasting

-

Possessions

-

PSYCHOPOMP (CATRINA)



	Low	Moderate	Advanced	Elite
Terrain	Any (Purgatory)			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Reception			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	61	101	161	237
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except adamantite			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Celestial, Common, Infernal, Telepathy 100 ft., Tongues			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
	Calm Emotions Aura A catrina's aura acts like a calm emotions spell with a radius of 30 feet. A creature that succeeds at its save is immune to that catrina's aura for 24 hours. A Wisdom save negates the effect.			

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☒ **Low**☒ **Moderate**☒ **Advanced**☒ **Elite****Special Abilities & Qualities****Saving Throw**

Wisdom DC 16

Saving Throw

Wisdom DC 17

Saving Throw

Wisdom DC 19

Saving Throw

Wisdom DC 20

Compel Condemned As a standard action, a catrina can force one humanoid within 30 feet to make a Wisdom save or be affected as per the spell dominate person. This ability functions exactly as that spell, but the catrina can only command an affected creature to approach and kiss her. This action is not considered to be against the target's nature or self-destructive. Any damage taken by the target (other than damage the catrina deals) immediately ends this effect.

Special Abilities & Qualities**Saving Throw**

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 20

Damage 3d6**Damage** 4d6**Damage** 5d6**Damage** 7d6

Kiss of Death A catrina can kill a grappled, helpless, or willing target with a long, passionate kiss. The target must succeed at a Constitution save or take necrotic damage. Any creature damaged by the same catrina's kiss for three consecutive rounds instantly dies, regardless of how many hit points it has remaining. Creatures of the old or venerable age categories suffer disadvantage on saving throws to resist this ability. This is a death effect.

Special Abilities & Qualities**Spirit Sense**

A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Standard Actions**Slam** Melee weapon

attack: -1 to hit, reach 0 ft., one target. Hit 1d8 (5) bludgeoning damage.

Slam Melee weapon

attack: +1 to hit, reach 0 ft., one target. Hit 1d8 (5) bludgeoning damage.

Slam Melee weapon

attack: +3 to hit, reach 0 ft., one target. Hit 1d10 (6) bludgeoning damage.

Slam Melee weapon

attack: +6 to hit, reach 0 ft., one target. Hit 1d12 (7) bludgeoning damage.

Special Actions**Spirit Touch**

A psychopomp's natural weapons, as well as any weapon it wields, may affect incorporeal creatures and objects as if they were corporeal.

Special Actions**Telepathy**

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Legendary Actions

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Innate Spellcasting

dancing lights (at will); invisibility (self only) (at will); major image (3/day); speak with dead (at will); tongues (at will)

Spellcasting

-

Possessions

-

PSYCHOPOMP (MORRIGNA)



	Low	Moderate	Advanced	Elite
Terrain	Any (Purgatory)			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary or Group (3-15x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	71	94	179	293
Speed	30 ft. Climb 10 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 23 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 14 (+2)	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except adamantite			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Abyssal, Celestial, Infernal, Speak with Animals (including vermin), Tongues			
Challenge	8	12	18	22
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Regeneration You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities

Spider Sight A morrigna can see through the eyes of a spider swarm she summons as though it were the sensor of an arcane eye spell. She does not have to concentrate to use this ability.

Special Abilities & Qualities

Spiritsense A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Spirit Touch A psychopomp's natural weapons, as well as any weapon it wields, may affect incorporeal creatures and objects as if they were corporeal.

Standard Actions

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) bludgeoning damage.

Wrappings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) bludgeoning damage.

Wrappings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Wrappings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+11 (25) bludgeoning damage.

Wrappings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

Speak with animals (at will); speak with dead (5/day); summon (1d4 giant tarantulas 75% or 1d4 spider swarms 100%) (3/day); tongues (at will)

Spellcasting

Arcane (CL 8)

Arcane (CL 12)

Arcane (CL 18)

Arcane (CL 20)

dispel magic; cure wounds; fear; burst of speed; acute senses; hold person; alarm; cause fear; command; calm emotions; doom; inflict wounds; acid splash; detect magic; light

Possessions

-

PSYCHOPOMP (NOSOI)



	Low	Moderate	Advanced	Elite
Terrain	Any (Purgatory)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Group (3-15x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	45	100	163
Speed	20 ft. Fly 50 ft. (Good)			
Size, Type, Alignment	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Small monstrosity, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except adamantite			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Abyssal, Celestial, Infernal			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
	Haunting Melody A nosoi's song has the power to grip the spirits of those that hear it. All living and undead creatures within a 60-foot spread must succeed at a Wisdom saving throw or be fascinated. A creature that successfully saves is not subject to that nosoi's song for 24 hours. This effect continues for as long as the nosoi sings and for 1 round thereafter. A nosoi can sing for a number of rounds per day equal to twice its Hit Dice. This is a sonic mind-affecting charm effect. This ability can affect undead creatures, even though the undead subtype makes such creatures immune to mind-affecting effects (though undead creatures with immunity to mind-affecting effects from a source other than their creature type are still immune).			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.

Special Abilities & Qualities

Spiritsense A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Special Abilities & Qualities

Spirit Touch A psychopomp's natural weapons, as well as any weapon it wields, may affect incorporeal creatures and objects as if they were corporeal.

Standard Actions

Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.

Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.

Bite Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d4+3 (6) piercing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.

Legendary Actions

-

Innate Spellcasting

invisibility (self only) (at will); (1/day); speak with dead (3/day)

Spellcasting

-

Possessions

-

PSYCHOPOMP (VANTH)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Purgatory)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Flock (2-12x)			
Treasure	Double			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	25	72	145	231
Speed	30 ft. Fly 50 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except adamantite			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal, Celestial, Infernal			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
	Fear Aura A creature of fewer than 10 Hit Dice that fails its Wisdom save against the vanth's fear aura is shaken for as long as it remains within the aura. A creature that succeeds at its save is immune to that vanth's aura for 24 hours. Range 30'.			
Special Abilities & Qualities	Reaper's Scythe Every vanth carries a distinctive adamantite scythe as both a weapon and a symbol of its duty. When the vanth wields its own scythe, the weapon gains a +1 enhancement bonus on attack rolls and damage rolls. As a free action, the vanth can summon its weapon from a personal demiplane or any other location and have it appear in its hands instantly. It can also dismiss its scythe back to its personal demiplane as a free action. If a vanth's scythe is destroyed, it can summon a new one in 24 hours.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Spiritsense A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Special Abilities & Qualities

Spirit Touch A psychopomp's natural weapons, as well as any weapon it wields, may affect incorporeal creatures and objects as if they were corporeal.

Standard Actions**Adamantine Scythe**

Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/x4 (8) slashing damage.

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

Adamantine Scythe Melee

weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+7/x4 (12) slashing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.

Adamantine Scythe

Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d4+10/19-00/x4 (15) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) slashing damage.

Adamantine Scythe

Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15/19-00/x4 (22) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.

Legendary Actions

-

Innate

bestow curse (3/day); invisibility (self only) (at will); locate creature (3/day); lightning bolt (3/day)

Spellcasting**Spellcasting**

-

Possessions

-

PSYCHOPOMP (YAMARAJ)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Purgatory)			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	22 (natural armor)	22 (natural armor)	23 (natural armor)	23 (natural armor)
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Hit Points	99	190	339	510
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Speed	40 ft. Fly 60 ft. (Good) Swim 40 ft.			
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Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR	19 (+4)	STR	19 (+4)	STR	21 (+5)	STR	26 (+8)
	DEX	21 (+5)	DEX	22 (+6)	DEX	24 (+7)	DEX	25 (+7)
	CON	18 (+4)	CON	18 (+4)	CON	20 (+5)	CON	24 (+7)
	INT	20 (+5)	INT	20 (+5)	INT	20 (+5)	INT	22 (+6)
	WIS	20 (+5)	WIS	22 (+6)	WIS	22 (+6)	WIS	24 (+7)
	CHA	20 (+5)	CHA	22 (+6)	CHA	22 (+6)	CHA	24 (+7)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except adamantite			
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Immunities	Cold, diseased, Electricity, poisoned			
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Vulnerabilities	-			
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Senses	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +24, Darkvision 60 ft.	Passive Perception +26, Darkvision 60 ft.
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Languages	Abyssal, Aklo, Celestial, Common, Draconic, Infernal			
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Challenge	8	16	25	29
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Special Abilities & Qualities	Save Dexterity DC 18	Save Dexterity DC 21	Save Dexterity DC 24	Save Dexterity DC 26
	Damage 12d6	Damage 16d6	Damage 20d6	Damage 25d6
	Breath Weapon 60' Cone of Cold; cold damage, save Dexterity, usable with Recharge 2. Breath weapons allow a save for half damage. You are immune to your own breath weapon.			

Special Abilities & Qualities	Save Dexterity DC 18	Save Dexterity DC 21	Save Dexterity DC 24	Save Dexterity DC 26
	Damage 8d6	Damage 12d6	Damage 16d6	Damage 20d6
	Breath Weapon In addition to its cold breath weapon, a yamaraj can breath a 60-foot cone of beetles and other insectile scavengers. Creatures in the breath weapon's area take slashing damage and are nauseated for 1d4 rounds (Dexterity save halves damage and negates nausea). The scavengers persist as a swarm around the affected creature that is closest to the breath weapon's point of origin; this swarm has the same statistics as an army ant swarm, but its distraction DC is the same as the yamaraj's breath weapon DC.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Abilities & Qualities

Save Wisdom DC 18 **Save** Wisdom DC 21 **Save** Wisdom DC 24 **Save** Wisdom DC 26
Fear The use of this ability is a free action. The aura functions like the fear spell. A fear aura is an area effect of all creatures within 30'.

Standard Actions

<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7/19-00 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.</p> <p>Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+7/19-00 (12) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+10 (16) slashing damage.</p> <p>Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.</p> <p>Wing Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.</p> <p>Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+13/19-00 (27) piercing damage.</p> <p>Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+19 (33) slashing damage.</p> <p>Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+7 (21) bludgeoning damage.</p> <p>Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p>
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Special Actions

Final Judgment A yamaraj can only use its miracle spell-like ability to restore a slain outsider to life or to reproduce the following spell effects: banishment, dimensional anchor, greater restoration, plane shift, true resurrection.

Special Actions

Lightning Drinker A yamaraj absorbs electricity to strengthen itself. If struck by an electrical attack, it heals 1 hit point per 3 points of electricity damage the attack would otherwise deal. If the amount of healing would cause the yamaraj to exceed its full normal hit points, it gains any excess as temporary hit points (up to a maximum of 100), which last up to 1 hour.

Special Actions

Save Constitution DC 18 **Save** Constitution DC 21 **Save** Constitution DC 24 **Save** Constitution DC 26
Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 3 consecutive saves. Ability damage suffered from this effect is restored following a long rest.

Special Actions

Spiritsense A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).
Spirit Touch A psychopomp's natural weapons, as well as any weapon it wields, may affect incorporeal creatures and objects as if they were corporeal.

Legendary Actions

-

Innate Spellcasting

circle of death (3/day); detect thoughts (at will); forcecage (3/day); mage armor (at will); wish (3/day); lightning bolt (3/day); reincarnate (at will); scrying (at will); share language (at will); soul bind (1/day); summon (any one psychopomp of lower CR 100%) (1/day); telekinesis (at will); tongues (at will); true seeing (at will); power word kill (1/day)



PTARMIGAN



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests and Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Flock (3-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	20	56	99
Speed	20 ft. Fly 40 ft. (Clumsy)			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 5 (-3)	CON 5 (-3)	CON 9 (-1)	CON 13 (+1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d8+1 (6) piercing damage.

P

PUFFERFISH



	Low	Moderate	Advanced	Elite
Terrain	Warm Oceans			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or School (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	8	44	115	189
Speed	Swim 20 ft.			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	2 (-4)	STR	3 (-4)	STR	8 (-1)	STR	13 (+1)
	DEX	12 (+1)	DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)
	CON	13 (+1)	CON	13 (+1)	CON	17 (+3)	CON	20 (+5)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)
	CHA	7 (-2)	CHA	7 (-2)	CHA	11 (+0)	CHA	11 (+0)

Saving Throws	-	-	-	-
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Resistances	-	-	-	-
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Immunities	-	-	-	-
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Vulnerabilities	-	-	-	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-	-	-	-
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Challenge	1	6	10	14
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Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 20
	Poison Spines-injury; save Constiution; frequency once; initial effect staggered for 1 round; secondary effect 1 Strength damage; cure 2 consecutive saves. If certain portions of the pufferfish's body are eaten, the poison's effect is instead 1d4 points of Constitution damage. Ability damage suffered to this effect is restored following a long rest.			

Special Abilities & Qualities	Damage 1d2	Damage 1d4	Damage 1d6	Damage 2d4
	Spines Pufferfish aren't equipped to attack other creatures, but foes that strike a pufferfish with an unarmed strike or a natural attack take piercing damage from the fish's toxic spines, and must immediately attempt a saving throw against the pufferfish's poison.			

Standard Actions	-	-	-	-
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PUFFIN



	Low	Moderate	Advanced	Elite
Terrain	Cold Coastlines			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Colony (3-20x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	2	17	56	105
Speed	10 ft. Fly 30 ft. (Clumsy) Swim 30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 4 (-3)	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6+1 (8) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

P

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

PUKWUDGIE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests, Hills, or Mountains			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary, Pair, or Cult (3-10x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	41	101	173	271
Speed	30 ft.			
Size, Type, Alignment	Tiny monstrosity, neutral evil	Small monstrosity, neutral evil	Small monstrosity, neutral evil	Medium monstrosity, neutral evil
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	poisoned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft., Detect Good, Detect Magic	Passive Perception +15, Darkvision 60 ft., Detect Good, Detect Magic	Passive Perception +18, Darkvision 60 ft., Detect Good, Detect Magic	Passive Perception +19, Darkvision 60 ft., Detect Good, Detect Magic
Languages	Common, Draconic, Infernal			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Poison Quill-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect is restored following a long rest.			
Special Abilities & Qualities	Quills A pukwudgie can fire two of its quills as a ranged attack as a standard action. These quills have a range increment of 40 feet. Any creature attacking a pukwudgie with light or one-handed melee weapons, natural weapons, or an unarmed strike takes piercing damage. A creature that grapples a pukwudgie takes twice this amount of piercing damage. Anyone who takes damage from these quills is also exposed to the pukwudgie's poison.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Spawn Undead Any creature slain by a pukwudgie's poisonous quills rises in 24 hours as a zombie. Undead created by this ability are not immediately under the control of a pukwudgie, but they receive disadvantage on saves against a pukwudgie's control undead spell-like ability.

Standard Actions

Claw Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.

Quills Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3 (4) piercing damage.

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Quills Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.

Quills Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) slashing damage.

Quills Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

Legendary Actions

-

Innate Spellcasting

detect alignment (at will); detect magic (at will); command undead (at will); produce flame (at will); animate dead (3/day); invisibility (3/day); ray of enfeeblement (3/day)

Spellcasting

-

Possessions

-

PURPLE WORM



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
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Hit Points	94	128	201	334
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Speed	20 ft. Burrow 20 ft. Swim 10 ft.			
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Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR	20 (+5)	STR	20 (+5)	STR	24 (+7)	STR	29 (+9)
	DEX	8 (-1)	DEX	8 (-1)	DEX	4 (-3)	DEX	6 (-2)
	CON	18 (+4)	CON	18 (+4)	CON	20 (+5)	CON	24 (+7)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	6 (-2)	WIS	6 (-2)	WIS	6 (-2)	WIS	10 (+0)
	CHA	6 (-2)	CHA	6 (-2)	CHA	6 (-2)	CHA	10 (+0)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +8, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.
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Languages	-			
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Challenge	8	12	16	20
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Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
	Poison Sting - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 3 consecutive saves. Ability damage suffered from this effect is restored following a long rest.			

Special Abilities & Qualities	Saving Throw DC 17 Damage 2d6	Saving Throw DC 18 Damage 4d6	Saving Throw DC 20 Damage 6d6	Saving Throw DC 23 Damage 8d6
	Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.			

P

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12/19-00 (26) piercing damage.

Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d8+12/19-00 (30) piercing damage.

Sting Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+12 (21) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 12d6+17/19-00 (59) piercing damage.

Sting Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+17 (35) piercing damage.



Illustration 5: Purple Worm

PYTHON (RIDING)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	10	41	114	188
Speed	30 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.
Legendary Actions	-			



Low



Moderate



Advanced



Elite

- Innate -
- Spellcasting -
- Spellcasting -
- Possessions -

QALLUIPLUK



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Cold Oceans			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Family (2-6x+)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	31	74	143	230
Speed	30 ft. Swim 40 ft.			
Size, Type, Alignment	Small monstrosity, lawful evil	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo, Aquan, Common, Giant			
Challenge	4	8	12	16
Special Abilities & Qualities	Cloying Scent Qallupilluks exude a vaguely sweet and unexpectedly pleasant briny scent. This smell comforts and distracts humanoids and animals that come within 15 feet of the qallupilluk, causing such creatures to suffer disadvantage on saves against mind-affecting effects.			

Q

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Curse of Scales If a qallupilluk grapples a humanoid opponent equal to or smaller than her size category, her target begins transforming into an aquatic monster. Starting on the third consecutive round of grappling, the grappled target must succeed at a Constitution save every round or fully transform into a grindylow, reefclaw, bunyip, merrow, or scrag. Once fully transformed, the creature is slavishly devoted to the qallupilluk that created it. If the qallupilluk is slain, the creature loses this devotion but remains transformed. The transformation ends after 1 hour or if the creature is slain. A qallupilluk can make this transformation permanent by performing a ritual that takes 10 minutes and deals 30 points of damage to the qallupilluk. This is a curse and polymorph effect.

Standard Actions

Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

Javelin Ranged weapon attack: +1 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.

Javelin Ranged weapon attack: +3 to hit, one target. Hit 1d6+7 (10) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) slashing damage.

Javelin Ranged weapon attack: +1 to hit, one target. Hit 1d8+11 (16) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.

Legendary Actions

-

Innate Spellcasting

charm animal (3/day); charm person (3/day); chill metal (3/day); commune with nature (1/day); divination (1/day); sleet storm (3/day); water breathing (at will)

Spellcasting

-

Possessions

Javelin (6x)

QLIPPOTH (AUGNAGAR)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	84	138	212	348
Speed	50 ft. Climb 50 ft. Fly 50 ft. (Average)			
Size, Type, Alignment	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil	Gargantuan fiend, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 21 (+5)	STR 23 (+6)	STR 27 (+8)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 10 (+0)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 25 (+7)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	Cold, psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 30 ft., Darkvision 60 ft.
Languages	Abyssal, Telepathy 100 ft.			
Challenge	6	10	14	18

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d4 Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Saving Throw Wisdom DC 17 Horrific Appearance Creatures that succumb to an augnagar's horrific appearance (Wisdom save negates) are driven momentarily insane with fear. This results in 2 points of Charisma damage and leaves the victim confused for 1d3 rounds. Range 30'. Ability damage suffered from this effect must be restored via restoration or more potent healing magic.	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 23
Special Abilities & Qualities	Saving Throw Constitution DC 17 Rotting Curse Bite - injury; Save Constitution; Frequency 1/day; Effect 1d6 Constitution damage plus constant stench. A creature that suffers the rotting curse imparted by an augnagar's bite displays hideous, festering wounds that exude a horrific stench. All creatures within 30' of the cursed victim except those that are immune to poison are affected by the stench. The victim of this curse receives no saving throw to avoid becoming sickened by the stench, but other creatures can attempt a Constitution save to negate this condition - those who fail remain sickened as long as they remain within 30 feet of the cursed victim. The horrific stench also imparts disadvantage on Stealth checks made by the cursed victim.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+10 (16) piercing damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d6+10 (14) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+13 (18) piercing damage. Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d6+13 (16) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage. Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+11 (16) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage. Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15 (26) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>dimension door (3/day); protection from law (3/day); true seeing (at will)</i>			
Spellcasting	-			
Possessions	-			



QLIPPOTH (CHERNOBUE)



	Low	Moderate	Advanced	Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Gang (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	70	162	244	343
Speed	40 ft., Air Walk			
Size, Type, Alignment	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Huge fiend, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except lawful			
Immunities	Cold, psychic, poisoned			
Vulnerabilities	Light Vulnerability A chernobue within an area of bright light takes 1 point of Constitution damage per minute it remains in the area.			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal, Telepathy 100 ft.			
Challenge	6	12	16	20
Special Abilities & Qualities	<p>Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.</p> <p>Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p>			

Q

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Aura of Misfortune A chernobue radiates an aura of evil malaise to a radius of 30 feet. All lawful or good creatures in this area suffer disadvantage on attack rolls and -1 on weapon damage rolls. Lawful good creatures take a -3 penalty on their damage rolls instead, and upon first entering the aura must make a Constitution save or be sickened for as long as they remain in the area.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
Special Abilities & Qualities	Saving Throw Wisdom DC 16 Horrific Appearance Creatures that succumb to a chernobue's horrific appearance become paralyzed with disgust for 2d6 rounds; a paralyzed creature gets a new save each round to recover from the effect, provided he is no longer aware of the chernobue or within 30 feet of it.	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22
Special Abilities & Qualities	Saving Throw Constitution DC 16 Poison Bite - injury; Save Constitution; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; cure 1 save. The thick, orange poison injected by a chernobue is semi-alive. As soon as the poisoned victim is cured of the poison (by making a save, being targeted with an effect like neutralize poison, or enduring the full duration of the poison), the orange fluid bursts from the victim's body, causing 1d6 Charisma damage and rendering the victim unconscious for 2d6 rounds unless he makes a final Constitution save. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9 (14) piercing damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+9 (12) bludgeoning damage. Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+9 (12) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8/19-00 (12) bludgeoning damage. Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+10 (20) piercing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10/19-00 (14) bludgeoning damage. Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage. Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) bludgeoning damage. Tentacle Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>wind walk (at will); arcane sight (at will); confusion (3/day); darkness (at will); dispel magic (3/day); plane shift (1/day); protection from law (3/day)</i>			
Spellcasting	-			
Possessions	-			



QLIPPOTH (CYTHNIGOT)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Bloom (2-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	16	50	89	150
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Small fiend, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 9 (-1)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron or lawful			
Immunities	Cold, psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Abyssal, Telepathy 100 ft., Telepathy (touch)			
Challenge	3	7	11	15

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 11 Horrific Appearance Creatures that succumb to a Cythnigot's horrific appearance become sickened for 1 round - a Cythnigot's horrific appearance only functions to a range of 10 feet. Once a creature makes a saving throw against a particular Cythnigot's horrific appearance, that creature is immune to the horrific appearance of all Cythnigots for 24 hours.	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Spores Any creature bitten by a Cythnigot must make a Constitution save or become infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target's limbs. A creature suffering from these spores is entangled, and can attempt a new Constitution save in later rounds as a standard action to rip the tendrils free and escape the entangled condition. The effects of multiple Cythnigot bites on a creature do not stack. Plant creatures suffer disadvantage on saves against this effect. This is a disease effect.			
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>commune (1/week); detect magic (at will); fly (at will)</i>			
Spellcasting	-			
Possessions	-			



QLIPPOTH (LATHAVOS)



	Low	Moderate	Advanced	Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	119	235	393	539
Speed	20 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)	STR 29 (+9)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 25 (+7)
	INT 20 (+5)	INT 22 (+6)	INT 22 (+6)	INT 24 (+7)
	WIS 20 (+5)	WIS 22 (+6)	WIS 22 (+6)	WIS 24 (+7)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron and lawful			
Immunities	Cold, psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.	Passive Perception +25, Darkvision 60 ft.
Languages	Abyssal, Telepathy 300 ft.			
Challenge	8	16	24	28

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Fast Healing You regain hit points at 15 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 18 Damage 2d6	Saving Throw Constitution DC 20 Damage 4d6	Saving Throw Constitution DC 23 Damage 6d6	Saving Throw Constitution DC 28 Damage 8d6
	Abyssal Transformation If an iavathos establishes a hold on a creature of Large or smaller size, it can place that creature deep within the bristly folds of its flesh. Treat this as an engulf attack, except that at the start of the iathavos's turn, an engulfed creature must make a Constitution save or be transformed into a nygoth qliphoth that immediately squirms out of the iathavos's body to serve its new master. Creatures transformed into nygoths are not controlled by the iathavos, but function and behave as if they were typical members of that species - they retain no memories or abilities they may have possessed in their previous lives. Items held or worn by the unfortunate victim remain lodged within the folds of the iathavos's body and can only be retrieved if the iathavos is helpless or dead. A creature transformed into a nygoth in this manner can be restored to its true shape via break enchantment, miracle, or wish. Otherwise, slaying the nygoth allows the poor soul to be restored to life via reincarnation, resurrection, or true resurrection.			
Special Abilities & Qualities	Saving Throw DC 18 Damage 20d6	Saving Throw DC 20 Damage 30d6	Saving Throw DC 23 Damage 40d6	Saving Throw DC 25 Damage 50d6
	Entropic Beams As a standard action once every minute, an iathavos can fire beams of entropic energy from its 10 eyes. Each of these beams of energy can be directed at a single target within 300 feet of the iathavos, but no more than one beam may be directed at any one creature. Beams that are not directed at a creature are wasted. The qliphoth must make a ranged touch attack to hit with each beam. Each beam is a disintegration effect (acid damage, Constitution save partial for 1/4 damage), except a creature killed by this damage explodes in a 5-foot burst of energy, flesh, shadow, and smoke instead of turning into dust. Any creature in this burst must make a Wisdom save or be staggered for 1 round.			
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23	Saving Throw Constitution DC 25
	Horrific Appearance Creatures that succumb to the iathavos's horrific appearance are affected by a feeblemind effect and permanently blinded. Range 30'; Constitution save negates.			
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+12 (22) slashing damage. Wing Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+15/19-00 (25) slashing damage. Wing Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+15/19-00 (29) slashing damage. Wing Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+7 (16) bludgeoning damage.	Claw Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+17/19-00 (35) slashing damage. Wing Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+8 (22) bludgeoning damage.
Special Actions	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23	Saving Throw Constitution DC 25
	Stench The iathavos's stench ability is supernaturally disgusting - creatures that succumb to this ability are nauseated, while those that save are still sickened. Constitution save negates; range 30'.			
Innate Spellcasting	<i>black tentacles (3/day); dimension door (at will); foresight (at will); freedom of movement (at will); abidalmazim's horrid wilting (3/day); imprisonment (1/day); feeblemind (3/day); magic missile (at will); plane shift (at will); heal (1/day); true seeing (at will); wind walk (at will); word of recall (at will)</i>			
Spellcasting Possessions	-			



QLIPPOTH (NYOGOTH)



	Low	Moderate	Advanced	Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary or Brood (2-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	65	129	213	304
Speed	5 ft. Fly 30 ft. (Good)			
Size, Type, Alignment	Small fiend, chaotic evil	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except lawful			
Immunities	Acid, Cold, psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal, Telepathy 100 ft.			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Acid The nyogoth's bite attacks also do acid damage.			
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
Special Abilities & Qualities	Acid Spray A nyogoth's body is full of highly corrosive digestive fluid. Every time a nyogoth is damaged by a piercing or slashing weapon, all creatures adjacent to the nyogoth take acid damage (twice this amount if the attack is a critical hit).			

Q

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 22

Horrific Appearance Creatures that succumb to a nyogoth's horrific appearance become nauseated for 1d8 rounds. Range 30', Wisdom save negates.

Standard Actions

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) piercing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) piercing damage.

Bite 2 Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10/19-00 (6) piercing damage.

Bite 2 Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) piercing damage.

Bite 2 Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 3d6/19-00 (12) piercing damage.

Bite 2 Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+7/19-00 (21) piercing damage.

Legendary Actions

-

Innate Spellcasting

acid arrow (at will); fog cloud (3/day); dimension door (3/day); fear (7/day); protection from law (7/day)

Spellcasting

-

Possessions

-

QLIPPOTH (SHOGGTI)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (The Abyss)
Rarity	Rare
Role	Leader / Normal
Organization	Solitary, Pair, or Slaver Band (3-10x+)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	44	85	170	274
Speed	30 ft.			
Size, Type, Alignment	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 17 (+3)	CON 18 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	Acid, all physical attacks except cold iron or lawful			
Immunities	Cold, psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Telepathy 100 ft., Tongues			
Challenge	4	7	11	15

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special Abilities & Qualities

Braincloud Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of the tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them. Ability damage suffered from this effect is recovered following a long rest.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 2d12	Damage 3d12
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
	Horrific Appearance Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eye. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition). Range 30'; Wisdom save negates.			
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) piercing damage. Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d3+6 (8) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage. Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage. Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage. Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.
Special Actions	Uncanny Dodge You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.			
Innate Spellcasting	<i>charm monster (1/day); charm person (3/day); command (at will); protection from law (3/day); tongues (at will)</i>			
Spellcasting	-			
Possessions	-			



QLIPPOTH (THULGANT)



	Low	Moderate	Advanced	Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Patrol (3-4x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	21 (natural armor)	23 (natural armor)
Hit Points	108	182	299	481
Speed	40 ft. Climb 40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 21 (+5)	DEX 22 (+6)	DEX 24 (+7)	DEX 25 (+7)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 19 (+4)	INT 19 (+4)	INT 19 (+4)	INT 21 (+5)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except cold iron and lawful			
Immunities	Acid, Cold, psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
Languages	Abyssal, Telepathy 100 ft.			
Challenge	8	14	20	24
Special Abilities & Qualities	Ability Drain A thulgant's stingers each drain a different ability score on a hit. One stinger drains 1d4 points of Strength, another drains 1d4 points of Dexterity, and the third drains 1d4 points of Charisma. Any sting's drain is negated by a Constitution save. Ability damage suffered from this effect must be restored via restoration or more potent healing magic.			
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d8	Damage 3d10
	Acid A thulgant's tentacles do additional acid damage.			

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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special Abilities & Qualities

Evasion You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Standard Actions

Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) piercing damage.

Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.

Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) piercing damage.

Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.

Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) piercing damage.

Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.

Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+8/19-00 (12) piercing damage.

Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Special Actions

Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Actions

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 22

Saving Throw
Constitution DC 25

Horrific Appearance Creatures that succumb to a thulgant's horrific appearance are stunned for 1d4 rounds and take 1d6 points of Wisdom damage. Range 30'; Wisdom save negates.

Special Actions

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 22

Saving Throw
Constitution DC 25

Damage 2d8

Damage 4d8

Damage 6d10

Damage 8d12

Savage Stingers A Thulgant may attack with all three of its stingers as a standard action. If a thulgant hits a single target with all three stings in the same round, it tears through the victim's body, dealing extra piercing of damage and draining an additional 2 ability points from all six of the victim's ability stores. A single Constitution save negates all of this additional ability drain. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.

Innate Spellcasting

binding (1/day); dimension door (at will); blink (at will); flesh to stone (3/day); fly (at will); freedom of movement (at will); plane shift (1/day); telekinesis (at will); true seeing (at will)

Spellcasting

-

Possessions

-

QUICKLING



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Gang (2-5x), or Band (4-11x+)			
Treasure	Incidental			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	14	35	81	160
Speed	120 ft.			

Size, Type, Alignment	Small fey, chaotic evil	Small fey, chaotic evil	Small fey, chaotic evil	Medium fey, chaotic evil
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Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 14 (+2)
	DEX 19 (+4)	DEX 19 (+4)	DEX 21 (+5)	DEX 20 (+5)
	CON 11 (+0)	CON 12 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except cold iron			
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Immunities	-			
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Vulnerabilities	Slow Susceptibility			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Aklo, Common, Sylvan			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Evasion You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.			
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Special Abilities & Qualities	Natural Invisibility A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.			
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Slow Susceptibility A quickling that succumbs to a slow effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the slow effect ends.

Special Abilities & Qualities

Supernatural Speed A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance).

Standard Actions

Short sword Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) slashing damage.

Short sword Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) slashing damage.

Short sword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.

Short sword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Special Actions

Uncanny Dodge You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Short sword

QUICKWOOD



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	47	95	167	266
Speed	10 ft.			

Size, Type, Alignment	Large plant, unaligned	Huge plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned
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Ability Scores / Saves	STR	20 (+5)	STR	22 (+6)	STR	24 (+7)	STR	26 (+8)
	DEX	10 (+0)	DEX	6 (-2)	DEX	10 (+0)	DEX	8 (-1)
	CON	15 (+2)	CON	18 (+4)	CON	20 (+5)	CON	22 (+6)
	INT	10 (+0)	INT	10 (+0)	INT	14 (+2)	INT	14 (+2)
	WIS	13 (+1)	WIS	13 (+1)	WIS	17 (+3)	WIS	17 (+3)
	CHA	10 (+0)	CHA	10 (+0)	CHA	14 (+2)	CHA	14 (+2)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	Electricity, Fire, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned
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Vulnerabilities	-
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Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Common, Sylvan
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Challenge	6	10	14	18
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Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22
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Fear Aura A quickwood with stored magical energy (see below) can activate its fear aura as a standard action. The aura has a radius of 10 feet per spell level of the effect and lasts for 1 round (Wisdom save negates). Creatures that fail their saving throws become panicked for 1 minute.

Special Abilities & Qualities	Oaksight A quickwood may observe the area surrounding any oak tree within 360 feet as if using clairaudience/clairvoyance. It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree, it cannot be flanked.
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Roots A quickwood has dozens of long roots, but can only attack with up to three of them in any given round. If the quickwood uses its pull ability to pull a target within reach of its bite attack, it can immediately make a free bite attack with advantage on its attack roll against that target.

Special Abilities & Qualities

Spell Absorption If a quickwood's spell resistance protects it from a magical effect, the creature absorbs that magical energy into its body. It can release this energy to activate its fear aura ability. It can only store one spell at a time.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.

Root Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+10 (12) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.

Root Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.

Root Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+14/19-00 (28) piercing damage.

Root Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+7/19-00 (14) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

RABBIT



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Down (3-16x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	3	13	54	113
Speed	50 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 7 (-2)	CON 7 (-2)	CON 11 (+0)	CON 15 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

RACCOON



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Lurker/ Minion			
Organization	Solitary or Gaze (2-4x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	4	13	34	57
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny beast, unaligned			
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 8 (-1)	STR 8 (-1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 14 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 9 (-1)	CON 9 (-1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.



RAGEWIGHT



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, War Band (1x+), or War Clan (2-5x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	22	48	76	142
Speed	40 ft.			
Size, Type, Alignment	Small undead, chaotic evil	Small undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 20 (+5)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	3	7	11	15

Special Abilities & Qualities **Create Spawn** Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.

Special Abilities & Qualities **Energy Drain** You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Savage Fury A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These rounds don't need to be consecutive. The ragewight gains a +6 profane bonus to its Strength and Charisma and advantage on Wisdom saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can't resume its fury during this time.

Standard Actions

Greatsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) slashing damage.

Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+3 (5) piercing damage.

Greatsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) slashing damage.

Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+3 (5) piercing damage.

Greatsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6/17-00 (13) slashing damage.

Javelin Ranged weapon attack: +0 to hit, one target. Hit 1d6+4 (8) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.

Greatsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+14/17-00 (24) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+12 (16) piercing damage.

Javelin Ranged weapon attack: +2 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

Greatsword; javelin (4x)

RAJPUT AMBARI



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Rare			
Role	Brute / Elite			
Organization	Any			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	101	120	180	234
Speed	40 ft.			
Size, Type, Alignment	Large undead, unaligned	Large undead, unaligned	Huge undead, unaligned	Gargantuan undead, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except slashing			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16
	Damage 1d10	Damage 2d10	Damage 3d10	Damage 5d10
<p>Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 2d8+13 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.</p>				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.</p> <p>Stamp Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.</p> <p>Stamp Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d8+8 (17) piercing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.</p> <p>Stamp Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d8+12 (30) piercing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+12 (26) bludgeoning damage.</p> <p>Stamp Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+6 (20) bludgeoning damage.</p>
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

RAKSHASA



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Leader / Normal			
Organization	Solitary, Pair, or Cult (3-12x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	57	117	185	271
Speed	40 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-			
Resistances	all physical attacks except good and piercing			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Infernal, Undercommon			
Challenge	6	10	14	18
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Kukri Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/18-00 (3) bludgeoning damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.</p>	<p>Kukri Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5+00 (208) bludgeoning damage.</p> <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Kukri Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6/15+00 (8) bludgeoning damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p>	<p>Kukri Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/15+00 (8) bludgeoning damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer (CL 6):	Sorcerer (CL 10):	Sorcerer (CL 14):	Sorcerer (CL 18):
	<i>lightning bolt; suggestion; acid arrow; invisibility; minor image; charm person; mage armor; magic missile; shield; silent image; dancing lights; detect magic; mage hand; mending; message; prestidigitation</i>			
Possessions	Kukri (2x)			

RAKSHASA (DANDASUKA)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Murder (3-10x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	53	88	147	243
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Small fiend, lawful evil	Small fiend, lawful evil	Medium fiend, lawful evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good or piercing			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Infernal, Undercommon			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d3	Damage 1d4	Damage 1d6	Damage 2d4
Special Abilities & Qualities	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer (CL 6): <i>charm person; dancing lights; detect magic; mage hand</i>	Sorcerer (CL 10):	Sorcerer (CL 14):	Sorcerer (CL 18):
Possessions	-			

RAKSHASA (MAHARAJA)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	103	187	319	476
Speed	40 ft. Fly 30 ft. (Good)			
Size, Type, Alignment	Small fiend, lawful evil	Small fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 20 (+5)	DEX 22 (+6)	DEX 21 (+5)	DEX 22 (+6)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 20 (+5)	INT 20 (+5)	INT 20 (+5)	INT 22 (+6)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 20 (+5)	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and piercing			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Abyssal, Common, Infernal, Undercommon			
Challenge	8	14	20	24
Special Abilities & Qualities	Extra Initiative When an encounter starts, a maharaja rolls initiative with advantage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Falchion Melee weapon attack: +5 to hit, reach 5 ft., two targets. Hit 1d8/18-00 (8) slashing damage.</p> <p>Bites Melee weapon attack: +5 to hit, reach 5 ft., two targets. Hit 1d4+9 (12) piercing damage.</p>	<p>Falchion Melee weapon attack: +5 to hit, reach 5 ft., two targets. Hit 1d8/18-00 (8) slashing damage.</p> <p>Bites Melee weapon attack: +5 to hit, reach 5 ft., two targets. Hit 1d4+9 (12) piercing damage.</p>	<p>Falchion Melee weapon attack: +4 to hit, reach 5 ft., two targets. Hit 2d4+15/18-00 (20) slashing damage.</p> <p>Bites Melee weapon attack: +4 to hit, reach 5 ft., two targets. Hit 1d6+8 (12) piercing damage.</p>	<p>Falchion Melee weapon attack: +7 to hit, reach 10 ft., two targets. Hit 2d6+23/18-00 (30) slashing damage.</p> <p>Bites Melee weapon attack: +7 to hit, reach 10 ft., two targets. Hit 2d6+13 (20) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer (CL 12):	Sorcerer (CL 16):	Sorcerer (CL 18):	Sorcerer (CL 20):
	<i>weird; charm monster; mind blank; shadow of moil; invisibility; counterspell; suggestion; true seeing; acid arrow; feeblemind; mind spike; charm monster; dimension door; globe of invulnerability; scrying; dispel magic; nondetection; suggestion; vampiric touch; darkness; knock; protection from energy; see invisibility; charm person; identify; mage armor; magic missile; detect magic; mage hand; message; prestidigitation</i>			
Possessions	Falchion (2x)			

RAKSHASA (MARAI)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary, Pair, or Cult (3-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	40	97	163	248
Speed	40 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and piercing			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Infernal, Undercommon			
Challenge	5	9	13	17
Special Abilities & Qualities	<p>Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.</p>			
Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
	<p>Confusion A creature bitten by a marai's bite (from either its actual mouth or the snakes it has for hands) must succeed at a Wisdom save or become confused for 1 round.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 16	Saving Throw DC 17	Saving Throw DC 19	Saving Throw DC 21
	Energy Bolts With Recharge 2 as a standard action that provokes an attack of opportunity, a marai's six snake arms can each spit a bolt of energy to a maximum range of 60 feet. Each bolt deals damage of a certain energy type, and has an additional effect if the target fails to resist it with a Constitution save, as summarized below. Amethyst Viper: Cold damage plus sickened for 1d4 rounds. Crimson Viper: Fire damage plus burn (1d4, Dexterity save puts it out). Emerald Viper: Acid damage plus nauseated for 1 round. Magenta Viper: Electricity damage plus staggered for 1 round. Turquoise Viper: Sonic damage plus stunned for 1 round. Violet Viper: Force damage plus knocked prone.			
Standard Actions	Bites Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) piercing damage. Energy Bolts Ranged weapon attack: +6 to hit, one target. Hit 1d6 (6) bludgeoning damage.	Bites Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage. Energy Bolts Ranged weapon attack: +6 to hit, one target. Hit 1d8 (8) bludgeoning damage.	Bites Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage. Energy Bolts Ranged weapon attack: +6 to hit, one target. Hit 1d8 (8) bludgeoning damage.	Bites Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) piercing damage. Energy Bolts Ranged weapon attack: +5 to hit, one target. Hit 2d6 (7) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer (CL 5):	Sorcerer (CL 9):	Sorcerer (CL 13):	Sorcerer (CL 17):
	<i>invisibility; scorching ray; charm person; jump; mage armor; magic missile; detect magic; mage hand</i>			
Possessions	-			

RAKSHASA (RAKTAVARNA)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Rack (3-10x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	19	48	112	174
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Small fiend, lawful evil
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good or piercing			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft., Detect Magic	Passive Perception +13, Darkvision 60 ft., Detect Magic	Passive Perception +16, Darkvision 60 ft., Detect Magic	Passive Perception +17, Darkvision 60 ft., Detect Magic
Languages	Common, Infernal, Undercommon			
Challenge	3	7	11	15

Special Abilities & Qualities

Change Shape As a full-round action, a raktavarna can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the rakshasa remains stationary in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Master's Eye A raktavarna can designate a single creature as its master as a standard action. If the raktavarna is a spellcaster's familiar, its master is automatically that spellcaster, and the raktavarna cannot change this. As a full-round action, a raktavarna's master can observe the world as if looking through the raktavarna's eyes. The master must concentrate to maintain this link each round. The master's visual senses are suppressed for this time, and he uses the raktavarna's darkvision, detect magic, and regular eyesight to observe the world. This ability has no limit on range, and functions even across planar boundaries. If the raktavarna is slain while its master is using this ability, the master is stunned for 1d4 rounds (no save).

Special Abilities & Qualities**Saving Throw**

Constitution DC 14

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 21

Saving Throw

Constitution DC 25

Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Wisdom damage plus modify memory; cure 1 save. Each time a victim takes Wisdom damage from this poison, a modify memory effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form. Ability damage suffered from this effect is recovered following a long rest.

Standard Actions**Bite** Melee weapon

attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.

Bite Melee weapon

attack: -4 to hit, reach 0 ft., one target. Hit 1d6+0 (4) piercing damage.

Bite Melee weapon

attack: -1 to hit, reach 0 ft., one target. Hit 1d6+1 (4) piercing damage.

Bite Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.

Legendary Actions

-

Innate Spellcasting*comprehend languages (at will); charm person (1/day); suggestion (1/day); commune (1/week)***Spellcasting**

-

Possessions

-

RASH CREEPER



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	10	52	121	207
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
	Poison Frequency 1 round; effect 1 Dexterity damage and sickened for 1 round; cure 1 save; Constitution save negates.			
Standard Actions	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

RAST



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Cluster (3-6x), or Pack (7-15x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	45	92	180	265
Speed	5 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Ignan, Cannot Speak			
Challenge	6	10	14	18

Special Abilities & Qualities **Blood Drain** The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered from this effect is recovered following a long rest.

Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Constitution DC 15	Constitution DC 17	Constitution DC 19	Constitution DC 21

Paralyzing Gaze Range 60'; effect paralyzed for 1d6 rounds, 30 feet, Constitution save negates.

Special Abilities & Qualities **Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.



RAT



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	8	30	84	139
Speed	15 ft. Climb 15 ft. Swim 15 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

RAT (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	7	25	62	107
Speed	15 ft. Climb 15 ft. Swim 15 ft.			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-			
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage Bonus +1	Damage Bonus +6	Damage Bonus +10	Damage Bonus +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.



RAT (DIRE)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	34	84	141
Speed	40 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Disease Filth Fever-Bite injury; Save Constitution; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves. Ability damage suffered from his condition must be recovered via restoration or more potent healing magic.			
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

RAT (DONKEY)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Coast or Forest			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	2	17	67	105
Speed	40 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 13 (+1)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.



RAT (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	2	24	62	116
Speed	15 ft. Climb 15 ft. Swim 15 ft.			
Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage Bonus +1	Damage Bonus +6	Damage Bonus +10	Damage Bonus +14
	Smite Good 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.



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RAT (RIDING)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	10	58	114	210
Speed	40 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8/19-00 (12) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

RAT KING



	Low	Moderate	Advanced	Elite
Terrain	Any Urban or Underground			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pack (2-4x), or Infestation (5-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	59	84	147	220
Speed	30 ft. Climb 15 ft. Swim 15 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Immunity to Effects Targeting Specific Numbers of Creatures, Flanking			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Disease Bubonic plague: Inhaled or bite injury; save Constitution; onset 1d3 days; frequency 1/day; effect 1d4 Strength damage and 1 Charisma damage and fatigue; cure 2 consecutive saves. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Plaguebringer** A rat king increases the disease DC of rats (including rat kings, rat swarms, and dire rats) within 100 feet by +2.**Standard Actions****Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) piercing damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

RAT SWARM



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pack (2-5x), or Infestation (6-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	17	45	71	113
Speed	15 ft. Climb 15 ft. Swim 15 ft.	20 ft. Climb 15 ft. Swim 15 ft.		
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)
	DEX 13 (+1)	DEX 15 (+2)	DEX 16 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)	CON 12 (+1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	3	8	13	18
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17
	Disease Filth Fever-Bite injury; Save Constitution; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves. Ability damage suffered from this condition must be restored via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Swarm Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

RATFOLK



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Urban			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Pack (3-12x), or Colony (13-100x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	29	56	104	168
Speed	20 ft.			
Size, Type, Alignment	Small humanoid, unaligned	Small humanoid, unaligned	Small humanoid, unaligned	Medium humanoid, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	3	7	11	15
Special Abilities & Qualities	<p>Evasion You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.</p>			
Special Abilities & Qualities	<p>Swarming Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Shortsword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.</p> <p>Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d3/19-00 (2) piercing damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p>	<p>Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3/19-00 (2) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d3/19-00 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p>	<p>Shortsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6/17-00 (8) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3/19-00 (2) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d3+6/19-00 (8) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p>	<p>Shortsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+10/17-00 (14) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6/19-00 (8) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+10/19-00 (12) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Dagger (2x); shortsword; shortbow; arrows (20x)			

RATLING



	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary or Conclave (2-20x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	23	56	112	182
Speed	30 ft. Burrow 10 ft. Climb 20 ft. Swim 30 ft.			
Size, Type, Alignment	Tiny monstrosity, chaotic evil	Tiny monstrosity, chaotic evil	Tiny monstrosity, chaotic evil	Small monstrosity, chaotic evil
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Aklo, Speak with Animals (rodents only), Tongues			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d2	Damage 1d3	Damage 1d4	Damage 1d6
Special Abilities & Qualities	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Evasion You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Scroll Use** A ratling can cast spells from any magic scroll as if it had the spell on its spell list.**Standard Actions****Bite** Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.**Bite** Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.**Bite** Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.**Legendary Actions**

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Innate Spellcasting*cause fear (3/day); detect magic (at will); dimension door (3/day); invisibility (self only) (3/day); speak with animals (at will); spider climb (at will); tongues (at will)***Spellcasting**

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Possessions

-

RAVEN



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x) / Companion			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	3	25	51	100
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 10 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

RAVEN (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	4	16	53	108
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage Bonus +1	Damage Bonus +6	Damage Bonus +10	Damage Bonus +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.



RAVEN (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	4	24	57	104
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage Bonus +1	Damage Bonus +6	Damage Bonus +10	Damage Bonus +14
	Smite Good 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

RAVENER (RED WYRM)



	Low	Moderate	Advanced	Elite
Terrain	Warm Mountains			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
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Armor Class	18 (natural armor)	20 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	65	157	400	458
Speed	40 ft. Fly 100 ft. (Average)			

Size, Type, Alignment	Tiny undead, chaotic evil	Large undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil
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Ability Scores / Saves	STR	15 (+2)	STR	22 (+6)	STR	30 (+10)	STR	32 (+10)
	DEX	16 (+3)	DEX	12 (+1)	DEX	4 (-3)	DEX	8 (-1)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	12 (+1)	INT	16 (+3)	INT	20 (+5)	INT	22 (+6)
	WIS	13 (+1)	WIS	17 (+3)	WIS	20 (+5)	WIS	22 (+6)
	CHA	14 (+2)	CHA	17 (+3)	CHA	21 (+5)	CHA	23 (+6)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except magic			
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Immunities	diseased, exhaustion, fatigued, Fire, Magical unconscious, psychic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
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Senses	Passive Perception +14, Blindsight 120 ft., Darkvision 2 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 2 ft.	Passive Perception +24, Blindsight 120 ft., Darkvision 2 ft.	Passive Perception +25, Blindsight 120 ft., Darkvision 2 ft.
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Languages	Abyssal, Aklo, Common, Draconic, Elvish, Giant, Infernal			
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Challenge	8	16	24	29
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Special Abilities & Qualities	Save Dexterity DC 15	Save Dexterity DC 18	Save Dexterity DC 24	Save Dexterity DC 25
	Damage 10d10	Damage 16d10	Damage 24d10	Damage 30d10

Breath Weapon 70' Cone of Fire: Fire damage, Dexterity save halves damage, usable with Recharge 2. You are immune to your own breath weapon.

Incinerate This creature can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Constitution save. Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through true resurrection or similar magic.

Melt Stone An ancient or older red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 60-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes fire damage on the first round, half that on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Critical Hits If the ravener scores a critical hit with a natural weapon, the target's maximum hit points are reduced by 2d4 points. Restoration or more potent healing magic is required to remove this effect. Whenever a creature suffers in this manner, the ravener adds 5 points to its soul ward.

Special Abilities & Qualities

Save Wisdom DC 15 **Save Wisdom DC 18** **Save Wisdom DC 24** **Save Wisdom DC 25**

Frightful Presence Your very presence unsettling to foes. Opponents within range may become frightened or shaken. The range is 60 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Cowering Fear Any creature shaken by the ravener's frightful presence is cowering instead of shaken for the first round of the effect, and shaken for the rest of the duration. Any creature that is frightened by its frightful presence is instead cowering for the duration.

Special Abilities & Qualities

Save Dexterity DC 15 **Save Dexterity DC 18** **Save Dexterity DC 24** **Save Dexterity DC 25**
Damage 2d8 **Damage 4d8** **Damage 6d8** **Damage 12d8**

Crush A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Standard Actions

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.

Claws Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3/19-00 (2) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13/18-00 (20) piercing damage.

Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9/19-00 (14) slashing damage.

Wings Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+13/19-00 (18) bludgeoning damage.

Bite Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+27/18-00 (45) piercing damage.

Claws Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+18/19-00 (32) slashing damage.

Wings Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 2d8+9/19-00 (18) bludgeoning damage.

Tail Slap Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+27/19-00 (41) bludgeoning damage.

Bite Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 8d6+30/18-00 (58) piercing damage.

Claws Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+20/19-00 (38) slashing damage.

Wings Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 3d8+10/19-00 (24) bludgeoning damage.

Tail Slap Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+30/19-00 (48) bludgeoning damage.

Special Actions

Damage 1d6

Fire Aura This creature is surrounded by an aura of intense heat. All creatures within 10 feet take fire damage at the beginning of the dragon's turn.

Damage 2d6

Damage 3d4

Damage 4d6

Special Actions

Manipulate Flames This creature can control any fire spell within 120 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

☒ **Low**☒ **Moderate**☒ **Advanced**☒ **Elite****Special Actions****Smoke Vision** This creature can see perfectly in smoky conditions (such as those created by pyrotechnics).**Special Actions****Saving Throw**

Wisdom DC 15

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 24

Saving Throw

Wisdom DC 25

Soul Consumption When a living creature within 30 feet of a ravener dies, that creature's soul is torn from its body and pulled into the ravener's maw if the dying creature fails a Wisdom save. This adds a number of hit points to the ravener's soul ward equal to the dead creature's Hit Dice. Creatures that have their souls consumed in this way can only be brought back to life through miracle, true resurrection, or wish.**Special Actions****Soul Magic** This creature has spellcasting ability, but does not use spell slots. Instead, whenever the ravener wishes to cast any one of its spells known, it consumes a number of hit points from its soul ward equal to the spell slot level necessary to cast the spell (including increased levels for metamagic feats and so on). If the soul ward has insufficient hit points, the ravener cannot cast that spell. Casting a spell that reduces its soul ward to exactly 0 hit points does not harm the ravener (though most are not comfortable without this buffer of soul-energy and try to replenish it quickly).**Special Actions****Soul Ward** An intangible field of siphoned soul energy protects a ravener from destruction. This ward has a maximum of 58 hit points, but starts at 29. Whenever a ravener would be reduced below 1 hit point, all damage in excess of that which would reduce it to 1 hit point is instead dealt to its soul ward. If this damage reduces the soul ward to fewer than 0 hit points, the ravener is destroyed.**Special Actions****Save** Dexterity DC 15**Save** Dexterity DC 18**Save** Dexterity DC 24**Save** Dexterity DC 25**Damage** 3d8**Damage** 5d8**Damage** 7d8**Damage** 14d8**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Innate Spellcasting***detect magic (at will); pyrotechnics (at will); suggestion (at will); wall of fire (at will)***Spellcasting****Sorcerer (CL 8)****Sorcerer (CL 16)****Sorcerer (CL 18)****Sorcerer (CL 20)***time stop; wish; abi-dalzim's horrid wilting; maze; forcecage; counterspell; teleport; chain lightning; true seeing; cone of cold; feeblemind; wall of force; charm monster; confusion; invisibility; fog cloud; blink; haste; slow; vampiric touch; detect thoughts; false life; mirror image; see invisibility; web; mage armor; magic missile; ray of enfeeblement; shield; true strike; detect magic; mage hand; mending; message; prestidigitation; ray of frost***Possessions**

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RAVENOUS TUMBLEWEED



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Plains			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Drift (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	2	36	76	140
Speed	30 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-			
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Wind-Borne While in an area of moderate wind (11–20 mph), a ravenous tumbleweed's speed increases by 10 feet when it moves in the direction of the wind. In an area of at least strong wind (21+ mph), its speed instead increases by 20 feet when it moves in the direction of the wind, and it gains a +2 dodge bonus to its AC against attacks of opportunity on any round in which it moves in that direction.			
Standard Actions	Slam Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Slam Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

RAY (MANTA)



	Low	Moderate	Advanced	Elite
Terrain	Warm Oceans			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Flight (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	21	47	109	183
Speed	Swim 60 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Standard Actions	Tail Slap Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Tail Slap Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7/19-00 (12) bludgeoning damage.	Tail Slap Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+10/19-00 (17) bludgeoning damage.

RAT (STINGRAY)



	Low	Moderate	Advanced	Elite
Terrain	Warm Oceans			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Flight (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	18	57	106	192
Speed	Swim 40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 20
	Poison Sting - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Dexterity damage and 1 Constitution damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			
Standard Actions	Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Sting Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.	Sting Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/19-00 (5) piercing damage.



RAZOR FERN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Thicket (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	4	24	52	95
Speed	15 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 3 (-4)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 120 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Shielding Frond A razor fern can deflect incoming attacks as a move action, gaining it a +2 shield bonus to its AC until the beginning of its next turn.			
Standard Actions	Fron d Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Fron d Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Fron d Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Fron d Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

RED REAVER



	Low	Moderate	Advanced	Elite
Terrain	Temperate Deserts and Hills			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	73	120	187	312
Speed	30 ft. Fly 20 ft. (Clumsy)			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 29 (+9)
	DEX 8 (-1)	DEX 8 (-1)	DEX 4 (-3)	DEX 6 (-2)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Giant			
Challenge	8	12	16	20

Special Abilities & Qualities

Perform DC 17 **Perform DC 18** **Perform DC 20** **Perform DC 23**

Distracted Red reavers are easily distracted by beautiful sights and sounds. Any successful Perform check of the listed DC or higher has the additional effect of placating the creature, causing it to stop whatever it's doing and stand still to enjoy the performance. The red reaver remains stationary and calm until the performance stops or it takes damage. A performer can only take advantage of a red reaver's distraction once per hour. At the GM's discretion, a red reaver might also be affected by scenes of particular beauty, although they are usually only distracted by a static view or work of art for 5 minutes. It generally isn't distracted by beautiful creatures, but it could be distracted by particularly eye-catching apparel worn by a creature.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Flight A red reaver's ability to fly is partially supernatural. In areas where supernatural abilities do not function, a red reaver can only fly for short distances, and must land at the end of each turn or it falls.

Special Abilities & Qualities**Saving Throw**

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 23

Roar A red reaver can loose a devastating roar with Recharge 2. All creatures except red reavers within 120 feet must succeed on a Wisdom save or become shaken. Those within 30 feet who fail their saves become panicked. Creatures who successfully save cannot be affected by the same red reaver's roar for 24 hours. This is a mind-affecting fear effect.

Standard Actions

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10 (16) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+15 (18) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+15 (20) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12 (16) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.

Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+17 (28) slashing damage.

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+8 (22) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

REDCAP



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests, Mountains, or Underground			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	24	59	115	184
Speed	60 ft.			

Size, Type, Alignment	Tiny fey, neutral evil Small fey, neutral evil	Small fey, neutral evil	Small fey, neutral evil	Medium fey, neutral evil
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Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except cold iron			
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Immunities	-			
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Vulnerabilities	Irreligious			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Aklo, Common, Giant, Sylvan			
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Challenge	5	8	12	16
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Special Abilities & Qualities	Boot Stomp A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement.			
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Special Abilities & Qualities	Fast Healing You regain hit points at 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Irreligious Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Wisdom save or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is shaken for 1 minute.

Special Abilities & Qualities

Red Cap A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Standard Actions

Kick Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d3+7 (9) bludgeoning damage.

Scythe Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d8/x4 (8) slashing damage.

Kick Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+8 (10) bludgeoning damage.

Scythe Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+10/x4 (14) slashing damage.

Kick Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.

Scythe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+13/x4 (16) slashing damage.

Kick Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+13 (18) bludgeoning damage.

Scythe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+19/19-00/x4 (24) slashing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Scythe; red cap

REEFCLAW



	Low	Moderate	Advanced	Elite
Terrain	Any Water (Coastal)			
Rarity	Uncommon			
Role	Soldier / Minion			
Organization	Solitary, School (2-5x), or Harem (6-11x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	15	39	93	157
Speed	5 ft. Swim 40 ft.			
Size, Type, Alignment	Small aberration, chaotic neutral	Small aberration, chaotic neutral	Small aberration, chaotic neutral	Medium aberration, chaotic neutral
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Cannot Speak			
Challenge	2	6	10	14
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p>Death Frenzy When a reefclaw is killed, its body spasms horrifically. Immediately upon dying, the reefclaw makes a full attack against a creature it threatens. If more than one creature is within reach, roll randomly for each attack to determine the target (which may be another reefclaw).</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Poison Claw - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
Standard Actions	Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.	Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

REINDEER



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Mated Pair, or Herd (2-20x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	6	43	63	134
Speed	50 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Snow Adaptation Ignore difficult terrain from ice and snow.			
Standard Actions	Gore Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.

Low

Moderate

Advanced

Elite

Legendary
Actions -

Innate
Spellcasting -

Spellcasting -

Possessions -

REMORHAZ



	Low	Moderate	Advanced	Elite
Terrain	Cold Deserts or Plains			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	46	101	174	258
Speed	30 ft. Burrow 20 ft.			

Size, Type, Alignment	Large monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR	16 (+3)	STR	18 (+4)	STR	20 (+5)	STR	22 (+6)
	DEX	15 (+2)	DEX	11 (+0)	DEX	15 (+2)	DEX	14 (+2)
	CON	15 (+2)	CON	18 (+4)	CON	20 (+5)	CON	22 (+6)
	INT	3 (-4)	INT	3 (-4)	INT	7 (-2)	INT	7 (-2)
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)
	CHA	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	12 (+1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	Cold, Fire			
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Vulnerabilities	-			
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Senses	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.
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Languages	Giant			
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Challenge	5	9	13	17
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Special Abilities & Qualities	Saving Throw	Constitution DC 15	Saving Throw	Constitution DC 18	Saving Throw	Constitution DC 20	Saving Throw	Constitution DC 22
	Damage	3d6	Damage	6d6	Damage	8d6	Damage	12d6

Heat An enraged remorhaz generates heat so intense that anything touching its body takes fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a Constitution save to avoid taking damage.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** DC 15**Damage** 3d8**Saving Throw** DC 18**Damage** 5d8**Saving Throw** DC 20**Damage** 6d8**Saving Throw** DC 22**Damage** 8d8

Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than itself. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and continues to take damage each round. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+12 (26) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 6d6+15 (36) piercing damage.

**R**

Illustration 7: Remorhaz

RETRIEVER



	Low	Moderate	Advanced	Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	83	110	155	198
Speed	50 ft.			
Size, Type, Alignment	Large construct, chaotic evil	Large construct, chaotic evil	Huge construct, chaotic evil	Gargantuan construct, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Abyssal, Cannot Speak			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw DC 13	Saving Throw DC 14	Saving Throw DC 15	Saving Throw DC 16
	Damage 6d6	Damage 8d6	Damage 12d6	Damage 15d6
	Eye Rays A retriever's eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable with Recharge 2. A retriever can fire an eye ray in the same round that it makes physical attacks; firing an eye ray does not provoke attacks of opportunity. The eye ray effects are as follows; Fire, dealing fire damage (Dexterity save halves); Cold, dealing cold damage (Dexterity save halves); Electricity, dealing electricity damage (Dexterity save halves); Petrification, turning the target permanently to stone (Constitution save negates).			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Abilities & Qualities

Relentless A retriever is constantly under the effects of spider climb and water walk; these abilities cannot be dispelled.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d6+6 (10) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+6 (12) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d6+6 (10) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+6/19-00 (12) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+6 (10) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+6/19-00 (13) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10/19-00 (24) slashing damage.

Legendary Actions

-

Innate Spellcasting

Spellcasting

-

Possessions

-



REVENANT



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	34	73	136	179
Speed	30 ft.			
Size, Type, Alignment	Small undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except slashing			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Self-Loathing			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
	Baleful Shriek With Recharge 2, a revenant can shriek as a standard action. All creatures within a 60-foot spread must make a Wisdom save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect.			
Special Abilities & Qualities	Damage 1d8	Damage 2d6	Damage 2d8	Damage 2d12
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Reason to Hate A revenant's existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. When a revenant encounters its murderer, it gains the benefits of a haste spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains advantage on attack rolls, a +4 bonus on weapon damage rolls, advantage on grapple checks, and advantage on saving throws.

Sense Murderer A revenant knows the direction but not the distance to its murderer - this sense can be blocked by any effect that blocks scrying. Against its murderer, a revenant has true seeing and discern lies in effect at all times (CL 20th); these abilities cannot be dispelled.

Special Abilities & Qualities

Self-Loathing When confronted with its reflection or any object that was important to it in life, a revenant must make a DC 18 Wisdom save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

Standard Actions

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.

Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9 (16) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



RHAMPHORHYNCHUS



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Coastlines or Forests			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Flock (3-16x) / Companion			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	3	15	51	121
Speed	10 ft. Fly 40 ft. (Good)			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	4 (-3)	5 (-3)	10 (+0)	15 (+2)
	DEX	15 (+2)	15 (+2)	18 (+4)	17 (+3)
	CON	9 (-1)	9 (-1)	13 (+1)	17 (+3)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	12 (+1)	12 (+1)	16 (+3)	16 (+3)
	CHA	9 (-1)	9 (-1)	13 (+1)	13 (+1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	1	6	10	14
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Special Abilities & Qualities **Evasion** You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Special Abilities & Qualities **Sudden Swoop** If a rhamphorhynchus makes a charge attack while flying, it does not provoke attacks of opportunity when it enters an opponent's space to make a melee attack. It also gains a +2 bonus on damage rolls with its bite attack when it makes a sudden swoop.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Possessions	-			

RHINOCEROS



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	47	93	160	235
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			
Standard Actions	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+16 (30) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

RHINOCEROS (WOOLLY)



	Low	Moderate	Advanced	Elite
Terrain	Cold Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	31	78	156	253
Speed	30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 2d6	Damage 2d8	Damage 3d8	Damage 4d6
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 2d10	Saving Throw Dexterity DC 17 Damage 3d10	Saving Throw Dexterity DC 19 Damage 4d10	Saving Throw Dexterity DC 21 Damage 6d10
	Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 2d8+13 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
Standard Actions	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+13 (22) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d8+16 (30) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d8+19 (37) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ROBOT (ANNIHILATOR)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Artillery / Solo			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	158	199	256	302
Speed	50 ft. Climb 30 ft.			
Size, Type, Alignment	Huge construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 12 (+1)	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Electricity Vulnerability Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses.			
	Critical Hit Vulnerability Whenever a robot takes extra damage from a critical hit, it must make a Constitution save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round.			
Senses	Passive Perception +13, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 120 ft., Tremorsense 60 ft.
Languages	Common, Hallit			
Challenge	8	14	20	24
Special Abilities & Qualities	Booster Jets As a swift action up to 10 times per hour an Annihilator can gain a fly speed of 60 ft (poor maneuverability) for a duration of 1 min.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Chain Guns These advanced firearms have a range increment of 200 feet, automatically reload as a free action, and never misfire. An annihilator's core can process scrap metal into new ammunition, effectively giving the annihilator infinite ammo with these weapons.

Special Abilities & Qualities

Combined Arms When taking a full attack action, an annihilator can attack with melee and ranged integrated weapons simultaneously.

Special Abilities & Qualities

Force Field A force field sheathes a robot in a thin layer of shimmering energy that grants a number of bonus hit points that varies according to the robot (equal to 5 x the robot's CR). All damage dealt to a robot with an active force field is reduced from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's CR, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Standard Actions

Chain Guns Ranged weapon attack: +3 to hit, one target. Hit 8d4/x4 (8) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7/19-00 (12) slashing damage.

Chain Guns Ranged weapon attack: +3 to hit, one target. Hit 8d4/19-00/x4 (8) bludgeoning damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+10/19-00 (16) slashing damage.

Chain Guns Ranged weapon attack: +1 to hit, one target. Hit 8d6/19-00/x4 (10) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12/19-00 (19) slashing damage.

Chain Guns Ranged weapon attack: +3 to hit, one target. Hit 16d6/19-00/x4 (14) bludgeoning damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+16/19-00 (30) slashing damage.

Special Actions

Saving Throw Dexterity DC 13

Damage 10d6

Plasma Lance As a standard action with Recharge 3, an annihilator may fire a 120-foot-long line of plasma from its tail. All creatures in this area take plasma / acid damage (Dexterity save halves).

Saving Throw Dexterity DC 15

Damage 15d6

Saving Throw Dexterity DC 16

Damage 20d6

Saving Throw Dexterity DC 17

Damage 25d6

Special Actions

Suppressing Fire As a standard action, an annihilator can use its chainguns to fire in a 100-foot cone. When it does so, it makes a single chaingun attack against every target in this area.

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

-



ROBOT (GEARSMAN)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Squad (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	45	58	72	100
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Critical Hit Vulnerability Whenever a robot takes extra damage from a critical hit, it must make a Constitution save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round.			
	Electricity Vulnerability Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses.			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Hallit			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d10
	Charge Weapon Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals extra electricity damage on a hit.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Self-Repair A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice. Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage—if a gearsman uses this ability on itself, it automatically heals the maximum amount.

Standard Actions

Spear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

Spear Ranged weapon attack: -1 to hit, one target. Hit 1d8x3 (1) piercing damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.

Spear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) piercing damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Spear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12/x3 (16) piercing damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 1d8+8/x3 (12) piercing damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+17/x3 (24) bludgeoning damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 2d6+12/x3 (19) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+15 (20) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

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Spellcasting

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Possessions

Spear

ROBOT (MYRMIDON)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary or Unit (2-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	115	133	172	221
Speed	20 ft. Fly 90 ft. (Clumsy)			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Critical Hit Vulnerability Whenever a robot takes extra damage from a critical hit, it must make a Constitution save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round.			
	Electricity Vulnerability Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses.			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Hallit			
Challenge	7	11	15	19
Special Abilities & Qualities	Combined Arms When taking a full attack action, an myrmidon can attack with melee and ranged integrated weapons simultaneously.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 3d6**Damage** 4d6**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Special Abilities & Qualities****Force Field** A force field sheathes a robot in a thin layer of shimmering energy that grants a number of bonus hit points that varies according to the robot (equal to 5 x the robot's CR). All damage dealt to a robot with an active force field is reduced from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's CR, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.**Special Abilities & Qualities****Laser Rifle** A myrmidon's eye is an integrated laser rifle. This weapon has a range increment of 250 feet and deals fire damage vs touch AC.**Standard Actions****Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+8 (12) slashing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing damage.**Laser Rifle** Ranged weapon attack: +4 to hit, one target. Hit 2d8+2 (11) bludgeoning damage.**Laser Rifle** Ranged weapon attack: +4 to hit, one target. Hit 2d8+2 (11) bludgeoning damage.**Laser Rifle** Ranged weapon attack: +0 to hit, one target. Hit 2d10+2 (13) bludgeoning damage.**Laser Rifle** Ranged weapon attack: +2 to hit, one target. Hit 4d8+2 (20) bludgeoning damage.**Quantum Lash** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+0/19-00 (4) bludgeoning damage.**Quantum Lash** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+0/19-00 (4) bludgeoning damage.**Quantum Lash** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10/19-00 (10) bludgeoning damage.**Quantum Lash** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8/19-00 (1230) bludgeoning damage.**Special Actions****Quantum Lash** A myrmidon's two facial tentacles extend up to 20 feet and resolve as touch attacks. Chance to disrupt force fields or force effects.**Special Actions****Saving Throw** Dexterity DC 13**Saving Throw** Dexterity DC 14**Saving Throw** Dexterity DC 15**Saving Throw** Dexterity DC 16**Damage** 6d6**Damage** 8d6**Damage** 12d6**Damage** 16d6**Rockets** As a standard action, a myrmidon can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing half fire damage and half bludgeoning damage to all creatures in the area (Dexterity save halves).**Special Actions****Superior Optics** Myrmidons see invisible creatures or objects as if they were visible.**Legendary Actions**

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Innate

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Spellcasting

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Spellcasting

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Possessions

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Roc



	Low	Moderate	Advanced	Elite
Terrain	Warm Mountains			
Rarity	Rare			
Role	Skirmisher / Elite	Skirmisher / Elite	Skirmisher/Normal	Skirmisher/Normal
Organization	Solitary or Mated Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	48	79	134	237
Speed	20 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 19 (+4)	STR 21 (+5)	STR 26 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Talons Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+9 (14) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Talons Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+9 (18) piercing damage.</p> <p>Talons Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+13 (31) piercing damage.</p> <p>Talons Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+13/19-00 (27) slashing damage.</p>

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

ROKUROKUBI



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Ruins			
Rarity	Rare			
Role	Controller / Solo	Controller / Solo	Controller / Elite	Controller / Elite
Organization	Solitary, Pair, or Harem (3-6x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	71	110	182	311
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, lawful evil	Small monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 20 (+5)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	unconscious			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aklo, Common			
Challenge	8	12	17	21
Special Abilities & Qualities	Elongate Neck A rokurokubi can stretch her neck from a normal human length up to 20 feet, giving her reach with her bite attack and threatening all squares within that range.			
Special Abilities & Qualities	Nightfall Aura A rokurokubi can create an aura of darkness and silence (CL 12th) with a radius of 15 feet. The rokurokubi is immune to the effects of her aura, and can activate or suppress this ability as a free action. These aura effects can be dispelled as if they were spells.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 17 Rokurokubi's Curse Bite-injury; save Wisdom; frequency 1 day; effect 1 Charisma damage and permanently silenced after 4 Charisma damage. Fully healing the Charisma damage requires restoration or more potent healing magic, and cures the silence.	Saving Throw WisdomDC 18	Saving Throw WisdomDC 20	Saving Throw WisdomDC 23
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10/19-00 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10/19-00 (6) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+8/19-00 (22) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer (CL 8): <i>chain lightning; dream; charm monster; confusion; blink; gust of wind; sleep; dispel magic; acid arrow; blur; fog cloud; color spray; burst; floating disk; silence; icicle dagger; acid splash; dancing lights; detect magic; light</i>	Sorcerer (CL 12):	Sorcerer (CL 17):	Sorcerer (CL 20):
Possessions	-			

ROPER



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Cluster (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	49	91	169	292
Speed	10 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Electricity			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo, Undercommon			
Challenge	4	8	12	16
Special Abilities & Qualities	Pull You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 17 Strands A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet as ranged touch attacks. A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a Constitution save or take 1d6 points of Strength damage. Ability damage suffered to this effect is recovered following a long rest.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d6+16 (30) piercing damage. Strand Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 4d6+20 (34) piercing damage. Strand Ranged weapon attack: +2 to hit, one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+18/19-00 (36) piercing damage. Strand Ranged weapon attack: -1 to hit, one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 12d6+24/19-00 (66) piercing damage. Strand Ranged weapon attack: +0 to hit, one target. Hit 1d1 (2) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

RUKH

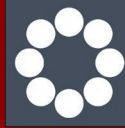


	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Mountains			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Nest (2x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	58	92	153	260
Speed	40 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 16 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw DC 15 Damage 1d8	Saving Throw DC 16 Damage 2d8	Saving Throw DC 18 Damage 4d8	Saving Throw DC 21 Damage 6d8
	Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. A rukh's swallow whole ability deals 1d6 acid damage in addition to the bludgeoning damage from being swallowed.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Talons Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+7 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Talons Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+10 (16) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+12 (22) piercing damage.</p> <p>Talons Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+12 (19) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+16 (37) piercing damage.</p> <p>Talons Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+16 (30) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

RUKH (JUVENILE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Deserts or Mountains
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Nest (2x+)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	37	68	131	199
Speed	20 ft. Fly 40 ft. (Poor)			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17

Standard Actions	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
	<p>Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+2 (6) piercing damage.</p> <p>Talons Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+2 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+2 (9) piercing damage.</p> <p>Talons Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+2 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Talons Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+7/19-00 (18) piercing damage.</p> <p>Talons Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) slashing damage.</p>

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

RUSALKA



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Eddy (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	10 (natural armor)
Hit Points	38	60	143	273
Speed	30 ft. Swim 60 ft.			
Size, Type, Alignment	Small fey, neutral evil	Small fey, neutral evil	Medium fey, neutral evil	Large fey, neutral evil
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 22 (+6)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Fire			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	8	12	20	24
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22
	Beckoning Call As a standard action, a rusalka can sing or speak, causing all non-fey creatures within a 300-foot spread to approach its position as if compelled to do so via a suggestion spell (Wisdom save negates). A creature that successfully saves is not subject to the same rusalka's beckoning call for 24 hours. When an affected creature begins its turn adjacent to the rusalka, it is dazed for that round. These effects continue as long as the rusalka takes a standard action to maintain the effect, plus 1 additional round. This is a mind-affecting effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Staggering Touch A creature touched by a rusalka must make a Constitution save or be staggered for 1 round by overwhelming feelings of desire and shame. This is a mindaffecting effect.			
Special Abilities & Qualities	Tresses A rusalka's long hair is strong and capable of making powerful primary natural attacks. When it uses its tresses to grapple an opponent, a rusalka does not gain the grappled condition itself.			
Standard Actions	Staggering Touch Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1+4 (5) bludgeoning damage. Tresses Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.	Staggering Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d1+4 (5) bludgeoning damage. Tresses Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.	Staggering Touch Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d1+5 (6) bludgeoning damage. Tresses Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Staggering Touch Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d1+9 (10) bludgeoning damage. Tresses Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>blur (at will); water walk (at will); entangle (at will); fog cloud (at will); invisibility (at will); charm monster (3/day); control water (3/day); summon (water elemental) (1/day)</i>			
Spellcasting	-			
Possessions	-			

RUST MONSTER



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	Incidental			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	26	48	96	163
Speed	40 ft. Climb 10 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 20
	Metal Damage 2d6	Metal Damage 4d6	Metal Damage 6d6	Metal Damage 8d6

Rust A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition; a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal bludgeoning damage. An attended object, any magic object, or a metal creature can attempt a Dexterity save to negate this effect.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Scent Metal This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Standard Actions

Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) piercing damage.

Antennae Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.

Antennae Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.

Antennae Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.

Antennae Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.



R

Illustration 8: Rust Monster

SABOSAN



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests or Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Hunting Party (2-6x), or Clan (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	17	50	121	186
Speed	30 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Small monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.
Languages	Abyssal			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d4 Bleed You can cause wounds that continue to bleed, inflicting an additional 1d4 damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Damage 1d2 Constitution Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage. This damage is undone via restoration or more powerful healing magic.	Damage 1d3 Constitution	Damage 1d4 Constitution	Damage 1d6 Constitution

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Dust Cloud** This creature generates a dust cloud with a 30-foot radius that impairs vision.**Special Abilities & Qualities****Saving Throw**

Constitution DC 11

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Fell Shriek As a standard action, a sabosan can emit a deafening cry in a 30-foot cone. Creatures in this area must make a successful Constitution save or be deafened for 1 minute. Sabosan are immune to this ability.**Standard Actions****Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.**Claw** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) slashing damage.**Special Actions****Damage** 1d6**Damage** 2d6**Damage** 3d6**Damage** 4d6**Powerful Charge** When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SAGARI



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Forests			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, Herd (3-8x), or Harras (9-16x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	10	49	104	172
Speed	10 ft. Fly 30 ft. (Perfect)			
Size, Type, Alignment	Tiny aberration, neutral evil	Tiny aberration, neutral evil	Tiny aberration, neutral evil	Small aberration, neutral evil
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 15 (+2)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aklo			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
	Baleful Whinny As a standard action, a sagari can emit a monstrous whinny. Any creature within 60 feet must succeed at a Wisdom save or become sickened for 1d4 rounds by the hideous sound. This is a sonic, mindaffecting effect. Whether or not the save is successful, the affected creature is immune to the same sagari's baleful whinny for 24 hours.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.</p> <p>Tentacle Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d6+0 (4) piercing damage.</p> <p>Tentacle Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d6+0 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Tentacle Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d6+1 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SAGUAROI



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Party (3-9x), or Tribe (10-20x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	22	59	108	179
Speed	40 ft.			
Size, Type, Alignment	Small plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Sylvan			
Challenge	3	7	11	15

Special Abilities & Qualities **Freeze** The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on all Stealth checks to hide in plain sight as this kind of inanimate object.

Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Dexterity DC 13	Dexterity DC 16	Dexterity DC 18	Dexterity DC 20
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6

Needle Cone Three times per day, as a standard action a saguaro can eject a barrage of needles from its body. This effect creates a 15-foot-cone burst of needles that deals piercing damage to all creatures in the area (Dexterity save for half).

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Damage 1d4

Damage 1d6

Damage 2d4

Damage 2d6

Needle Hide A saguaroi is covered with needles and spines, and its slam attacks deal both bludgeoning and piercing damage. Any creature grappling a saguaroi or attacking it with a natural attack or unarmed strike takes piercing damage (manufactured weapons with the reach special feature do not endanger the user this way). A creature grappling a saguaroi takes this damage each round of the grapple.

Special Abilities & Qualities

Produce Water As a standard action once per hour, a saguaroi can cut itself (taking 1 point of damage) to produce 1 gallon of water. After producing 4 gallons, it becomes fatigued. After producing 8 gallons, it becomes exhausted and cannot produce more water for 24 hours.

Standard Actions

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+13 (18) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+20 (27) bludgeoning damage.

Special Actions

Regeneration You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SAHUAGIN



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Ocean			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, Team (5-8x), Patrol (11-20x+), or Tribe (70-160x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	17	49	90	146
Speed	30 ft. Swim 60 ft.			

Size, Type, Alignment	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
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Ability Scores / Saves	STR	12 (+1)	STR	13 (+1)	STR	17 (+3)	STR	20 (+5)
	DEX	11 (+0)	DEX	11 (+0)	DEX	15 (+2)	DEX	13 (+1)
	CON	12 (+1)	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)
	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)	INT	16 (+3)
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)
	CHA	7 (-2)	CHA	7 (-2)	CHA	11 (+0)	CHA	11 (+0)

Saving Throws	-	-	-	-
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Resistances	-	-	-	-
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Immunities	-	-	-	-
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Vulnerabilities	Light Blindness			
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Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
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Languages	Aquan, Common, Speak with Sharks			
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Challenge	2	6	10	14
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Special Abilities & Qualities	Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.
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Special Abilities & Qualities	Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.
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Special Abilities & Qualities	Speak with Sharks A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here”, “defend me”, or “attack this target”.
--	--

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Standard Actions

Heavy Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Trident Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.

Trident Ranged weapon attack: +1 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.

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

Claws Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Heavy Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Trident Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.

Trident Ranged weapon attack: +0 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Claws Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.

Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing/slashing damage.

Trident Ranged weapon attack: +3 to hit, one target. Hit 1d8+6 (10) piercing/slashing damage.

Claws Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.

Heavy Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Trident Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing/slashing damage.

Trident Ranged weapon attack: +1 to hit, one target. Hit 2d6+10 (17) piercing/slashing damage.

Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.

Heavy Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Heavy crossbow; crossbow bolts (20x); trident



Illustration 9: Sahuagin

SALAMANDER



	Low	Moderate	Advanced	Elite
Terrain	Elemental Plane of Fire			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Cluster (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	24	72	136	218
Speed	20 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-			
Resistances	all physical attacks except magic			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Ignan			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d6	Damage 1d8	Damage 2d6	Damage 2d8
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Heat A salamander generates so much heat that its mere touch deals additional fire damage. A salamander's metallic weapons also conduct this heat.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Spear** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) piercing damage.**Spear** Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.**Tail Slap** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d10+0 (6) bludgeoning damage.**Spear** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.**Spear** Ranged weapon attack: -1 to hit, one target. Hit 1d8x3 (1) piercing damage.**Tail Slap** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+1 (8) bludgeoning damage.**Spear** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8/x3 (12) piercing damage.**Spear** Ranged weapon attack: +1 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+3 (14) bludgeoning damage.**Spear** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+15/x3 (22) piercing damage.**Spear** Ranged weapon attack: +0 to hit, one target. Hit 2d6+11/x3 (18) piercing damage.**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d6+6 (20) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

Spear (2x)

SAMSARAN



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Group (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	8	29	62	116
Speed	30 ft.	30 ft.	30 ft.	35 ft.
Size, Type, Alignment	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Large humanoid, chaotic neutral
Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 13 (+1)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)	WIS 19 (+4)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Druidic, Samsaran, Sylvan			
Challenge	1	6	10	14
Special Abilities & Qualities	Lifebound Samsarans gain advantage on all saving throws made to resist death effects, saving throws against negative energy effects, and Constitution checks made to stabilize if reduced to negative hit points.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Standard Actions

Spear Melee weapon attack: --2 to hit, reach 5 ft., one target. Hit 1d8+0/x3 (4) piercing damage.

Spear Ranged weapon attack: +2 to hit, one target. Hit 1d8+0/x3 (4) piercing damage.

Dagger Melee weapon attack: --2 to hit, reach 5 ft., one target. Hit 1d4+0/19+00 (2) piercing damage.

Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4+0/19+00 (2) piercing damage.

Shortspear Melee weapon attack: --2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.

Shortspear Ranged weapon attack: +2 to hit, one target. Hit 1d6+0 (4) piercing damage.

Spear Melee weapon attack: --1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) bludgeoning damage.

Dagger Melee weapon attack: --1 to hit, reach 5 ft., one target. Hit 1d4/19+00 (4) piercing damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19+00 (4) piercing damage.

Shortspear Melee weapon attack: --1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.

Shortspear Ranged weapon attack: +1 to hit, one target. Hit 1d6 (6) piercing damage.

Spear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.

Spear Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) bludgeoning damage.

Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19+00 (2) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19+00 (2) piercing damage.

Shortspear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Shortspear Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) piercing damage.

Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/x3 (19) bludgeoning damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 2d6+9/x3 (16) bludgeoning damage.

Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6/19+00 (10) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d6+6/19+00 (10) piercing damage.

Shortspear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Shortspear Ranged weapon attack: +3 to hit, one target. Hit 1d8+6 (10) piercing damage.

Spellcasting

Druid (CL 1):
diagnose disease; burst; jump; guidance; purify food and drink

Druid (CL 6):
lightning bolt; gust of wind; curse terrain; dispel magic; wind wall; call lightning; daylight; dominate animal; ice spears; mirage; compel tongue; fog cloud; garden of peril; acid maw; burning disarm; diagnose disease; burst; jump; guidance; purify food and drink

Druid (CL 10):
heal; dust form; plague storm; compel tongue (mass); contagion, greater; insect plague; aspect of the stag; lightning bolt; gust of wind; curse terrain; dispel magic; wind wall; call lightning; daylight; dominate animal; ice spears; mirage; compel tongue; fog cloud; garden of peril; acid maw; burning disarm; diagnose disease; burst; jump; guidance; purify food and drink

Druid (CL 14):
creeping doom; fire storm; heal; dust form; plague storm; compel tongue (mass); contagion, greater; insect plague; aspect of the stag; lightning bolt; gust of wind; curse terrain; dispel magic; wind wall; call lightning; daylight; dominate animal; ice spears; mirage; compel tongue; fog cloud; garden of peril; acid maw; burning disarm; diagnose disease; burst; jump; guidance; purify food and drink

Possessions

Spear; shortspear (2x); leather armor; dagger



SANDMAN



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Plane of Earth)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Gang (2-4x), or Shoal (6-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	28	64	131	206
Speed	30 ft. Burrow 30 ft.			
Size, Type, Alignment	Medium elemental, neutral evil	Medium elemental, neutral evil	Medium elemental, neutral evil	Large elemental, neutral evil
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Terran			
Challenge	4	8	12	16
Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.			
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Sand Form As a standard action, a sandman can cause its humanoid form to collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small earth elemental made out of sand. The sandman retains its compression and sleep aura abilities when in sand form, but loses its sleep attack and its damage reduction, as its sandy body in this form is much more compact and easier to scatter with solid blows.

Special Abilities & Qualities

Saving Throw
Wisdom DC 13

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Sleep A creature struck by a sandman's slam attack must succeed on a Wisdom save or immediately fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability.

Standard Actions

Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

Special Actions

Saving Throw
Wisdom DC 13

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Sleep Aura A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a Wisdom save or fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SANDPOINT DEVIL



	Low	Moderate	Advanced	Elite
Terrain	Any Coastal			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	31	58	108	205
Speed	40 ft. Fly 60 ft. (Poor)			
Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil	Huge fiend, neutral evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 20 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 14 (+2)	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Fear, Fire			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Varisian			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 20
	Bay When the Sandpoint Devil screams as a standard action, all creatures within a 300-ft.-radius spread must succeed at a Wisdom save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, creatures within the effect are immune to the Sandpoint Devil's bay for 24 hours thereafter.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 14 Damage 5d6 Hellfire Breath With Recharge 2, the Sandpoint Devil can unleash a blast of infernal flame from its mouth as a standard action. This hellfire fills a 30-ft. cone and causes fire damage (Dexterity save halves). Anyone who takes damage from this breath weapon must also make a Wisdom save to avoid becoming cursed by the infernal flames-those who become cursed suffer disadvantage on all attack rolls, saving throws, and skill checks for a number of days equal to the damage taken-during this time, the victim's skin appears to be horribly burned in places regardless of any healing applied. This curse effect functions at caster level 16.	Saving Throw DC 15 Damage 7d6	Saving Throw DC 17 Damage 10d6	Saving Throw DC 20 Damage 14d6
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6/19-00 (4) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6/19-00 (4) piercing damage. Hoof Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6/19-00 (10) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10/19-00 (20) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>dimension door (3/day); fog cloud (at will); gust of wind (at will); phantasmal killer (3/day); pyrotechnics (at will)</i>			
Spellcasting	-			
Possessions	-			



SARCOVALT



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Abaddon)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Swarm (3-5x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	39	73	149	188
Speed	20 ft. Climb 20 ft. Fly 60 ft. (Good)			

Size, Type, Alignment	Tiny fiend, neutral evil	Tiny fiend, neutral evil	Tiny fiend, neutral evil	Small fiend, neutral evil
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Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)

Saving Throws	-	-	-	-
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Resistances	Acid, all physical attacks except good or silver			
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Immunities	diseased			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Abyssal, Infernal			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.			
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Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1	Damage 1d2	Damage 1d3	Damage 1d4
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage.			
Special Abilities & Qualities	Detach Head A sarcovalt can survive without its head. Attacks that sever its head (such as those of a vorpal weapon) do not kill it. If attacked by multiple creatures, it grapples one opponent, detaches its head (which continues to drain blood), and uses its body to continue attacking with spell-like abilities. Its head and body share a common pool of hit points but are otherwise treated as different creatures while separated. The head is AC 19 and can fly at the creature's normal speed. The head cannot initiate attacks on its own, and if removed from a target, it flies back to the body on its next turn. The body cannot see, but it can perceive through the head's eye cavities if it has line of effect to the head.			
Standard Actions	Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 2d6+1 (8) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 2d6+4 (11) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+9 (20) piercing damage.
Special Actions	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Special Actions	Disease Filth Fever-Bite injury; Save Constitution; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves. Ability damage suffered from this effect must be restored via restoration or more potent healing magic and then only once the disease has been removed or overcome.			
Special Actions	Disease Swarm A sarcovalt's vomit swarm ability summons a cloud of flies instead of spiders, which has a fly speed of 40 feet (good) and infects its target with filth fever instead of poison.			
Legendary Actions	-			
Innate Spellcasting	<i>acid arrow (3/day); animate dead (3/day); contagion (1/day); purify food and drink (at will); stinking cloud (1/day); vomit swarm (flies) (1/day)</i>			
Spellcasting	-			
Possessions	-			

SARD



	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Rare			
Role	Artillery / Solo			
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	22 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	92	183	349	466
Speed	50 ft. Climb 30 ft.			
Size, Type, Alignment	Gargantuan plant, chaotic evil	Gargantuan plant, chaotic evil	Gargantuan plant, chaotic evil	Gargantuan plant, chaotic evil
Ability Scores / Saves	STR 21 (+5) DEX 20 (+5) CON 20 (+5) INT 7 (-2) WIS 18 (+4) CHA 20 (+5)	STR 22 (+6) DEX 22 (+6) CON 20 (+5) INT 7 (-2) WIS 18 (+4) CHA 20 (+5)	STR 28 (+9) DEX 20 (+5) CON 22 (+6) INT 7 (-2) WIS 18 (+4) CHA 20 (+5)	STR 30 (+10) DEX 23 (+6) CON 24 (+7) INT 11 (+0) WIS 20 (+5) CHA 22 (+6)
Saving Throws	-			
Resistances	Cold, all physical attacks except cold iron and slashing			
Immunities	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	Vulnerability to Sonic You take half again as much (+50%) damage as normal from Sonic, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +19, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +21, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +23, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 30 ft.
Languages	Aklo, Sylvan			
Challenge	8	14	23	27

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 18 Damage 10d6	Saving Throw Dexterity DC 20 Damage 18d6	Saving Throw Dexterity DC 23 Damage 24d6	Saving Throw Dexterity DC 25 Damage 30d6
	Death Throes When a sard dies, its remains explode with a blast of lightning into razor-sharp splinters of wood. All creatures within 30 feet of a sard when it explodes in this manner take half electricity damage and half piercing damage. A Dexterity save halves this damage.			
Special Abilities & Qualities	Damage 1d6	Damage 1d8	Damage 1d10	Damage 2d8
	Electrical Jolt Every time a creature strikes a sard with a metal melee weapon, arcs of electricity deal electricity damage to the attacker.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	2d6
	Electric Slam A sard's slam attack also deals electricity damage.			
Special Abilities & Qualities	Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Standard Actions	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+13 (31) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+15/19-00 (33) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d10+16/19-00 (38) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d8+18/19-00 (54) bludgeoning damage.
	Thorn Ranged weapon attack: +5 to hit, one target. Hit 2d6+10 (17) piercing damage.	Thorn Ranged weapon attack: +7 to hit, one target. Hit 2d6+11 (18) piercing damage.	Thorn Ranged weapon attack: +5 to hit, one target. Hit 2d8+17 (26) piercing damage.	Thorn Ranged weapon attack: +7 to hit, one target. Hit 3d8+19 (32) piercing damage.
Special Actions	Planar Acclimation A sard is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.			
Special Actions	Saving Throw Constitution DC 18 Damage 2d6	Saving Throw Constitution DC 20 Damage 3d6	Saving Throw Constitution DC 23 Damage 4d6	Saving Throw Constitution DC 25 Damage 6d6
	Poison Thorn - injury; save Constitution; frequency 1/round for 5 rounds; effect 1d2 Dexterity damage and electricity damage; cure 2 consecutive saves. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			
Legendary Actions	-			
Innate Spellcasting	<i>chain lightning (3/day); control weather (at will); lightning bolt (at will); storm of vengeance (1/day); transport via plants (at will); tree shape (colossal tree) (at will); whirlwind (1/day)</i>			
Spellcasting	-			
Possessions	-			



SARGASSUM FIEND



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Bed (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	57	123	194	282
Speed	20 ft. Climb 20 ft. Swim 40 ft.			
Size, Type, Alignment	Medium plant, unaligned	Large plant, unaligned	Large plant, unaligned	Huge plant, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	Cold, all physical attacks except slashing			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +14, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 120 ft.
Languages	-			
Challenge	8	13	17	21
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Wisdom DC 15

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 22

Mirage A sargassum fiend emits a powerful scent that causes specific, miragelike hallucinations. All creatures within 300 feet of a sargassum fiend must make a Wisdom save or become enraptured by the scent. An enraptured creature sees the monster as whatever would most compel it to approach. This might be a lost loved one, a child in need of help, an enchanting mermaid, the promise of dry land, and so on. The extent of this illusion functions as mirage arcana (CL equals the sargassum's CR), but is a mindaffecting phantasm, not a glamer. This effect ends immediately if the plant makes an attack against any target.

Standard Actions**Slams** Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

Slams Melee weapon

attack: +6 to hit, reach 10 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

Slams Melee weapon

attack: +6 to hit, reach 10 ft., one target. Hit 3d8+10 (24) bludgeoning damage.

Slams Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 4d8+12 (30) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SASQUATCH



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate or Cold Forests			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Family (3-7x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
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Hit Points	20	51	103	168
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Speed	40 ft.			
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Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
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Ability Scores / Saves	STR	18 (+4)	STR	18 (+4)	STR	20 (+5)	STR	23 (+6)
	DEX	13 (+1)	DEX	14 (+2)	DEX	17 (+3)	DEX	16 (+3)
	CON	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)
	INT	7 (-2)	INT	7 (-2)	INT	11 (+0)	INT	11 (+0)
	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)	WIS	12 (+1)
	CHA	9 (-1)	CHA	9 (-1)	CHA	13 (+1)	CHA	13 (+1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
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Languages	Sasquatch			
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Challenge	3	7	11	15
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Special Abilities & Qualities	Pungency A sasquatch's odor is quite powerful, and can be detected at twice the normal distance by scent.			
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Special Abilities & Qualities	Woodland Stride A sasquatch can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Undergrowth that has been magically manipulated to impede movement still affects the sasquatch.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Club Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p> <p>Club Ranged weapon attack: +2 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.</p>	<p>Club Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p> <p>Club Ranged weapon attack: +2 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Club Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.</p> <p>Club Ranged weapon attack: +4 to hit, one target. Hit 1d6+8 (12) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.</p>	<p>Club Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13 (18) bludgeoning damage.</p> <p>Club Ranged weapon attack: +3 to hit, one target. Hit 1d8+13 (18) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Club			

SATYR



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Band (3-6x), or Orgy (7-11x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	18	48	93	154
Speed	40 ft.			
Size, Type, Alignment	Small fey, chaotic neutral	Medium fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)	STR 18 (+4)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Pipes A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a Wisdom save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Horns Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Horns Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Horns Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.</p>	<p>Dagger Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4+8/19-00 (10) piercing damage.</p> <p>Horns Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+3 (10) piercing damage.</p> <p>Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>charm person (at will); dancing lights (at will); fear (1/day); sleep (at will); suggestion (at will)</i>			
Spellcasting	-			
Possessions	Shortbow; arrows (20x); dagger (20x)			

SAWDUST SLOUGH



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Cascade (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	13	63	138	216
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Small plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +5, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +5, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +6, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +6, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Choking Staff A sawdust slough constantly releases particles of plant matter that form a cloud of choking dust around it. Creatures beginning their turns adjacent to a sawdust slough are coated with this dust, revealing invisible creatures (as glitterdust, though without any of that spell's other effects) and dazzling creatures as long as they remain adjacent to it and for 1d3 rounds thereafter. In addition, creatures that breathe that begin their turns adjacent to the sawdust slough are sickened for the same duration (Constitution save negates). Creatures that hold their breath before being exposed to the choking chaff aura are immune to the sickening effect for as long as they hold their breath. A sawdust slough's choking chaff aura is burned off when it takes fire damage, and does not become active again until the end of the sawdust slough's next turn.

Special Abilities & Qualities

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 19

Saving Throw

Dexterity DC 21

Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Dexterity save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Special Abilities & Qualities

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 19

Saving Throw

Dexterity DC 21

Flammable Sawdust sloughs and the particulate cloud surrounding them are highly flammable, causing any damaging flame around them to flare up in gout of fire. Any creature adjacent to a sawdust slough (including creatures engulfed by it) when it takes fire damage must succeed at a Dexterity save or take half as much fire damage as that dealt to the sawdust slough.

Standard Actions

Slam Melee weapon

attack: +2 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.

Slam Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Slam Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Slam Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



SAYONA



Low

Moderate

Advanced

Elite

Terrain	Any Land or Underground
Rarity	Rare
Role	Controller / Elite
Organization	Solitary or Retinue (1d3x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	75	115	160	242
Speed	30 ft.			
Size, Type, Alignment	Small undead, chaotic evil	Small undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 7 (-2)	STR 7 (-2)	STR 11 (+0)	STR 18 (+4)
	DEX 19 (+4)	DEX 19 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-			
Resistances	Cold			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Common, Infernal			
Challenge	8	12	17	21

Special Abilities & Qualities	Absorb Blood A sayona adjacent to a bleeding creature automatically accelerates the bleeding, dealing 1 point of Constitution damage to that creature once per round on its turn and absorbing the blood through its skin. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
	Damage 1d2	Damage 1d3	Damage 1d4	Damage 1d6
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage.			

S

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Lifesense The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Special Abilities & Qualities

Create Spawn When a sayona kills a humanoid or fey of at least one size category smaller than itself with its absorb blood or blood drain ability, the victim rises 24 hours later as a ghoul with the blood drain ability. The spawn is the sayona's slave until its master is destroyed.

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d10+0 (6) piercing damage.

Claw Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d10+0 (6) slashing damage.

Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d10+0 (6) piercing damage.

Claw Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d10+0 (6) slashing damage.

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+1 (8) piercing damage.

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+1 (8) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+6 (20) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+6 (20) slashing damage.

Special Actions

Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Actions

Save Wisdom DC 17

Save Wisdom DC 18

Save Wisdom DC 20

Save Wisdom DC 22

Fear Cone A sayona can create a 60-ft. cone of fear. Wisdom save negates; failure means the victim suffers paralysis for 1d4 rounds.

Special Actions

Living Form As a standard action, a sayona can transform into a young, beautiful person for 24 hours. It can only use this ability if it has absorbed or drained blood in the past hour. In this form, the sayona has the aura of a living creature instead of an undead (for the purpose of detect undead and similar effects), its fast healing increases to 10, positive energy attacks (such as channel energy) deal half damage to it, and it cannot use its fear cone or gaze attack. Exposure to holy water or positive energy attacks in this form reduces the duration of this transformation by 1d4 hours.

Special Actions

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 22

Staggering Gaze One target within 30'; effect staggered for 1d4 rounds, Constitution save negates. This is a mind-affecting effect.

Legendary Actions

-

Innate Spellcasting

command undead (3/day); fog cloud (3/day); gaseous form (3/day); invisibility (3/day)

SCARECROW



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Gang (3-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	43	70	91	123
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Fascinating Gaze Target is fascinated, 30 feet, Wisdom save negates. Fascination lasts as long as the scarecrow remains within 300 feet of the fascinated creature. The approach or animation of the scarecrow does not count as an obvious threat to the victim of this particular fascination (although the scarecrow's attack does count as an obvious threat and ends the fascination immediately). This is a mind-affecting effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 14 Fear Touch A scarecrow's touch infuses its target with overwhelming waves of fear. If the victim fails a Wisdom save, she cowers and can take no actions other than attempting a new save at the end of the following round (and each round thereafter) to end this fear. A successful first save leaves the victim shaken for 1 round. This is a mind-affecting fear effect.	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
Special Abilities & Qualities	Freeze The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on all Stealth checks to hide in plain sight as this kind of inanimate object.			
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+3 (10) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SCARLET WALKER



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Crowd (3-8x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	54	77	140	261
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil	Gargantuan fiend, lawful evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 20 (+5)	DEX 24 (+7)	DEX 22 (+6)	DEX 23 (+6)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 20 (+5)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Aklo, Infernal			
Challenge	8	12	16	20

Special Abilities & Qualities **Aligned** Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21**Blood-Draining Gaze** All creatures within 20 feet of a scarlet walker are subject to the monster's eerie blood-draining gaze. Affected creatures must succeed at a Constitution save or thin streams of blood pour from their eyes, flowing through the air and into the eye socket-like pits in the scarlet walker's face. This does not impact the victim's vision, but does deal 1 point of Constitution damage and sickens the victim for 1 round from the hideous pain. A creature already suffering from a bleed effect suffers disadvantage on the saving throw. This is a bleed effect. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.**Special Abilities & Qualities****Bloodsense** A scarlet walker can sense living creatures with blood in their veins, or undead creatures that feed on blood (such as vampires). This ability functions like blindsight to a range of 60 feet.**Special Abilities & Qualities****Fast Healing** You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.**Standard Actions****Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+9 (14) slashing damage.**Claw** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+14 (24) slashing damage.**Tentacle** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Tentacle** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Tentacle** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Tentacle** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SCAEDUINAR



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Negative Energy Plane)			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary or Death Squad (2-11x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	50	108	170	243
Speed	40 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Small fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except adamantite or good			
Immunities	Cold, diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 120 ft.	Passive Perception +15, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.
Languages	Aklo, Common, Daemon			
Challenge	5	9	13	17

Special Abilities & Qualities	Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Entropic Flesh Any creature that hits a scaeduinar with a melee attack takes necrotic energy damage. Attacking with a weapon that provides reach allows a creature to avoid taking this damage.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d4**Damage** 1d6**Damage** 2d4**Damage** 2d6

Entropic Touch A sceeduinar's natural attacks can strike incorporeal creatures as if they were corporeal. All of a sceeduinar's natural attacks deal additional necrotic energy damage to all targets. This energy does not heal creatures healed by inflict spells.

Special Abilities & Qualities

Lifesense The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Standard Actions

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.

Wing Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.

Wing Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

Wing Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.

Special Actions

Negative Energy Affinity The creature is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.

Special Actions

Void Child Sceeduinars are immune to effects that target souls (such as trap the soul) or require knowledge of a creature's identity (such as scrying). When one is slain, it cannot be restored to life by magic save by a miracle or wish, or by divine intervention.

Legendary Actions

-

Innate Spellcasting

antilife shell (3/day); dimension door (self only) (at will); dispel magic (at will); enervation (3/day); (harm (1/day); hide from undead (at will); inflict wounds (3/day); silence (3/day); power word kill (1/day)

Spellcasting

-

Possessions

-

SCORPION (BLACK)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Uncommon			
Role	Brute / Solo			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	85	163	281	378
Speed	50 ft.			
Size, Type, Alignment	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 21 (+5)	STR 22 (+6)	STR 28 (+9)	STR 31 (+10)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	8	15	22	26
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22	Saving Throw Constitution DC 24
Special Abilities & Qualities	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) piercing damage.</p>	<p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+16 (25) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+16 (25) piercing damage.</p>	<p>Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+19 (32) slashing damage.</p> <p>Sting Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+19 (32) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SCORPION (CAVE)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	45	89	150
Speed	40 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
Special Abilities & Qualities	Poison Sting-injury; save Fort DC 27; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.</p> <p>Sting Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.</p>	<p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.</p> <p>Sting Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p>	<p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p>Sting Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p>	<p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p>Sting Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SCORPION (DEADFALL)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary or Nest (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	40	95	158	248
Speed	50 ft.			
Size, Type, Alignment	Large vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 20 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Special Abilities & Qualities	Poison Sting-injury; save Fort DC 27; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.</p>	<p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13 (24) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13 (24) piercing damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



SCORPION (GHOST)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	14	41	88	152
Speed	30 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.</p> <p>Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) piercing damage.</p>	<p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.</p> <p>Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.</p>	<p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p> <p>Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.</p>	<p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SCORPION (GIANT EMPEROR)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	96	129	175	293
Speed	50 ft.			
Size, Type, Alignment	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)	STR 29 (+9)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	10	14	16	20
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 5d6	Damage 7d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
Special Abilities & Qualities	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) piercing damage.</p>	<p>Claw Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+12 (19) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+12 (19) piercing damage.</p>	<p>Claw Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+17 (31) slashing damage.</p> <p>Sting Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+17 (31) piercing damage.</p>
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



SCORPION (GIANT)



Low

Moderate

Advanced

Elite

Terrain	Warm or Temperate Deserts, Forests, Plains, or Underground
Rarity	Common
Role	Lurker / Normal
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	38	63	116	191
Speed	50 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	psychic			
Vulnerabilities	-	-	-	-
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-	-	-	-
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 5d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p>	<p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p>	<p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p>	<p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SCORPION (GREENSTING)



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	7	19	51	77
Speed	20 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)
	DEX 14 (+2)	DEX 15 (+2)	DEX 16 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 8 (-1)	CON 9 (-1)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-			
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	1	4	10	15
Special Abilities & Qualities	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 11	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.</p> <p>Sting Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Claw Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.</p> <p>Sting Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Claw Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.</p> <p>Sting Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.</p> <p>Sting Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SCORPION (LASHTAIL)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm or Temperate Deserts, Forests, Plains, or Underground			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	8	49	106	165
Speed	30 ft.			
Size, Type, Alignment	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Small vermin, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 9 (-1)
	DEX 17 (+3)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect Sickened for 1 round; cure 1 save.			
Standard Actions	Sting Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.	Sting Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Sting Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Sting Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SCYLLA



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	74	116	247	401
Speed	30 ft. Fly 60 ft. (Good) Swim 50 ft.			
Size, Type, Alignment	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil	Gargantuan aberration, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 20 (+5)	DEX 22 (+6)	DEX 23 (+6)	DEX 24 (+7)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 19 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron and lawful			
Immunities	Charm, Cold, Confusion and Insanity Effects			
Vulnerabilities	-			
Senses	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 30 ft., Darkvision 60 ft.
Languages	Abyssal, Aquan, Common			
Challenge	8	12	20	24
Special Abilities & Qualities	Damage 1d4 Bleed You can cause wounds that continue to bleed, inflicting an additional 2d6 damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.	Damage 1d6	Damage 2d6	Damage 2d8
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of one humanoid form, but retain most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as an alter self spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 4d6**Damage** 6d6**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Special Abilities & Qualities****Fast Healing** You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9/19-00 (12) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+8/19-00 (12) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13/19-00 (24) piercing damage.**Tentacle** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+9 (12) bludgeoning damage.**Tentacle** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+9 (12) bludgeoning damage.**Tentacle** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Tentacle** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Special Actions****Saving Throw** Wisdom DC 17**Saving Throw** Wisdom DC 18**Saving Throw** Wisdom DC 21**Saving Throw** Wisdom DC 24**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions****Improved Evasion** You can avoid damage from many area-effect attacks. If you make a successful Dexterity save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.**Special Actions****See Invisibility** You can See Invisibility, as per the spell, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated as a swift action.**Legendary Actions**

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Innate Spellcasting*acid arrow (at will); black tentacles (3/day); charm monster (3/day); control water (at will); control weather (3/day); og cloud (at will); freedom of movement (at will); feblemind (3/day); major image (at will); mirage arcane (3/day); nondetection (at will); power word stun (3/day); project image (1/day); see invisibility (at will); fog cloud (3/day); summon greater demoni (1 charybdis) (1/day)***Spellcasting Possessions**

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SEA ANEMONE (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	41	78	135	206
Speed	5 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-			
Resistances	-			
Immunities	Gaze Attacks, psychic, poisoned, Immunity to vision-based attacks			
Vulnerabilities	-			
Senses	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.			
Special Abilities & Qualities	Anchored As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and attackers attempting any check or attack that would move it suffer disadvantage. The creature can unanchor itself as a full-round action.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Poison Tentacle- injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 2 consecutive saves. Ability damage suffered from this effect is restored following a long rest.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Saving Throw DC 15 Damage 1d6	Saving Throw DC 16 Damage 2d6	Saving Throw DC 18 Damage 4d6	Saving Throw DC 20 Damage 6d6
	Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.			
Standard Actions	Tentacles Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6+1 (8) bludgeoning damage.	Tentacles Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 3d6+1 (12) bludgeoning damage.	Tentacles Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.	Tentacles Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d6+6 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SEA BONZE



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Oceans			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	13 (natural armor)	14 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	76	144	228	320
Speed	40 ft. Swim 80 ft.			
Size, Type, Alignment	Huge undead, neutral evil	Huge undead, neutral evil	Gargantuan undead, neutral evil	Gargantuan undead, neutral evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except magic and slashing			
Immunities	Cold, diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 120 ft., Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	8	14	22	26
Special Abilities & Qualities	Saving Throw DC 17	Saving Throw DC 19	Saving Throw DC 21	Saving Throw DC 23
	Dooming Gaze Paralyzed with fear for 1 round, 60 feet, Wisdom save negates. A creature that is already paralyzed by this gaze attack and fails a saving throw to resist being paralyzed for 1 more round suffers a reduction of their current and maximum hit points of 2d4 points. Each day thereafter, the victim may attempt a Constitution save to remove the maximum hit point reduction. The paralysis effect of this gaze is a mind-affecting fear effect, but the maximum hit point reduction is not.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slams Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+10 (28) bludgeoning damage.	Slams Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+12 (30) bludgeoning damage.	Slams Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d10+10 (32) bludgeoning damage.	Slams Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 12d8+14 (68) bludgeoning damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



SEA CAT



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Pride (3-15x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	30	55	121	196
Speed	10 ft. Swim 40 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 24 (+7)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Hold Breath The creature can hold its breath for 144 minutes before it risks drowning.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d8
	Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+4 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+11 (16) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SEA KRAIT



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	2	21	46	118
Speed	20 ft. Climb 20 ft. Swim 30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 11	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17
	Poison Injury; Frequency 1/round for 6 rounds; Constitution save negates; Effect 1d2 Constitution damage; Cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SEA KRAIT (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	3	21	53	97
Speed	20 ft. Climb 20 ft. Swim 30 ft.			

Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
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Ability Scores / Saves	STR	2 (-4)	STR	3 (-4)	STR	8 (-1)	STR	13 (+1)
	DEX	15 (+2)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)
	CON	6 (-2)	CON	6 (-2)	CON	10 (+0)	CON	14 (+2)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)
	CHA	1 (-5)	CHA	1 (-5)	CHA	4 (-3)	CHA	4 (-3)

Saving Throws	-	-	-	-
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Resistances	Acid, all physical attacks except evil			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-			
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Challenge	1	6	10	14
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Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 11	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17
	Poison Injury; Frequency 1/round for 6 rounds; Constitution save negates; Effect 1d2 Constitution damage; Cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.
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Special Actions	Attack Bonus +1 Damage Bonus +1	Attack Bonus +6 Damage Bonus +6	Attack Bonus +10 Damage Bonus +10	Attack Bonus +14 Damage Bonus +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			

SEA KRAIT (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary / Companion			
Treasure	None			
	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	7	25	57	105
Speed	20 ft. Climb 20 ft. Swim 30 ft.			
Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 11	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17
	Poison Injury; Frequency 1/round for 6 rounds; Constitution save negates; Effect 1d2 Constitution damage; Cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.
Special Actions	Attack Bonus +1 Damage Bonus +1	Attack Bonus +6 Damage Bonus +6	Attack Bonus +10 Damage Bonus +10	Attack Bonus +14 Damage Bonus +14
	Smite Good 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.			

SEA SERPENT

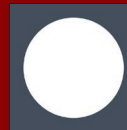


	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	53	114	195	321
Speed	20 ft. Swim 60 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
Languages	-			
Challenge	5	10	15	19
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 4d8	Damage 6d8
Special Abilities & Qualities	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p>Elusive As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a nondetection spell. Both of these spell effects are at caster level 20th and cannot be dispelled.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 17 Damage 2d8 Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.	Saving Throw DC 18 Damage 3d8	Saving Throw DC 20 Damage 5d8	Saving Throw DC 23 Damage 7d8
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10 (24) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+12/19-00 (30) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+6 (16) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 12d6+16/19-00 (58) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+8 (29) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

SEA SERPENT (DEEP)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Uncommon			
Role	Lurker / Solo			
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	102	167	294	327
Speed	10 ft. Swim 50 ft. Surge 400 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)	STR 26 (+8)
	DEX 19 (+4)	DEX 19 (+4)	DEX 17 (+3)	DEX 20 (+5)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 120 ft.	Passive Perception +12, Darkvision 120 ft.	Passive Perception +12, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.
Languages	-			
Challenge	8	14	18	23
Special Abilities & Qualities	Damage 2d8	Damage 4d8	Damage 6d8	Damage 8d8
Special Abilities & Qualities	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p>Elusive As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a nondetection spell. Both of these spell effects are at caster level 20th and cannot be dispelled.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 17 Damage 2d8 Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.	Saving Throw DC 19 Damage 4d8	Saving Throw DC 22 Damage 6d8	Saving Throw DC 22 Damage 8d8
Special Abilities & Qualities	Surge A deep sea serpent can surge forward as a full-round action at a speed of 400 feet. It must move in a straight line, but does not provoke attacks of opportunity while surging.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 6d8+10 (37) piercing damage. Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 6d6+10 (31) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+15/19-00 (42) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+15/19-00 (36) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d10+14/19-00 (47) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+14/19-00 (41) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 12d8+14/19-00 (68) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 12d6+14/19-00 (56) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SEAHORSE (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or School (3-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	23	61	131	219
Speed	Swim 30 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Anchor As a move action, a seahorse can wrap its tail around a stationary object. The seahorse remains anchored to the object until it releases its grip (a free action) or is forcibly moved. An anchored seahorse inflicts disadvantage on any opponent attempting any attack or check that would move the seahorse's position against its will.			
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+16 (20) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+20 (27) bludgeoning damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SEAHORSE (KILLER)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or School (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	57	102	169	251
Speed	Swim 40 ft.			
Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Anchor As a move action, a seahorse can wrap its tail around a stationary object. The seahorse remains anchored to the object until it releases its grip (a free action) or is forcibly moved. An anchored seahorse inflicts disadvantage on any opponent attempting any attack or check that would move the seahorse's position against its will.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Bleed You can cause wounds that continue to bleed, inflicting an additional 2d6 damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13 (24) piercing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SEAL



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Oceans			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Rookery (3-22x) / Companion			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	2	22	60	121
Speed	10 ft. Swim 60 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Hold Breath The creature can hold its breath for 114 minutes before it risks drowning.			
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Low

Moderate

Advanced

Elite

Legendary
Actions -

Innate
Spellcasting -

Spellcasting
Possessions -

SEAWEED SIREN



	Low	Moderate	Advanced	Elite
Terrain	Any Coastlines			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	71	104	173	283
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	psychic			
Vulnerabilities	Water Dependency A seaweed siren can survive out of the water for 10 hours. Beyond this limit, a seaweed siren begins to suffocate.			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aklo, Tongues			
Challenge	8	12	16	20

Special Abilities & Qualities **Cacophony** A seaweed siren's noises disrupt spellcasting; casting within 100 feet of a seaweed siren requires a concentration check (DC 15 + the level of the spell being cast). All other concentration checks and Perception checks involving hearing made inside the aura have their DCs increased by 5. A siren can begin or end this ability as a free action. This is a sonic effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

False Heads A seaweed siren's false heads can be severed. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting the head. A head is considered a separate weapon with AC 14 and hit points equal to the siren's Hit Dice. To sever a head, an opponent must deal enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals an amount of damage to the siren's body equal to the siren's Hit Dice. A siren can't attack with a severed head. A siren with no remaining heads can't use its cacophony ability or its spell-like abilities.

Special Abilities & Qualities

Sonic Beams Each of the siren's false heads can fire a beam at a range of 60 feet, dealing sonic damage.

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 22

Staggering Gaze Staggered 1d6 rounds, 30 feet, Wisdom save negates. This is a mind-affecting effect.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d4+10/19-00 (20) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10/19-00 (24) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 8d6+14/19-00 (42) piercing damage.

Sonic Beam Ranged weapon attack: +3 to hit, one target. Hit 2d6 (8) sonic damage.

Sonic Beam Ranged weapon attack: +3 to hit, one target. Hit 3d6 (12) sonic damage.

Sonic Beam Ranged weapon attack: +0 to hit, one target. Hit 4d6 (16) sonic damage.

Sonic Beam Ranged weapon attack: +2 to hit, one target. Hit 6d6 (24) sonic damage.

Special Actions

Saving Throw
Dexterity DC 16

Saving Throw
Dexterity DC 17

Saving Throw
Dexterity DC 19

Saving Throw
Dexterity DC 22

Damage 1d8

Damage 2d8

Damage 4d8

Damage 6d8

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 2d8+13 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Legendary Actions

-

Innate Spellcasting

bestow curse (20 ft. range) (1/day); charm monster (3/day); confusion (3/day); shatter (at will); tongues (at will)

Spellcasting

-

Possessions

-

SELKIE



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Ocean			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Pack (3-14x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	6	37	77	138
Speed	20 ft. Swim 50 ft.			
Size, Type, Alignment	Small monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	2	6	10	14

Special Abilities & Qualities

Echo of Reason A selkie can instinctively alter the intonation of its voice to make anything it says sound more pleasing to those who understand it. When making checks to bluff or lie, a selkie gains advantage.

Special Abilities & Qualities

Hold Breath The creature can hold its breath for 132 minutes before it risks drowning.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.

Special Abilities & Qualities

Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
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Shake On a successful critical hit with its bite attack, a selkie automatically violently shakes a target of its size category or smaller. The target must succeed at a Constitution save or it is dazed for 1 round. Even on a successful save, the target still suffers disadvantage on all attack rolls and skill checks for the next 2 rounds.

Standard Actions

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13/19-00 (24) piercing damage.
Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



SEPS



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Deserts or Forests			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Nest (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	40	69	136	264
Speed	30 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 22
	Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
Special Abilities & Qualities	Acid Blood A metal, wooden, or natural weapon that deals piercing or slashing damage to a seps takes acid damage unless the weapon's wielder succeeds at a Dexterity save.			
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Liquefaction Any creature killed by seps poison dissolves into an acidic liquid that deals acid damage each round to anything in its square (including the dead creature's equipment).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect 1d8 acid damage and 1d4 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10/19-00 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12/19-00 (22) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+10/19-00 (24) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 9d6+14/19-00 (46) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SEPS (JUVENILE)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Deserts or Forests			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Nest (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	27 (natural armor)
Hit Points	20	52	105	165
Speed	20 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4
Special Abilities & Qualities	Acid Blood A metal, wooden, or natural weapon that deals piercing or slashing damage to a seps takes acid damage unless the weapon's wielder succeeds at a Dexterity save.			
	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4
	Liquefaction Any creature killed by seps poison dissolves into an acidic liquid that deals acid damage each round to anything in its square (including the dead creature's equipment).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect 1d4 acid damage and 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 29
Standard Actions	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SERPENTFOLK



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Cult (3-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	35	74	136	214
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 18 (+4)	DEX 18 (+4)	DEX 20 (+5)	DEX 18 (+4)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aklo, Common, Draconic, Undercommon, Telepathy 100 ft.			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 2 saves. Ability damage suffered to this effect is restored following a long rest.			
Special Abilities & Qualities	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.</p> <p>Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.</p> <p>Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.</p> <p>Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>blur (1/day); disguise self (at will); major image (1/day); mirror image (/1day); suggestion (1/day); suggestion (1/day); teleport (3/day)</i>			
Spellcasting	-			
Possessions	Dagger (4x)			

SERPENTFOLK (DEGENERATE)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Cult (3-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	41	88	153	245
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo, Common, Draconic, Undercommon, Telepathy 100 ft.			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 2 saves. Ability damage suffered to this effect is restored following a long rest.			
Special Abilities & Qualities	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p>	<p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p>	<p>Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7/19-00 (10) piercing damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4+7/19-00 (10) piercing damage.</p> <p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) piercing damage.</p>	<p>Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7/19-00 (10) piercing damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4+7/19-00 (10) piercing damage.</p> <p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Dagger (4x)			



SERU



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	19	46	100	163
Speed	20 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aklo (cannot speak), Common (cannot speak), Telepathy 60 ft.			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Poison Bite or spit venom-injury; save Constitution; frequency 1/minute for 6 minutes; effect 1 Constitution damage plus blindness for 1 minute; cure 1 save. Ability damage suffered from this effect is recovered following a full rest.			
Special Abilities & Qualities	Spit Venom As a standard action, a seru can spit venom up to 30 feet. This is a ranged touch attack with no range increment. Any opponent hit by this attack is exposed to the seru's poison.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.

Venom Ranged weapon attack: +0 to hit, one target. Hit 1d0 (1) bludgeoning damage.

Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.

Venom Ranged weapon attack: +0 to hit, one target. Hit 1d0 (1) bludgeoning damage.

Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.

Venom Ranged weapon attack: +2 to hit, one target. Hit 1d0 (1) bludgeoning damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+19-00 (620) piercing damage.

Venom Ranged weapon attack: +0 to hit, one target. Hit 1d0/19-00 (1) bludgeoning damage.

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SEUGATHI



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Controller / Normal			
Organization	Single, Pair, or Expedition (3-8x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	32	72	134	206
Speed	30 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except slashing or piercing			
Immunities	psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 120 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 120 ft., Tremorsense 30 ft.	Passive Perception +19, Darkvision 120 ft., Tremorsense 30 ft.	Passive Perception +20, Darkvision 120 ft., Tremorsense 30 ft.
Languages	Aklo, Undercommon, Telepathy 100 ft.			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
	Aura of Madness Any sane being within 30 feet of a conscious seugathi must make a Wisdom save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the insanity spell. A seugathi can suppress or activate this aura as a free action. This is a mind-affecting effect.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Wisdom DC 16

Saving Throw

Wisdom DC 17

Saving Throw

Wisdom DC 19

Saving Throw

Wisdom DC 21

Confusion Command As an immediate action, a seugathi can issue a telepathic command to a confused creature within 30 feet. This allows the seugathi to pick a result from the confusion behavior table, rather than the confused creature rolling randomly for its actions that round.

Special Abilities & Qualities**Fast Healing**

You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Abilities & Qualities**Saving Throw**

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Wisdom damage and deafness; cure 2 consecutive saves. Deafness persists as long as the ability damage caused by the poison lasts. Ability damage suffered from this effect is recovered following a long rest.

Standard Actions**Short sword**

Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.

Bite

Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

Short sword

Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/19-00 (5) slashing damage.

Bite

Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.

Short sword

Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8/19-00 (5) slashing damage.

Bite

Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

Short sword

Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10/19-00 (17) slashing damage.

Bite

Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.

Special Actions

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Legendary Actions

-

Innate Spellcasting

confusion (3/day); detect thoughts (at will); dispel magic (3/day); levitate (at will); mage armor (at will); mind spike (1/day); phantasmal killer (1/day); suggestion (3/day)

Possessions

Short sword

SHADOW



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	44	98	131
Speed	Fly 40 ft. (Good)			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 12 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
Special Abilities & Qualities	Create Spawn A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Special Abilities & Qualities

Strength Damage A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy / necrotic effect. A creature dies if this Strength damage equals or exceeds its actual Strength score. Ability damage suffered from this effect is recovered following a long rest.

Standard Actions

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Incorporeal Touch Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6 (7) bludgeoning damage.

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

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SHADOW (GREATER)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	30	58	109	142
Speed	Fly 40 ft. (Good)			

Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
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Ability Scores / Saves	STR	10 (+0)	STR	10 (+0)	STR	10 (+0)	STR	10 (+0)
	DEX	19 (+4)	DEX	17 (+3)	DEX	20 (+5)	DEX	19 (+4)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	4 (-3)	INT	4 (-3)	INT	8 (-1)	INT	8 (-1)
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)
	CHA	13 (+1)	CHA	13 (+1)	CHA	17 (+3)	CHA	17 (+3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	5	9	13	17
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Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
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Special Abilities & Qualities	Create Spawn A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.			
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☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Special Abilities & Qualities

Strength Damage A shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy / necrotic effect. A creature dies if this Strength damage equals or exceeds its actual Strength score. Ability damage suffered from this effect is recovered following a long rest.

Standard Actions

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6 (7) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 3d6 (8) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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SHADOW DEMON



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Haunt (3-8x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	63	82	148	228
Speed	Fly 40 ft. (Perfect), Sprint			
Size, Type, Alignment	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 16 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron or good			
Immunities	Cold, Electricity, poisoned			
Vulnerabilities	Sunlight Powerlessness A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using magic jar is not harmed by sunlight, but if it is struck by a Sunbeam or Sunburst spell while possessing a creature, the shadow demon is driven out of its host automatically.			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Celestial, Common, Draconic, Telepathy 100 ft.			
Challenge	7	11	15	19

Special Abilities & Qualities **Aligned** Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Cold A Shadow Demon's bite and claw attacks deal additional cold damage on a successful hit.			
Special Abilities & Qualities	Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.			
Special Abilities & Qualities	Shadow Blend During any conditions other than bright light, a shadow demon can disappear into the shadows as a move equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.			
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 2d6 (7) piercing damage. Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) slashing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 2d6 (7) piercing damage. Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) slashing damage.	Bite Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 3d6 (8) piercing damage. Claw Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 2d6 (7) slashing damage.
Special Actions	Sprint Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.			
Special Actions	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Legendary Actions	-			
Innate Spellcasting	<i>fear (at will); magic jar (1/day); shadow of moil (3/day); summon lesser demon (1 shadow demon 50%) (1/day); telekinesis (at will)</i>			
Spellcasting	-			
Possessions	-			



SHADOW MASTIFF



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Pack (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	42	74	135	221
Speed	50 ft.			
Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common (cannot speak)			
Challenge	6	10	14	18
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.			
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
	Bay When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a Wisdom save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Shadow Blend In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.

Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

-

Possessions

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SHAE



	Low	Moderate	Advanced	Elite
Terrain	Any (Shadow Plane)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Ascendance (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	29	72	134	211
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 18 (+4)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)	INT 20 (+5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aklo, Common, Shae			
Challenge	4	8	12	16
Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Cold A shae's touch saps heat from living creatures, leaving patches of colorless flesh rather than physical wounds. A shae can deal cold damage with a touch. This effect also adds this much cold damage to any melee weapon damage it deals.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Lesser Shadow Evocation This spell-like ability functions identically to the spell shadow evocation, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.

Standard Actions

Falchion Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d4/18-00 (6) slashing damage.

Touch Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

Falchion Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d4/18-00 (6) slashing damage.

Touch Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Falchion Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+9/18-00 (14) slashing damage.

Touch Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Falchion Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+14/18-00 (21) slashing damage.

Touch Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

Falchion

SHAMBLING MOUND



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forest or Marshes			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	30	69	139	216
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Medium plant, unaligned	Large plant, unaligned	Large plant, unaligned	Huge plant, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). Electric Fortitude Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10 (24) bludgeoning damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



SHANTAK



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Flock (3-12x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	55	117	198	285
Speed	20 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil	Huge monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, diseased			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	Aklo			
Challenge	6	11	15	19
Special Abilities & Qualities	Share Defenses As a free action, a shantak can extend its no breath ability and cold immunity to a single creature touching it. It can withdraw this protection as a free action.			
Special Abilities & Qualities	Slippery A shantak's scales seep slippery slime. This grants the creature advantage on any check made to escape, evade a grapple, or otherwise manipulate its body in combat.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Starflight A shantak can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion) - provided the shantak knows the way to its destination.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9 (14) piercing damage.

Talons Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9 (12) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) piercing damage.

Talons Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.

Talons Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+12 (26) piercing damage.

Talons Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+12 (22) slashing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



SHARD SLAG



	Low	Moderate	Advanced	Elite
Terrain	Any Volcanoes or Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	38	69	127	249
Speed	30 ft. Burrow 20 ft.			
Size, Type, Alignment	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned	Gargantuan ooze, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 8 (-1)	DEX 8 (-1)	DEX 4 (-3)	DEX 6 (-2)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except magic			
Immunities	Acid, Critical Hits, Electricity, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold If a significant amount of water such as the contents of a large bucket, the liquid created by a create water spell, or a blow from a water elemental strikes a shard slag, the creature must succeed at a DC 20 Constitution save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Constitution save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.			
	Vulnerability to Water If a significant amount of water such as the contents of a large bucket, the liquid created by a create water spell, or a blow from a water elemental strikes a shard slag, the creature must succeed at a DC 20 Constitution save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Constitution save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.			
Senses	Passive Perception +5, Blindsight 60 ft., Tremorsense 60 ft.	Passive Perception +5, Blindsight 60 ft., Tremorsense 60 ft.	Passive Perception +5, Blindsight 60 ft., Tremorsense 60 ft.	Passive Perception +6, Blindsight 60 ft., Tremorsense 60 ft.
Languages	-			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	4	8	12	16
Special Abilities & Qualities	Stone Burrow A shard slag can burrow through solid stone at half its normal burrow speed.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
Special Abilities & Qualities	Excruciating Burn A living creature that takes fire damage from a shard slag must succeed at a Constitution save or be staggered for 1 round. This is a fire effect.			
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 21
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Molten Form A shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a shard slag take fire damage. Anyone striking a shard slag with a natural weapon or unarmed strike takes double this fire damage. A creature that grapples a shard slag or is grappled by one takes triple this fire damage each round the grapple persists. A creature that strikes a shard slag with a weapon can attempt a Dexterity save; if it fails, it's unable to pull the weapon away from the shard slag's molten body quickly enough, and the weapon takes double the listed fire damage. Unattended objects in contact with a shard slag take double the listed fire damage per round. Damage caused to weapons and unattended objects is not halved.			
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Slag Blades Each round, a shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as Medium longswords that deal additional fire damage. Additionally, the slag blades are natural weapons, so a shard slag can use them to attack creatures it grapples. Due to a shard slag's constantly roiling molten body, the slag blades melt away at the end of the shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.			
Standard Actions	Slag Blades Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Slag Blades Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Slag Blades Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	Slag Blades Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+10 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

SHARK (BLUE)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	23	65	116	189
Speed	Swim 60 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.

SHARK (BULL)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	7	28	102	175
Speed	Swim 60 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 3d6+5 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+9 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+16/19-00 (30) piercing damage.

SHARK (DIRE)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	52	66	117	202
Speed	Swim 60 ft.			
Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 11 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	7	11	15	19

Special Abilities & Qualities **Keen Scent** A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 13 Damage 1d6 Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.	Saving Throw DC 14 Damage 2d6	Saving Throw DC 17 Damage 3d6	Saving Throw DC 20 Damage 4d6
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+12 (30) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+16/19-00 (34) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d10+15/19-00 (37) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 30 ft., one target. Hit 12d8+18/19-00 (72) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SHARK (GREAT WHITE)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	38	72	114	150
Speed	Swim 60 ft.			

Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 20 (+5)	STR 21 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)
	CON 18 (+4)	CON 18 (+4)	CON 18 (+4)	CON 18 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
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Languages	-			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
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Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12/19-00 (22) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+13/19-00 (24) piercing damage.
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SHARK (HAMMERHEAD)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	26	57	99	167
Speed	Swim 60 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)
	DEX 14 (+2)	DEX 14 (+2)	DEX 14 (+2)	DEX 12 (+1)
	CON 15 (+2)	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			

Standard Actions	Low	Moderate	Advanced	Elite
Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.



SHARK (JIGSAW)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	14	31	70	132
Speed	Swim 60 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 7 (-2)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
Standard Actions	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.

SHARK (TIGER)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	29	54	110	147
Speed	Swim 60 ft.			
Size, Type, Alignment	Huge beast, unaligned			
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 21 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 12 (+1)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			

Standard Actions	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12/19-00 (22) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+13/19-00 (24) piercing damage.

SHEDU



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	52	126	194	279
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium monstrosity, lawful good	Large monstrosity, lawful good	Large monstrosity, lawful good	Huge monstrosity, lawful good
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)	WIS 20 (+5)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft., Detect Chaos, Detect Evil, Truesight	Passive Perception +18, Darkvision 60 ft., Detect Chaos, Detect Evil, Truesight	Passive Perception +20, Darkvision 60 ft., Detect Chaos, Detect Evil, Truesight	Passive Perception +21, Darkvision 60 ft., Detect Chaos, Detect Evil, Truesight
Languages	Auran, Celestial, Common, Telepathy 100 ft.			
Challenge	6	11	15	19
Special Abilities & Qualities	Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Special Abilities & Qualities	Prescience A shedu can see all the possible outcomes of any of its own futures. This grants the creature an insight bonus to its AC and on initiative checks and Dexterity saves equal to its Wisdom bonus (+6 for most shedus).			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special Abilities & Qualities

Saving Throw
Dexterity DC 16
Damage 1d6

Saving Throw
Dexterity DC 17
Damage 2d6

Saving Throw
Dexterity DC 19
Damage 3d6

Saving Throw
Dexterity DC 21
Damage 5d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 1d6+6 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Standard Actions

Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

Hooves Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.

Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.

Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+7 (16) piercing damage.

Hooves Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Wings Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+9 (22) piercing damage.

Hooves Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+12 (30) piercing damage.

Hooves Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Wings Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

detect chaos (at will); detect evil (at will); true seeing (at will); cure wounds (3/day); dispel magic (3/day); magic circle (3/day); restoration (3/day); shield (3/day); dismissal (1/day); flame strike (1/day)

Spellcasting

-

Possessions

-

SHINIGAMI



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	67	138	251	402
Speed	30 ft. Fly 40 ft. (Perfect)			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 22 (+6)
	DEX 19 (+4)	DEX 19 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 15 (+2)	INT 15 (+2)	INT 15 (+2)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 22 (+6)	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except chaotic and silver			
Immunities	Cold, diseased, Immunity to Negative Energy, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft., Detect Chaos, Detect Law, Truesight	Passive Perception +19, Darkvision 60 ft., Detect Chaos, Detect Law, Truesight	Passive Perception +21, Darkvision 60 ft., Detect Chaos, Detect Law, Truesight	Passive Perception +23, Darkvision 60 ft., Detect Chaos, Detect Law, Truesight
Languages	Celestial, Common, Draconic, Infernal			
Challenge	8	14	22	26
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Lawful for the purpose of resolving resistance.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Saving Throw

Constitution DC 23

Saving Throw

Constitution DC 25

Destroy Soul A shinigami possesses six gems in which it encapsulates souls with its soul bind spell-like ability. These gems are only useful to the shinigami that owns them, and if the shinigami dies, the gems are destroyed as well. As a standard action once per day, a shinigami can hold up a gem that currently contains a soul and crush it, permanently destroying the soul within and releasing a 30-foot-radius burst of negative energy that inflicts a reduction of 4d6 points from the maximum and current hit point totals on all creatures in the area of effect. A successful Constitution save reduces this to 1d4 points. The soul destroyed in the process of using this ability can only be brought back to life by means of a miracle or wish spell. This is a death effect.

Special Abilities & Qualities

Fast Healing

You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Abilities & Qualities

Saving Throw

Wisdom DC 19

Saving Throw

Wisdom DC 21

Saving Throw

Wisdom DC 23

Saving Throw

Wisdom DC 25

Fear Aura The use of this ability is a free action. The aura functions like the fear spell. A fear aura is an area effect. Creatures within 60' must make a Wisdom save or become Frightened for 1d4 rounds.

Standard Actions

Scythe

Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d4+7/19-00/x4 (12) slashing damage.

Wings

Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Scythe

Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d4+7/19-00/x4 (12) slashing damage.

Wings

Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Scythe

Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4+8/19-00/x4 (13) slashing damage.

Wings

Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Scythe

Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+19/19-00/x4 (30) slashing damage.

Wings

Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+10 (20) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

detect chaos (at will); detect law (at will); tongues (at will); true seeing (at will); destruction (3/day); energy drain (3/day); scrying (3/day); soul bind (3/day)

Spellcasting

-

Possessions

Scythe

SHINING CHILD



	Low	Moderate	Advanced	Elite
Terrain	Any Land (extraplanar)			
Rarity	Rare			
Role	Artillery / Solo			
Organization	Solitary, Visitation (2-9x), or Incursion (11-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	70	101	159	278
Speed	30 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Small fiend, chaotic evil	Small fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 17 (+3)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Blindness, Fire, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 120 ft.	Passive Perception +13, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.
Languages	-			
Challenge	8	12	16	20

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

Telepathy You can mentally communicate with any other creature within 120 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Radiant Armor The light that surrounds a shining child grants a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 17 Blinding Light A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a Constitution save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Special Abilities & Qualities	Damage 1d6 Burning Touch A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes fire damage. The burning light can be "extinguished" by casting darkness or deeper darkness on the target, or by entering an area of natural darkness (not counting the light from the burning target).	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Searing Ray A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet and bypasses all resistance. The ray deals double damage to undead.			
Standard Actions	Searing Ray Ranged weapon attack: +5 to hit, one target. Hit 10d4 (9) bludgeoning damage. Touch Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 4d8+0 (18) bludgeoning damage.	Searing Ray Ranged weapon attack: +5 to hit, one target. Hit 10d4 (9) bludgeoning damage. Touch Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 4d8+0 (18) bludgeoning damage.	Searing Ray Ranged weapon attack: +1 to hit, one target. Hit 10d6 (11) bludgeoning damage. Touch Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 4d10 (12) bludgeoning damage.	Searing Ray Ranged weapon attack: +3 to hit, one target. Hit 20d6 (16) bludgeoning damage. Touch Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 12d8+4 (58) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>light (at will); major image (at will); mirage arcane (3/day); hypnotic pattern (3/day); scintillating pattern (3/day); screen (3/day); counterspell (1/day); sunbeam (3/day); wall of force (3/day)</i>			
Spellcasting	-			
Possessions	-			



SHOBHAD



	Low	Moderate	Advanced	Elite
Terrain	Cold Deserts or Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, Raiding Party (3-19x), or Clan (20x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	41	82	148	223
Speed	30 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-			
Resistances	Cold			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Giant			
Challenge	5	9	13	17

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Javelin Ranged weapon attack: +0 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+19-00 (620) slashing damage.</p> <p>Shobhad Longrifle Ranged weapon attack: +0 to hit, one target. Hit 1d10/x4 (10) bludgeoning damage.</p>	<p>Javelin Ranged weapon attack: +0 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+19-00 (620) slashing damage.</p> <p>Shobhad Longrifle Ranged weapon attack: +0 to hit, one target. Hit 1d10/x4 (10) bludgeoning damage.</p>	<p>Javelin Ranged weapon attack: +2 to hit, one target. Hit 1d8+8 (12) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8/19-00 (15) slashing damage.</p> <p>Shobhad Longrifle Ranged weapon attack: +2 to hit, one target. Hit 1d10/x4 (10) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12/19-00 (22) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: +1 to hit, one target. Hit 2d6+12 (19) bludgeoning damage.</p> <p>Shobhad Longrifle Ranged weapon attack: +1 to hit, one target. Hit 1d10/x4 (10) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Shobhad longrifle; longsword; javelin (4x)			

SHOCKER LIZARD



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Marshes			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, Clutch (3-6x), or Colony (7-12x)			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	27	53	104	176
Speed	40 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
<p>Shock Shocker lizards can deliver an electrical shock to a single opponent within 5 feet. This attack deals electricity damage to living opponents (Dexterity save halves). Additionally, if two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take twice this amount of electricity damage for each lizard contributing to the shock. A Dexterity save (DC equal to the normal Shock DC for one lizard, plus one for each other lizard contributing) halves the damage.</p>				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.
Special Abilities & Qualities	Electricity Sense Shocker lizards automatically detect any electrical discharges within 100 feet.			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SHOGGOTH



	Low	Moderate	Advanced	Elite
Terrain	Cold Aquatic or Underground			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary or Tide (2-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	129	221	327	529
Speed	50 ft. Climb 30 ft. Swim 50 ft.			
Size, Type, Alignment	Large ooze, chaotic neutral	Large ooze, chaotic neutral	Huge ooze, chaotic neutral	Gargantuan ooze, chaotic neutral
Ability Scores / Saves	STR 20 (+5)	STR 25 (+7)	STR 27 (+8)	STR 30 (+10)
	DEX 19 (+4)	DEX 21 (+5)	DEX 19 (+4)	DEX 20 (+5)
	CON 19 (+4)	CON 20 (+5)	CON 22 (+6)	CON 27 (+8)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks			
Immunities	Blindness, Charm, Cold, Critical Hits, Deafness, Flanking, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, Sonic, stunned			
Vulnerabilities	-			
Senses	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.
Languages	Aklo			
Challenge	12	18	23	27
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 18 Damage 2d6	Saving Throw Dexterity DC 21 Damage 4d6	Saving Throw Dexterity DC 23 Damage 6d6	Saving Throw Dexterity DC 26 Damage 8d6
	<p>Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Dexterity save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.</p>			
Special Abilities & Qualities	<p>Fast Healing You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.</p>			
Special Abilities & Qualities	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23	Saving Throw Wisdom DC 26
	<p>Maddening Cacophony As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a Wisdom save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. Ability damage suffered from this effect must be recovered via a restoration spell or more potent healing magic.</p>			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+19/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 6d6+19/19-00 (40) bludgeoning damage.
Special Actions	Saving Throw Dexterity DC 18 Damage 2d8	Saving Throw Dexterity DC 21 Damage 4d8	Saving Throw Dexterity DC 23 Damage 6d8	Saving Throw Dexterity DC 26 Damage 8d8
	<p>Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.</p>			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SHOKI



	Low	Moderate	Advanced	Elite
Terrain	Any (Boneyard)			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	46	99	185	266
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	DEX 18 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)	WIS 20 (+5)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Electricity			
Immunities	Acid, Charm, Cold, diseased, Fear, poisoned, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Abyssal, Celestial, Common, Infernal			
Challenge	6	10	14	18

Special Abilities & Qualities

Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Saving Throw

Wisdom DC 16

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 22

Soul Lock Once per day as a standard action, a shoki can use its quarterstaff to capture the soul of a creature at the threshold of death-any undead creature or any living being with 0 or fewer hit points. The target must succeed at a Wisdom save or be slain (if living) or disrupted (if undead), its spirit locked within the shoki's staff. A corporeal undead transforms into a corpse if affected by this ability, while an incorporeal undead is trapped bodily within the staff (this ability negates a ghost's ability to rejuvenate). A spirit trapped within a shoki's staff cannot be returned to life through any means short of miracle, true resurrection, or wish. A trapped soul can be freed if the shoki wills it, or by casting banishment, dismissal, or freedom upon the staff. The trapped soul can also be freed by destroying the staff. A shoki's staff can contain only one soul at a time.

Special Abilities & Qualities

Spirit Sense A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability.

Special Abilities & Qualities

Spirit Touch A psychopomp's natural weapons, as well as any weapon it wields, may strike incorporeal creatures as though they were corporeal.

Standard Actions

Quarterstaff Melee

weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (4) bludgeoning damage.

Quarterstaff Melee

weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+2 (7) bludgeoning damage.

Quarterstaff Melee

weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Quarterstaff Melee

weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

cure wounds (at will); etherealness (at will); invisibility (at will); plane shift (1/day); protection from evil and good (at will); lightning bolt (at will)

Spellcasting

-

Possessions

Quarterstaff

SHREDSKIN



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Pack (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	20	45	99	127
Speed	Fly 40 ft. (Average)			
Size, Type, Alignment	Small undead, neutral evil	Small undead, neutral evil	Small undead, neutral evil	Medium undead, neutral evil
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common (cannot speak)			
Challenge	4	8	12	16

Special Abilities & Qualities **Amorphous** Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Special Abilities & Qualities **Compression** The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d4**Damage** 2d4**Damage** 3d4**Damage** 4d4**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Special Abilities & Qualities****Control Body** A shreds skin can wrap itself around a corpse (or a corporeal undead it controls using command undead). When wrapping a host body in this way, the shreds skin gains Strength 14 or the host body's Strength, whichever is higher, but cannot use its grab or enshroud abilities which doing so. Attacks targeted at the shreds skin deal half damage to it and half damage to the host body; area attacks deal normal damage to both the shreds skin and its host. If the host is destroyed, the shreds skin unwraps itself as a free action on its next turn. A typical Medium corpse has 15 hit points for this purpose, while a Small corpse has 10 hit points. A shreds skin can only use this ability on a generally humanoid-shaped creature (two arms, one head, humanoid torso) of Medium or Small size.**Standard Actions****Bite** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.**Bite** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.**Claw** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.**Claw** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.**Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.**Special Actions****Saving Throw**
Constitution DC 15
Damage 1d6
fds**Special Actions****Enshroud** A shreds skin that successfully pins a creature can wrap itself around that target like a shirt. The target gains the pinned condition, but the shreds skin has neither the grappled or pinned condition, and can move itself and the target as if it controlled the target's body. The shreds skin deals constrict damage to the target on its turn each round (no combat maneuver check needed). Attacking the shreds skin while it's using this ability damages both it and the target as described in the control body ability. The shreds skin can release the target as a free action.**Legendary Actions**

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Innate Spellcasting*command undead (1/day)***Spellcasting**

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Possessions

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SHIREZYX



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Hive (3-12x)			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	10	32	71	133
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Small aberration, chaotic evil	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil
Ability Scores / Saves	STR 7 (-2)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.			
	Fear of Fire A shriezyx within 30 feet of a fire the size of a torch or larger becomes shaken as long as it remains within that range. If damaged by fire, a shriezyx must make a successful Wisdom save (DC equals the amount of fire damage dealt) or become frightened for 1 round.			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Aklo			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Regeneration You are difficult to kill. You heal damage at 3 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities**Saving Throw**

Constitution DC 10

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Slowing Toxin A shriezyx's web is coated with a supernatural toxin that numbs and deadens the nerves on contact. Any creature struck by a shriezyx's web must succeed at a Constitution save or become slowed (as the slow spell) for 1 minute. Each round, a victim may attempt a new Constitution save to end the effect early. This toxin fades quickly from spun webs it can only affect targets on the round the web is spun. Existing webs remain sticky and tangled, but do not have this slowing effect.

Special Abilities & Qualities**Save/Check** DC 10**Save/Check** DC 13**Save/Check** DC 16**Save/Check** DC 18

Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Athletics check or burst the web with a Strength check. Attempts to burst a web by those caught in it are made at disadvantage. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing are made at advantage if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Standard Actions

Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.

Claw Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d3+0 (2) slashing damage.

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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SHULSAGA



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Astral Plane)			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Pair, Hunting Party (3-6x), or Warband (7-22x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	27	77	152
Speed	30 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Auran			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 123	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18
	Astral Recoil As a full-round action, a shulsaga that touches a silver cord (such as that created by the spell astral projection) can cause the cord to recoil. The astral projecting creature must succeed at a Wisdom saving throw or be snapped back to its body, ending the spell effect but not harming the spellcaster.			
Special Abilities & Qualities	Dsisk Rider A shulsaga can only use its fly speed in tandem with its floating disk spell-like ability. A shulsaga that casts floating disk can use the spell to its normal effect, or step upon it and use it to fly for the duration of the spell. The disk can support its creator and the creator's equipment (even if this exceeds the load a floating disk can normally bear), but nothing else. Only the disk's caster can ride it in this way. A floating disk cast by a shulsaga is dismissible.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Sense Rift As a standard action, a shulsaga can detect any planar rift within 20 miles, automatically learning its direction and distance. This includes natural portals, non-instantaneous planar spells such as gate, and other tears in reality.

Standard Actions

Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Trident Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/slashing damage.

Trident Ranged weapon attack: +4 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.

Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Trident Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/slashing damage.

Trident Ranged weapon attack: +3 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.

Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Trident Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing/slashing damage.

Trident Ranged weapon attack: +5 to hit, one target. Hit 1d8+5 (10) piercing/slashing damage.

Longbow Ranged weapon attack: +4 to hit, one target. Hit 2d6x3 (1) piercing damage.

Trident Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

Trident Ranged weapon attack: +4 to hit, one target. Hit 2d6+9 (16) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

floating disk (3/day); shield (/day); spiritual weapon (3/day)

Spellcasting

-

Possessions

Longbow; arrows (20x); trident

SIKARI MACAQUE SWARM



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Mission (3-6x), or Tribe (7-12x+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	29	73	129	215
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 18 (+4)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d10 (10) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	Swarm Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 4d6 (8) bludgeoning damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SIMURGH



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Mountains			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	89	168	322	494
Speed	40 ft. Fly 120 ft. (Good)			
Size, Type, Alignment	Huge monstrosity, neutral good	Huge monstrosity, neutral good	Gargantuan monstrosity, neutral good	Gargantuan monstrosity, neutral good
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 16 (+3)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	diseased, Fire, Immunity to Negative Energy, Petrification, poisoned, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft., Detect Evil, Detect Magic	Passive Perception +18, Darkvision 60 ft., Detect Evil, Detect Magic	Passive Perception +20, Darkvision 60 ft., Detect Evil, Detect Magic	Passive Perception +22, Darkvision 60 ft., Detect Evil, Detect Magic
Languages	Celestial, Common, Draconic			
Challenge	8	14	24	28
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 25
	Aura of Peace Creatures within a 50-foot spread from a simurgh feel a sensation of peace wash over them, as if affected by calm emotions, except the simurgh can choose which creatures are affected. A Wisdom save negates the effects of this aura for 1 round, but a new save must be made each round to continue to resist the effects.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 22**Saving Throw**
Wisdom DC 25**Banishing Swipe** A simurgh can use its radiant tail to return creatures to their native planes. In addition to taking damage, any extraplanar creature touched by a simurgh's tail must succeed at a Wisdom save or be affected as if by banishment. A creature that makes this save cannot be affected by the same simurgh's banishing swipe for the next 24 hours.**Special Abilities & Qualities****Glaring Ray** A simurgh can blast a fiery ray of brilliant light from its eyes as a standard action to a range of 100 feet.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d8+12 (21) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+16 (34) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d8+12 (21) slashing damage.**Claw** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+16 (34) slashing damage.**Glaring Ray** Ranged weapon attack: +3 to hit, one target. Hit 20d4 (14) bludgeoning damage.**Glaring Ray** Ranged weapon attack: +3 to hit, one target. Hit 20d4 (14) bludgeoning damage.**Glaring Ray** Ranged weapon attack: +3 to hit, one target. Hit 20d6 (16) bludgeoning damage.**Glaring Ray** Ranged weapon attack: +5 to hit, one target. Hit 40d6 (26) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d3+10 (12) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d3+15 (17) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d4+12 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 1d8+16 (20) bludgeoning damage.**Legendary Actions**

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Innate

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Spellcasting

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Spellcasting

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Possessions

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SINSPAWN (ENVYSPAWN)



	Low	Moderate	Advanced	Elite
Terrain	Any Ruins			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Cult (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	22	45	89	159
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aklo			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Sinful Bite A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wisdom save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.			
Special Abilities & Qualities	Sin-Scent (Envy) Envyspawn have scent against creatures whose nature reflects envy. The GM should adjudicate what creatures a particular sinspawn can scent.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Ranseur Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.</p> <p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.</p>	<p>Ranseur Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.</p> <p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p>	<p>Ranseur Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+7/x3 (12) bludgeoning damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p>	<p>Ranseur Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+14/x3 (21) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Ranseur			

SINSPAWN (GLUTTONY SPAWN)



	Low	Moderate	Advanced	Elite
Terrain	Any Ruins			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Cult (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	27	53	101	164
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aklo			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Sinful Bite A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wisdom save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.			
Special Abilities & Qualities	Sin-Scent (Gluttony) Gluttonyspawn have scent against creatures whose nature reflects gluttony. The GM should adjudicate what creatures a particular sinspawn can scent.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Ranseur Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p>	<p>Ranseur Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.</p> <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.</p>	<p>Ranseur Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+6/x3 (11) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Ranseur Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12/x3 (19) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Ranseur			



SINSPAWN (GREEDSPAWN)



	Low	Moderate	Advanced	Elite
Terrain	Any Ruins			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Cult (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	18	40	87	154
Speed	45 ft.			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 11 (+0)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aklo			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Sinful Bite A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wisdom save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.			
Special Abilities & Qualities	Sin-Scent (Greed) Greedspawn have scent against creatures whose nature reflects greed. The GM should adjudicate what creatures a particular sinspawn can scent.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Ranseur Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p>	<p>Ranseur Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.</p> <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.</p>	<p>Ranseur Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+6/x3 (11) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.</p>	<p>Ranseur Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12/x3 (19) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Ranseur			



SINSPAWN (LUSTSPAWN)



	Low	Moderate	Advanced	Elite
Terrain	Any Ruins			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Cult (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	18	39	81	139
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 14 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aklo			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Sinful Bite A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wisdom save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.			
Special Abilities & Qualities	Sin-Scent (Lust) Lustspawn have scent against creatures whose nature reflects lust. The GM should adjudicate what creatures a particular sinspawn can scent.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Ranseur Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p>	<p>Ranseur Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.</p>	<p>Ranseur Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+6/x3 (11) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Ranseur Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+11/x3 (18) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Ranseur			

SINSPAWN (PRIDESPAWN)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any Ruins			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Cult (3-8x)			
Treasure	Standard			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	17	51	95	157
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aklo			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Sinful Bite A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wisdom save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.			
Special Abilities & Qualities	Sin-Scent (Pride) Pridespawn have scent against creatures whose nature reflects pride. The GM should adjudicate what creatures a particular sinspawn can scent.			

**Low****Moderate****Advanced****Elite****Standard
Actions****Ranseur** Melee weapon
attack: +0 to hit, reach
5 ft., one target. Hit
2d4x3 (1) bludgeoning
damage.**Bite** Melee weapon
attack: +0 to hit, reach 5
ft., one target. Hit 1d6+1
(4) piercing damage.**Claw** Melee weapon
attack: +0 to hit, reach 5
ft., one target. Hit 1d4+1
(4) slashing damage.**Ranseur** Melee weapon
attack: +1 to hit, reach 5
ft., one target. Hit 2d4x3
(1) bludgeoning damage.**Bite** Melee weapon
attack: +1 to hit, reach 5
ft., one target. Hit 1d8+2
(6) piercing damage.**Claw** Melee weapon
attack: +1 to hit, reach 5
ft., one target. Hit 1d6+2
(6) slashing damage.**Ranseur** Melee weapon
attack: +4 to hit,
reach 5 ft., one target.
Hit 2d4+6/x3 (11)
bludgeoning damage.**Bite** Melee weapon
attack: +4 to hit, reach
5 ft., one target. Hit
1d8+4 (8) piercing
damage.**Claw** Melee weapon
attack: +4 to hit, reach
5 ft., one target. Hit
1d6+4 (8) slashing
damage.**Ranseur** Melee weapon
attack: +4 to hit, reach
10 ft., one target.
Hit 2d6+11/x3 (18)
bludgeoning damage.**Bite** Melee weapon
attack: +4 to hit, reach
10 ft., one target. Hit
2d6+6 (13) piercing
damage.**Claw** Melee weapon
attack: +4 to hit, reach
10 ft., one target. Hit
1d8+6 (10) slashing
damage.**Legendary
Actions**

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**Innate
Spellcasting**

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Spellcasting

-

Possessions

Ranseur

SINSPAWN (SLOTHSPAWN)



	Low	Moderate	Advanced	Elite
Terrain	Any Ruins			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Cult (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	23	46	94	165
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 9 (-1)	DEX 9 (-1)	DEX 14 (+2)	DEX 12 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Sinful Bite A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wisdom save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.			
Special Abilities & Qualities	Sin-Scent (Sloth) Slothspawn have scent against creatures whose nature reflects sloth. The GM should adjudicate what creatures a particular sinspawn can scent.			

**Low****Moderate****Advanced****Elite****Standard Actions****Ranseur** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.**Ranseur** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.**Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.**Ranseur** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+6/x3 (11) bludgeoning damage.**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.**Ranseur** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+11/x3 (18) bludgeoning damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.**Legendary Actions**

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Innate Spellcasting

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Spellcasting

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Possessions

Ranseur

SINSPAWN (WRATHSPAWN)



	Low	Moderate	Advanced	Elite
Terrain	Any Ruins			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Cult (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	17	38	92	163
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aklo			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Sinful Bite A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wisdom save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.			
Special Abilities & Qualities	Sin-Scent (Wrath) Wrathspawn have scent against creatures whose nature reflects wrath. The GM should adjudicate what creatures a particular sinspawn can scent.			

**Low****Moderate****Advanced****Elite****Standard Actions****Ranseur** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.**Ranseur** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.**Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.**Ranseur** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+6/x3 (11) bludgeoning damage.**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.**Ranseur** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12/x3 (19) bludgeoning damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.**Legendary Actions**

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Innate Spellcasting

-

Spellcasting

-

Possessions

Ranseur

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