

Aquilae: Bestiary of the Realm

6

Siren to Zuvembie



A Fantasy Roleplaying Supplement

by J. Evans Payne



FlexTale



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The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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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

July 2019

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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 **Berinn corte** 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

Aquilae, 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 **Aquilae** 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 Aquilae**.

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 **Aquilae**. 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 **Aquilae** 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 **Aquilae**, 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 *Aquillae: 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.

FlexContent

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
 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

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.

SIREN



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Hills			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary or Flight (2-7x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	18	55	97	160
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 4 (-3)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	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 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	-			
Immunities	psychic			
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	Auran, Common			
Challenge	4	8	12	16

Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
	<p>Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 20 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.</p>			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Save DC 16	Save DC 17	Save DC 19	Save DC 20
Countersong A siren can counter magic effects that depend on sound. This ability functions as the bard ability of the same name.			

Special Abilities & Qualities

Save DC 16	Save DC 17	Save DC 19	Save DC 20
Distraction You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.			

Special Abilities & Qualities

Save DC 16	Save DC 17	Save DC 19	Save DC 20
Fascinate You can use your performance to cause up to 3 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Wisdom save to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target suffers disadvantage on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.			

Standard Actions

Talons Melee weapon attack: -5 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 (6) slashing damage.	Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	Talons Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) slashing damage.
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Special Actions

Inspire Competence You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally benefits from advantage on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Special Actions

Inspire Courage You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally makes saving throws against charm and fear effects at advantage, and makes attack and weapon damage rolls with advantage. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Special Actions

Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
Siren Song When a siren sings, all non-sirens within a 300-foot spread must succeed on a Wisdom save or become enthralled (see below). The effect depends on the type of song the siren chooses, and continues for as long as the siren sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of that siren's songs for 1 hour. These are sonic, mind-affecting effects. Enthralled creatures behave in one of the following four ways, which the siren chooses when she begins singing. Captivation: This functions exactly like a harpy's captivating song. Fascination: Affected creatures are fascinated. Obsession: An obsessed creature becomes defensive of the siren and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by the siren, but views her as a cherished ally. This is a charm effect. Slumber: The victim immediately falls asleep, rendering the creature helpless. While the siren is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after the siren stops singing, but can be awakened by loud noises or any other normal method.			

Innate Spellcasting
Spellcasting
Possessions

cause fear (3/day); charm person (3/day); sleep (3/day)

-

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SIYOKOY



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Bed (3-12x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	49	79	135	248
Speed	30 ft. Swim 60 ft.			
Size, Type, Alignment	Small aberration, unaligned	Small aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 25 (+7)
	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 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except slashing			
Immunities	Cold, Electricity, poisoned			
Vulnerabilities	Light Sensitivity			
Senses	Passive Perception +11, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.
Languages	Aquan			
Challenge	5	9	13	17

Special Abilities & Qualities **Light Sensitivity** You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Damage 2d6 Stunning Shock A siyokoy can emit a strong electrical charge from its tail. When it hits a creature with its tail slap, the attack deals electrical damage and the target must succeed at a Constitution save or be stunned for 1d4 rounds.	Saving Throw Constitution DC 17 Damage 3d6	Saving Throw Constitution DC 19 Damage 4d6	Saving Throw Constitution DC 22 Damage 6d6
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+10 (12) piercing damage. Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+10 (12) slashing damage. Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+10 (12) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+10 (12) piercing damage. Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+10 (12) slashing damage. Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+10 (12) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+9 (12) piercing damage. Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+9 (12) slashing damage. Tail Slap Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.	Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage. Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage. Tail Slap Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SKELETAL CHAMPION



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Common			
Role	Soldier / Normal	Soldier / Normal	Soldier / Elite	Soldier / Elite
Organization	Solitary, Pair, or Platoon (3-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	19	44	95	129
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	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 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	4	10	14
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.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.</p> <p>Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.</p> <p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Longsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) slashing damage.</p> <p>Shield Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.</p>	<p>Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11/19-00 (16) slashing damage.</p> <p>Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword; shield			

SKELETON



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Brute / Minion			
Organization	Any			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	7	27	42	61
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
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 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 12 (+1)	WIS 12 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-			
Resistances	all physical attacks except bludgeoning			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, 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	1	6	10	14

Standard Actions	1	6	10	14
Scimitar Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/18-00 (6) slashing damage.	Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.	Scimitar Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6/18-00 (10) slashing damage.	Scimitar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+11/18-00 (14) slashing damage.	
Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.	

Low

Moderate

Advanced

Elite

Legendary
Actions

-

Possessions Scimitar



S

Illustration 1: Skeleton

SKELETON ROGUE



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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
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Hit Points	20	44	61	78
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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	Medium undead, neutral evil
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Ability Scores / Saves	STR	12 (+1)	STR	12 (+1)	STR	12 (+1)	STR	13 (+1)
	DEX	14 (+2)	DEX	15 (+2)	DEX	16 (+3)	DEX	16 (+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	8 (-1)	WIS	8 (-1)	WIS	8 (-1)	WIS	8 (-1)
	CHA	8 (-1)	CHA	8 (-1)	CHA	8 (-1)	CHA	8 (-1)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except bludgeoning			
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Immunities	Cold, 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 +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
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Languages	Common			
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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.			
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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.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing 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: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) bludgeoning 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: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.</p> <p>Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) bludgeoning 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: +6 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: +6 to hit, one target. Hit 1d6+2 (6) bludgeoning 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: +6 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: +6 to hit, one target. Hit 1d6+4 (8) bludgeoning damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	Javelin (4x); shortsword; dagger (2x)			



SKELETON BARBARIAN



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	34	52	86	111
Speed	40 ft., Fast Movement			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 15 (+2)	STR 16 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)	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 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Rage When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains advantage on Constitution and Strength checks, but attacks made against it gain advantage. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greatsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) slashing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.</p> <p>Scimitar Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/18-00 (6) slashing damage.</p>	<p>Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) bludgeoning damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p>Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.</p>	<p>Greatsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6/19-00 (13) bludgeoning damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p>Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.</p>	<p>Greatsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+9/19-00 (16) bludgeoning damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p> <p>Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greatsword; scimitar			

SKINSTITCHED (ENHANCED)



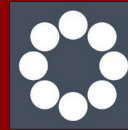
	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Hive (1x+), or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	47	72	90	115
Speed	30 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, 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 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	Cold, all physical attacks except slashing			
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	4	8	12	16
Special Abilities & Qualities	Nest A skinstitch's body is a haven for a swarm of snakes, spiders, and wasps. Any swarm that shares a space with a skinstitch gains fast healing equal to the swarm's Hit Dice.			
Special Abilities & Qualities	Repair A skinstitch can repair itself by sewing additional fabric, leather, or hide to its body. Doing so requires at least 1 square foot of material and a full-round action, which restores 1 hit point to the skinstitch.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6/19-00 (8) slashing damage.</p>	<p>Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6/19-00 (8) slashing damage.</p>	<p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) slashing damage.</p>	<p>Longsword Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12/19-00 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+15 (29) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword			



SKINSTITCHED (RESILIENT)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Hive (1x+), or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	64	76	104	114
Speed	30 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, 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 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	Cold, all physical attacks except magic			
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	4	8	12	16
Special Abilities & Qualities	Nest A skinstitch's body is a haven for a swarm of snakes, spiders, and wasps. Any swarm that shares a space with a skinstitch gains fast healing equal to the swarm's Hit Dice.			
Special Abilities & Qualities	Repair A skinstitch can repair itself by sewing additional fabric, leather, or hide to its body. Doing so requires at least 1 square foot of material and a full-round action, which restores 1 hit point to the skinstitch.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6/19-00 (8) slashing damage.</p>	<p>Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6/19-00 (8) slashing damage.</p>	<p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) slashing damage.</p>	<p>Longsword Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11/19-00 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+13 (27) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword			



SKINSTITCHED (STANDARD)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Hive (1x+), or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	53	75	100	125
Speed	30 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, 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 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	Cold, all physical attacks except slashing			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, 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 +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Nest A skinstitch's body is a haven for a swarm of snakes, spiders, and wasps. Any swarm that shares a space with a skinstitch gains fast healing equal to the swarm's Hit Dice.			
Special Abilities & Qualities	Repair A skinstitch can repair itself by sewing additional fabric, leather, or hide to its body. Doing so requires at least 1 square foot of material and a full-round action, which restores 1 hit point to the skinstitch.			

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Standard Actions	<p>Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6/19-00 (8) slashing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6/19-00 (8) slashing damage.</p> <p>Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) slashing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12/19-00 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+15 (29) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword			



SKINWALKER



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	25	62	114	183
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	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 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	-			
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			
Challenge	3	7	11	15



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Change Shape A skinwalker can change shape into a bestial form as a standard action. In bestial form, a skinwalker gains a +2 racial bonus to either Strength, Dexterity, or Constitution. While in this form, a skinwalker also takes on an animalistic feature that provides a special effect. Each time a skinwalker assumes bestial form, she can choose to gain one of the following features: * 2 claw attacks that each deal 1d4 points of damage; * Darkvision to a range of 60 feet; * +1 racial bonus to natural armor. The racial ability score bonus and additional feature last as long as the skinwalker remains in that form, and a skinwalker can remain in bestial form for as long as she wants. While in bestial form, a skinwalker suffers disadvantage on Charisma and Charisma-based checks when interacting with humanoids that lack the shapechanger subtype.

A skinwalker can return to her humanoid form as a swift action. To change forms and gain a different benefit, a skinwalker must first return to her humanoid form then use her shapechange ability again. A skinwalker can shapechange into bestial form 10 times per day.

Standard Actions

Greataxe Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d12x3 (1) slashing damage.

Throwing Axe Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.

Throwing Axe Ranged weapon attack: +0 to hit, one target. Hit 1d6+2 (6) slashing damage.

Handaxe Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6x3 (1) slashing damage.

Greataxe Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d12+6/x3 (12) bludgeoning damage.

Axe, Throwing Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.

Axe, Throwing Ranged weapon attack: +0 to hit, one target. Hit 1d6+4 (8) slashing damage.

Handaxe Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6x3 (1) slashing damage.

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

Throwing Axe Ranged weapon attack: +4 to hit, one target. Hit 1d6+7 (10) slashing damage.

Handaxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/x3 (10) slashing damage.

Greataxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d12+13/19-00/x3 (20) bludgeoning damage.

Greataxe Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+22/19-00/x3 (32) bludgeoning damage.

Axe, Throwing Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage.

Axe, Throwing Ranged weapon attack: +2 to hit, one target. Hit 1d8+11 (16) slashing damage.

Handaxe Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+11/x3 (16) slashing damage.

Legendary Actions

-

Innate

Speak with animals (/day)

Spellcasting

Spellcasting

-

Possessions

Greataxe; throwing axe (4x); handaxe

SKULK



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Band (3-8x), or Tribe (9-16x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	20	48	101	166
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 9 (-1)	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 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	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 +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Undercommon			
Challenge	3	7	11	15

Special Abilities & Qualities

Camouflaged Step Skulks can pass through forest and subterranean settings almost without a trace. All attempts to track a Skulk in such circumstances suffer disadvantage.

Special Abilities & Qualities

Chameleon Skin A skulk's racial bonus to Stealth comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A skulk loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as skulks can only change their own flesh, not things they carry. A skulk normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.

	☒ 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: +2 to hit, one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Shortsword Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (6) slashing 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: +1 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortsword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing 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: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.</p>	<p>Shortsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8/19-00 (12) slashing damage.</p> <p>Dagger Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d6+8/19-00 (12) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Shortsword; dagger (4x)			



SKULL RIPPER



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Nest (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	53	70	91	120
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Medium construct, chaotic neutral	Medium construct, chaotic neutral	Large construct, chaotic neutral	Huge construct, chaotic neutral
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 22 (+6)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 19 (+4)
	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 16 (+3)	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)
Saving Throws	-			
Resistances	Cold, all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	Thassilonian			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	Damage 3d6	Damage 5d6	Damage 6d6	Damage 8d6

Behead A skull ripper is an expert at collecting its favorite trophies—skulls. Once it has pinned a foe, it can attempt to behead the victim with a single gut-wrenching rip of its claws. This attempt is made as part of the grapple check to maintain an existing pin, and if successful, deals additional slashing damage to the victim. If this damage is enough to bring the target below 0 hit points, the victim must succeed at a Constitution save to resist having its head torn from its body, which results in instant death for most creatures.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Will DC 14 Dread Visage All creatures within 30 feet that can see a skull ripper must make a Wisdom save at the start of their turn in order to avoid becoming frightened for 1 round. If the victim recognizes any of the heads affixed to the skull ripper's body as having once belonged to friends or allies, that victim suffers disadvantage on the save. A creature that succeeds at the save is immune to the dread visage of that particular skull ripper for 24 hours. This is a mind-affecting fear effect.	Saving Throw Will DC 15	Saving Throw Will DC 16	Saving Throw Will DC 19
Standard Actions	Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage. Sting Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.	Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage. Sting Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage. Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) piercing damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage. Sting Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SKUM



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Cold Aquatic or Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Brood (2-5x), Pack (6-12x), or Cabal (13-95x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	16	58	126	196
Speed	20 ft. Swim 40 ft.			
Size, Type, Alignment	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
Ability Scores / Saves	STR 13 (+1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	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	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	Aboleth, Undercommon			
Challenge	2	6	10	14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Trident Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +1 to hit, one target. Hit 1d8+2 (6) piercing/slashing 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>Trident Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +0 to hit, one target. Hit 1d8+2 (6) piercing/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>Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +3 to hit, one target. Hit 1d8+5 (10) piercing/slashing damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p>	<p>Trident Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +2 to hit, one target. Hit 1d8+7 (12) piercing/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 1d8+7 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Trident			



SKUNK



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Surfeit (3-5x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	5	27	68	124
Speed	30 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 13 (+1)	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 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	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Musk Up to twice per day, a skunk can spray a stream of noxious musk at a single target within 10 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a Constitution save or be nauseated for 1d4 rounds and then sickened for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+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>Spray Ranged weapon attack: +2 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.</p> <p>Claw Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.</p> <p>Spray Ranged weapon attack: +1 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.</p> <p>Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.</p> <p>Spray Ranged weapon attack: +4 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p> <p>Spray Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SKUNK (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests
Rarity	Common
Role	Lurker / Normal
Organization	Solitary or Pair
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	23	44	98	167
Speed	30 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 14 (+2)	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 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 +10, 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 Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Musk Up to twice per day, a skunk can spray a stream of noxious musk at a single target within 10 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a Constitution save or be nauseated for 1d4 rounds and then sickened for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p>Spray Ranged weapon attack: +4 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.</p> <p>Spray Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.</p> <p>Spray Ranged weapon attack: +4 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.</p> <p>Spray Ranged weapon attack: +4 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SLEIPNIR



	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Herd (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	51	90	152	283
Speed	80 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 16 (+3)	DEX 17 (+3)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Electricity			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Auran (cannot speak)			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 15 CL 6	Saving Throw Dexterity DC 16 CL 10	Saving Throw Dexterity DC 19 CL 14	Saving Throw Dexterity DC 22 CL 18

Breath Weapon As a standard action, a sleipnir can exhale a 30-foot cone of shimmering, rainbow-colored light. Every creature in the area is randomly struck by one or more beams, as a prismatic spray spell (Reflex save halves damage or negates effect as appropriate for the color(s) affected). The sleipnir may use this ability with Recharge 1, up to 3 times per day.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 2d8 Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.	Saving Throw Dexterity DC 16 Damage 4d8	Saving Throw Dexterity DC 19 Damage 6d8	Saving Throw Dexterity DC 22 Damage 8d8
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 1d8	Saving Throw Dexterity DC 16 Damage 2d8	Saving Throw Dexterity DC 19 Damage 4d8	Saving Throw Dexterity DC 22 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 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.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage. Hooves Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning 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 1d6+6 (10) bludgeoning 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 1d8+6 (10) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage. Hooves Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

SLIME MOLD



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Single or Infestation (2-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	13 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	39	85	150	226
Speed	20 ft.			
Size, Type, Alignment	Large ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 18 (+4)	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	Fire			
Immunities	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, 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	3	7	11	15

Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Disease Fungal rot: Slam - contact; save Constitution; onset 1 day; frequency 1/day; effect 1d2 Strength damage and 1 Constitution damage and fatigue; cure 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease. Ability damage suffered to this effect can only be recovered via restoration or more potent healing magic applied once the disease itself has been removed.				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 16	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	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.			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SLITHERING SUNDEW



	☒ 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)	17 (natural armor)	17 (natural armor)
Hit Points	14	48	118	188
Speed	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 16 (+3)	STR 18 (+4)
	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 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 +12, 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 + 1d8 acid	Damage 2d6 + 1d8 acid	Damage 3d6 + 2d8 acid	Damage 4d6 + 3d8 acid
	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). This creature also inflits additional acid damage on a successful Constrict attack.			
Standard Actions	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SLITHERING TRACKER



	Low	Moderate	Advanced	Elite
Terrain	Any Ruins or Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pair			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	34	84	148	230
Speed	10 ft. Climb 10 ft.			
Size, Type, Alignment	Small ooze, unaligned	Small ooze, unaligned	Small ooze, unaligned	Medium ooze, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 18 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	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, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Blindsight 60 ft.	Passive Perception +12, Blindsight 60 ft.	Passive Perception +15, Blindsight 60 ft.	Passive Perception +16, Blindsight 60 ft.
Languages	Undercommon, Cannot Speak			
Challenge	4	8	12	16
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 Constitution damage. Ability damage suffered in this manner can be restored via restoration or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Paralysis Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a Constitution save or be paralyzed - at the end of each round thereafter, the paralyzed victim can attempt a new Constitution save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds.	Saving Throw Constitution DC 17 Transparent Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains advantage on Stealth checks as a result, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker's slam attack and is immediately subject to a grab attempt and paralysis by the ooze.	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+12 (19) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SLOTH



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	4	28	77	140
Speed	5 ft. Climb 5 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 3 (-4)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	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 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
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
Standard Actions	Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Claw Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.	Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			

Low

Moderate

Advanced

Elite

Possessions

SLUG (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Marshes or Swampland			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	25	49	99	193
Speed	20 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 4 (-3)	DEX 4 (-3)	DEX 1 (-5)	DEX 2 (-4)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	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 or piercing			
Immunities	Acid, psychic			
Vulnerabilities	Susceptible to Salt A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.			
Senses	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	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.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Malleable A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).			
Special Abilities & Qualities	Spit Acid A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes acid damage (no save).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Spit Acid Ranged weapon attack: -5 to hit, one target. Hit 10d4 (9) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+9 (18) bludgeoning damage.</p>	<p>Spit Acid Ranged weapon attack: -5 to hit, one target. Hit 10d4 (9) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.</p>	<p>Spit Acid Ranged weapon attack: -6 to hit, one target. Hit 10d6 (11) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12 (23) bludgeoning damage.</p>	<p>Spit Acid Ranged weapon attack: -5 to hit, one target. Hit 20d6 (16) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+19 (46) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SLUG (LEOPARD)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Cornucopia (3-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	12 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	7	42	96	172
Speed	10 ft. Climb 10 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 2 (-4)	DEX 2 (-4)	DEX 6 (-2)	DEX 4 (-3)
	CON 10 (+0)	CON 10 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 5 (-3)	WIS 5 (-3)	WIS 9 (-1)	WIS 9 (-1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
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 +14, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Slime Strand A leopard slug can turn its mucus into a 30-foot-long strand, much like a spider's silk. It can hang from this strand indefinitely, and lower itself safely at a rate of 5 feet per round. It can climb back up the strand at the same rate. Once the slug breaks contact with the strand, the mucus disintegrates in 1d4 rounds.			
Special Abilities & Qualities	Suction A leopard slug secretes sticky mucus, which allows it to apply its 10-foot climb speed to any surface, even sheer walls and ceilings. Once attached to a surface, it has no chance of falling off, unless it's grappled and actively peeled away.			
Standard Actions	-			

Low

Moderate

Advanced

Elite

**Special
Actions**

Saving Throw
Constitution DC 15
Damage 1d6
fds

**Legendary
Actions**

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-

SLURK



	Low	Moderate	Advanced	Elite
Terrain	Temperate Swamps or Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Pack (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	16	56	105	190
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	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 5 (-3)	INT 5 (-3)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
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	Boggard, Cannot Speak			
Challenge	2	6	10	14

Special Abilities & Qualities

Belly Grease The slurk exudes a slippery grease from its belly that grants it advantage on all checks to escape a physical restraint. One per minute, a slurk may wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

Special Abilities & Qualities

Slime A slurk's back is crusted with thick, dry slime and dozens of nodules. As a standard action at will, a slurk can squirt a jet of this slime from one of these nodules as a ranged touch attack against any target within 30 feet. Anyone the slurk successfully grapples with or chrages is automatically squirted with back slime. The hardened slime can be removed as a full-round action with a DC 15 Strength check. The slurk's back slime grants a creature riding it advantage on checks made to stay in the saddle, but disadvantage on checks to dismount.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage.</p> <p>Slime Squirt Ranged weapon attack: +2 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage.</p> <p>Slime Squirt Ranged weapon attack: +1 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.</p> <p>Slime Squirt Ranged weapon attack: +4 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d6+10 (24) piercing damage.</p> <p>Slime Squirt Ranged weapon attack: +2 to hit, one target. Hit 1d1-7 (7) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SNAIL KITE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / 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	8	31	72	120
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 5 (-3)	STR 10 (+0)
	DEX 15 (+2)	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)
	CON 9 (-1)	CON 9 (-1)	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 12 (+1)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)	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: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) 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.

SNAIL KITE (CELESTIAL)

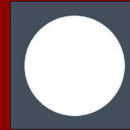


	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	6	31	69	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 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.



SNAIL KITE (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	3	23	52	103
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 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	Cold, 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 the 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.



SNAKE (ANACONDA)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests, Swamps, or Fresh Water			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary or Nest (2-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	35	62	118	163
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Speed	20 ft. Climb 20 ft. Swim 20 ft.			
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Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	18 (+4)	STR	20 (+5)	STR	20 (+5)	STR	20 (+5)
	DEX	14 (+2)	DEX	17 (+3)	DEX	17 (+3)	DEX	17 (+3)
	CON	14 (+2)	CON	17 (+3)	CON	17 (+3)	CON	17 (+3)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)	WIS	14 (+2)
	CHA	1 (-5)	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 +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	-			
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Challenge	3	7	11	15
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Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
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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).

Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) piercing damage.	Bite Melee weapon attack: +6 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+12/19-00 (16) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) piercing damage.
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SNAKE (CONSTRUCTOR)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests, Swamps, or Fresh Water			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary or Nest (2-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	abcd (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	35	62	118	163
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 20 (+5)	STR 20 (+5)
	DEX 14 (+2)	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)
	CON 14 (+2)	CON 17 (+3)	CON 17 (+3)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) piercing damage.	Bite Melee weapon attack: +6 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+12/19-00 (16) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) piercing damage.



SNAKE (EMPEROR COBRA)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate or Warm Swamps			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Nest (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	17	47	104	177
Speed	30 ft. Climb 30 ft. Swim 30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
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	-			
Challenge	3	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Constitution damage; cure 2 consecutive saves. Ability damage suffered to this effect is recovered following a long rest.			
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+8 (14) piercing damage.	Bite Melee weapon attack: +6 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+12 (19) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.

SNAKE (GIANT ANACONDA)



	Low	Moderate	Advanced	Elite
Terrain	Warm Swamps			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Nest (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	40	82	143	253
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)	STR 30 (+10)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 22 (+6)
	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 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
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	-	-	-	-
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 4d6	Damage 6d6	Damage 8d6	Damage 10d6
	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 15 ft., one target. Hit 4d4+13/19-00 (23) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+20/19-00 (30) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+19/19-00 (33) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 8d6+25/19-00 (53) piercing damage.

SNAKE (KING COBRA)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate or Warm			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Nest (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	22	46	98	128
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 14 (+2)	STR 16 (+3)	STR 16 (+3)
	DEX 9 (-1)	DEX 13 (+1)	DEX 13 (+1)	DEX 14 (+2)
	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. Ability damage suffered to this effect is recovered following a long rest.			
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

SNAKE (VENOMOUS)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate or Warm			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	10	35	82	156
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 14 (+2)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+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 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	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 Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			
Standard Actions	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) 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 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.



SNAKE (REEF)



	Low	Moderate	Advanced	Elite
Terrain	Warm Oceans or Coasts			
Rarity	Uncommon			
Role	Lurker / Normal			
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	16	52	99	153
Speed	10 ft. Swim 40 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 13 (+1)	STR 17 (+3)
	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 5 (-3)	INT 5 (-3)
	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 +14, Darkvision 60 ft.	Passive Perception +14, 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 14	Saving Throw Constitution DC 15
	Poison Bite - frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save; save Constitution. Ability damage suffered to this effect is recovered following a long rest.			
Special Abilities & Qualities	Hold Breath The creature can hold its breath for 120 minutes before it risks drowning.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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 1d6 (6) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.
Legendary Actions	-	-	-	-
Innate	-	-	-	-
Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



SNALLYGASTER



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Mountains			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	33	61	118	189
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+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 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 +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo (cannot speak)			
Challenge	4	8	12	16
Special Abilities & Qualities	Aerial Charge When a snallygaster charges downward at an angle of 45 degrees or more, its bite attack deals double damage (or triple damage on a critical hit). Bleed damage is not multiplied for this attack.			
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

Sucking Tentacles A snallygaster uses its retractable tentacles to suck blood from its victim's bleeding wounds. If a target has a bleed effect and the snallygaster grabs it with tentacles or maintains a grapple against it, the target takes double the normal bleed damage at the beginning of its next turn. When the snallygaster is using its tentacles, it cannot make bite attacks.

Standard Actions

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

Sucking Tentacles Melee weapon attack: +3 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 1d8x3 (1) piercing damage.

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

Sucking Tentacles Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) piercing damage.

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

Sucking Tentacles Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9/x3 (16) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.

Sucking Tentacles Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-

SOLIFUGID (ALBINO CAVE)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	25	54	116	178
Speed	50 ft. Climb 30 ft.			
Size, Type, Alignment	Small vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	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 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
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	6	10	14
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	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: +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 1d3+1 (3) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+7 (18) 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	-			
Possessions	-			



SOLIFUGID (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	15	36	91	158
Speed	50 ft. Climb 30 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 14 (+2)	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 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
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	2	6	10	14
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	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: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing 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 1d4+1 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SOUL EATER



	Low	Moderate	Advanced	Elite
Terrain	Any Outer Plane (Abaddon)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	38	87	140	221
Speed	30 ft. Fly 100 ft. (Perfect)			
Size, Type, Alignment	Small fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
Ability Scores / Saves	STR 7 (-2)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Critical Hits, 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	Abyssal, Infernal			
Challenge	6	11	15	19
Special Abilities & Qualities	<p>Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.</p> <p>All-Around Vision You can see in all directions at once. You cannot be flanked.</p>			
Special Abilities & Qualities	<p>Caster Link When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see find target ability) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but not slain), it returns to its conjurer at full speed and attacks her. While the soul eater and the conjurer are on the same plane (regardless of plane-traveling interruptions), it can use its find target ability to locate its conjurer.</p>			

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

Find Target When a soul eater's conjurer orders it to find a creature, it can do so unerringly, as though guided by a locate creature spell that has no maximum range and is not blocked by running water. The conjurer must have seen the desired target and must speak the target's name.

Special Abilities & Qualities

Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
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Soul Drain If the Wisdom damage from a soul eater's claw attack equals or exceeds an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This attack kills the victim. The dead victim can resist having her soul eaten by making a Constitution save; success means she is still dead, but can be restored to life normally. If she fails this save, her soul is consumed by the eater. A victim slain in this manner cannot be returned to life with clone, raise dead, or reincarnation. She can be restored to life via resurrection, true resurrection, miracle, or wish, but only if the caster can succeed on a caster level check of the same DC as the Constitution save. If the soul eater is killed within 120 feet of its victim's corpse, and the victim has been dead for no longer than 1 minute, the victim's soul returns to her body and restores her to life, leaving her unconscious and at -1 hit point. This is a death effect.

Standard Actions

Claw Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6/19-00 (13) slashing damage.
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Special Actions

Wisdom Damage The soul eater's claws also do 1d6 Wisdom damage. This damage is restored only via restoration or more potent healing magic.

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SOULBOUND DOLL



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Family (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	18	37	58	93
Speed	20 ft.			
Size, Type, Alignment	Tiny construct, unaligned	Tiny construct, unaligned	Tiny construct, unaligned	Small construct, unaligned
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 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+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	all physical attacks except magic			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Susceptible to Psychic The weakened conviction of a soulbound doll's soul make it susceptible to mind-affecting effects, despite the fact that it is a construct.			
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	3	7	11	15

Special Abilities & Qualities **Alignment Variation** Soulbound dolls are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day depending on the alignment.

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

Soul Focus The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has AC 12, 12 hit points, and a break DC of 20.

Standard Actions

Dagger Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0/19-00 (2) piercing damage.

Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d2+0/19-00 (2) piercing damage.

Dagger Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0/19-00 (2) piercing damage.

Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d2+0/19-00 (2) piercing damage.

Dagger Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d2/19-00 (2) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d2/19-00 (2) piercing damage.

Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+7/19-00 (9) piercing damage.

Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d3+7/19-00 (9) piercing damage.

Legendary Actions

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Innate Spellcasting

sleep (1/day); levitate (3/day); light (3/day); mage hand (3/day); prestidigitation (3/day)

Spellcasting

-

Possessions

Dagger

SOULBOUND MANNEQUIN



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Family (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	51	96	126	167
Speed	30 ft.			
Size, Type, Alignment	Small construct, neutral evil	Medium construct, neutral evil	Medium construct, neutral evil	Large construct, neutral evil
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+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	all physical attacks except magic			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Susceptible to Psychic The weakened conviction of a soulbound mannequin's soul make it susceptible to mind-affecting effects, despite the fact that it is a construct.			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	6	10	14	18

Special Abilities & Qualities **Alignment Variation** Soulbound mannequins are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day depending on the alignment.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Soul Focus The soul bound to the mannequin lives within a focus integrated into the mannequin or its apparel, typically one of the mannequin's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another mannequin, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new mannequin body, the soul retains its personality and memories from its previous body or bodies. A soul focus has AC 12, 12 hit points, and a break DC of 20.

Special Abilities & Qualities

Disguise Self The soulbound mannequin can only disguise itself as the living person it used to be at approximately the age it was when its soul was used to make the mannequin (this allows it to take the appearance of another creature type).

Standard Actions

Glaive Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) bludgeoning damage.

Glaive Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6/x3 (12) bludgeoning damage.

Glaive Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9/19-00/x3 (14) bludgeoning damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.

Claw Melee weapon attack: +1 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: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) slashing damage.

Glaive Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15/19-00/x3 (24) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

alarm (3/day); detect poison and disease (at will); disguise self (1/day); feather fall (3/day); arcane lock (3/day); levitate (3/day); light (at will); mage hand (at will); prestidigitation (at will)

Spellcasting

-

Possessions

Glaive



SOULBOUND SHELL (CLERIC)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Land			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary or Workshop (1x+)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	52	76	100	132
Speed	30 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 7 (-2)	STR 7 (-2)	STR 11 (+0)	STR 18 (+4)
	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 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 19 (+4)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine and magic			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Susceptible to Psychic The weakened conviction of a soulbound mannequin's soul make it susceptible to mind-affecting effects, despite the fact that it is a construct.			
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	Aklo, Common, Draconic			
Challenge	7	11	15	19

Special Abilities & Qualities **Cemented Mind** A soulbound shell can never change its known or prepared spells.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Soul Focus The soul bound to the mannequin lives within a focus integrated into the mannequin or its apparel, typically one of the mannequin's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another mannequin, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new mannequin body, the soul retains its personality and memories from its previous body or bodies. A soul focus has AC 12, 12 hit points, and a break DC of 20.

Standard Actions

Dagger Melee weapon attack: -4 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.

Dagger Melee weapon attack: -4 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.

Dagger Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.

Dagger Ranged weapon attack: -1 to hit, one target. Hit 1d4/19-00 (3) piercing damage.

Dagger Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+8/19-00 (12) bludgeoning damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d6+8/19-00 (12) bludgeoning 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

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Innate Spellcasting

-

Spellcasting

Divine/Arcane (CL 7)
charm person; contagion; sleet storm; dispel magic; flame arrows; acid arrow; blur; darkness; fog cloud; alarm; burning hands; cause fear; charm person; chill touch

Divine/Arcane (CL 11)
charm person; cloudkill; charm monster; contagion; sleet storm; dispel magic; fireball; flame arrows; acid arrow; blur; darkness; fog cloud; alarm; burning hands; cause fear; charm person; chill touch

Divine/Arcane (CL 15)
charm person; cloudkill; cone of cold; charm monster; contagion; enervation; sleet storm; dispel magic; fireball; flame arrows; acid arrow; blur; darkness; fog cloud; alarm; burning hands; cause fear; charm person; chill touch

Divine/Arcane (CL 19)
delayed blast fireball; charm person; cloudkill; cone of cold; charm monster; contagion; enervation; sleet storm; dispel magic; fireball; flame arrows; acid arrow; blur; darkness; fog cloud; alarm; burning hands; cause fear; charm person; chill touch

Possessions

Dagger



SOULSLIVER



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Land (Extraplanar)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary or Gang (2-5x)			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
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Hit Points	16	34	77	125
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Speed	40 ft.			
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Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
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Ability Scores / Saves	STR	17 (+3)	STR	18 (+4)	STR	20 (+5)	STR	22 (+6)
	DEX	18 (+4)	DEX	18 (+4)	DEX	20 (+5)	DEX	19 (+4)
	CON	8 (-1)	CON	8 (-1)	CON	12 (+1)	CON	16 (+3)
	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	-	-	-	-
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Resistances	Acid			
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Immunities	-			
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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			
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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			
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Challenge	3	7	11	15
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Special Abilities & Qualities	<p>Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p> <p>Fast Healing You regain hit points at 1 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>			
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Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Dexterity DC 15	Dexterity DC 16	Dexterity DC 18	Dexterity DC 19
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
	Death Throes When a soulsliver is killed, its body explodes into jagged glass shards that deal piercing and slashing damage to creatures within a 20-foot-radius burst (Dexterity save halves).			

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

Mirror Travel At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using dimension door (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

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.

Perfect Copy When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

Standard Actions

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.

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

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+15 (20) bludgeoning damage.

Special Actions

Sound Mimicry The creature perfectly imitates certain sounds or even specific voices. The creature makes a Deception check opposed by the listener's Perception check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it suffers disadvantage on its Perception check. The creature has advantage on its Deception check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Innate Spellcasting

mage hand (at will); mirror image (1/day); mage hand (at will); silent image (at will)

Spellcasting

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Possessions

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SPAWN OF YOG-SOTHOTH



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	45	79	137	252
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
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 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	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	Sonic, all physical attacks except magic			
Immunities	Cold, Fire			
Vulnerabilities	-			
Senses	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.	Passive Perception +20, Blindsight 30 ft., Darkvision 60 ft.
Languages	Aklo			
Challenge	6	10	14	18
Special Abilities & Qualities	Constitution Damage 1d2	Constitution Damage 1d3	Constitution Damage 1d4	Constitution Damage 1d6
	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	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
	Devastation As a full-round action, the spawn can assault a structure, dealing bludgeoning damage to the structure in that round.			

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

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

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 10 rounds. 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.

Special Abilities & Qualities

Tenuous Natural Invisibility This functions like natural invisibility, except it is subject to invisibility purge and effects that outline invisible creatures (such as glitterdust and faerie fire). It cannot be dispelled.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6/19-00/x3 (10) piercing damage.

Tentacle Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6/19-00/x3 (10) piercing damage.

Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8/19-00/x3 (12) piercing damage.

Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12/19-00/x3 (22) piercing damage.

Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

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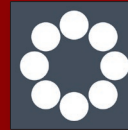
Spellcasting

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Possessions

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SPECTRE



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	28	49	107	140
Speed	Fly 80 ft. (Perfect)			
Size, Type, Alignment	Small 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 17 (+3)	DEX 14 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	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 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Resurrection Vulnerability A raise dead or similar spell cast on a spectre destroys it (Wisdom save negates). Using the spell in this way does not require a material component.			
	Sunlight Powerlessness Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.			
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			
Challenge	4	8	12	16
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.			

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

Create Spawn Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a disadvantage on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d4 points of maximum HP on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

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

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.

Standard Actions

Incorporeal Touch Melee weapon attack: -1 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 5 ft., one target. Hit 2d6 (7) bludgeoning damage.

Incorporeal Touch Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 3d6 (8) bludgeoning damage.

Special Actions

Skill Check DC 13

Skill Check DC 14

Skill Check DC 17

Skill Check DC 18

Unnatural Aura Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

Legendary Actions

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Innate

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Spellcasting

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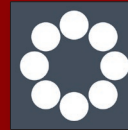
Spellcasting

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Possessions

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SPELLSCAR FEXT



	Low	Moderate	Advanced	Elite
Terrain	Any (Wild Magic Areas)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Hunt (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	50	85	152	195
Speed	30 ft.			
Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerable to Glass Spellscar fexts take 150% as much damage as normal from glass-headed piercing or slashing weapons.			
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	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
	Dispelling Critical Victims of a successful critical hit with the Spellscar Fext's slam attack are affected as though by the targeted dispel version of Dispel Magic (Wisdom save negates).			
Special Abilities & Qualities	Ravage Magic Any targeted spell or spell-like ability that fails to penetrate a Spellscar fext's resistance is absorbed by the fext and warped into a form of primal magic. A Spellscar fext can twist only a number of spell levels per round equal to its Charisma modifier.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7/18-00 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/18-00 (10) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+10/18-00 (14) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12/18-00 (19) bludgeoning damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



SPHINX (ANDROSPHINX)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Hills			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	34	71	123	237
Speed	40 ft. Fly 60 ft. (Poor)			
Size, Type, Alignment	Medium monstrosity, chaotic good	Medium monstrosity, chaotic good	Large monstrosity, chaotic good	Huge monstrosity, chaotic good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 10 (+0)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+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 +20, Darkvision 60 ft.
Languages	Common, Draconic, Sphinx			
Challenge	5	9	13	17

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.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** DC 15**Saving Throw** DC 16**Saving Throw** DC 18**Saving Throw** DC 21

Roar An androsphinx can roar up to three times per day as a standard action. Each progressive roar has a different effect, depending upon whether it is the first, second, or third of the androsphinx's roars for that day. All of these roars are sonic effects that fill a 60-foot-radius burst, centered on the androsphinx. Sphinxes are immune to all of the effects of an androsphinx's roars. **First Roar:** Affected creatures become frightened for 2d6 rounds (Wisdom save negates). This is a mind-affecting fear effect in addition to being a sonic effect. **Second Roar:** Affected creatures are paralyzed with fear and deafened for 1d4 rounds (Wisdom save negates). This is a mind-affecting fear effect in addition to being a sonic effect. **Third Roar:** Affected creatures take a 2d4 penalty to Strength for 2d4 rounds and take 2d8 points of sonic damage. Creatures smaller than the androsphinx are knocked prone. A Constitution save negates the Strength penalty and being knocked prone.

Standard Actions

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+9 (14) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+9 (14) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+9 (14) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting**CL 5****CL 9****CL 13****CL 17**

Spells An androsphinx casts divine spells as a cleric. They do not gain access to domains or other cleric abilities.

Possessions

-

SPHINX (CRIOSPHINX)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Hills			
Rarity	Rare			
Role	Solider / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	37	87	148	219
Speed	30 ft. Fly 60 ft. (Poor)			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 21 (+5)	STR 24 (+7)
	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 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	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	-			
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, Sphinx			
Challenge	6	10	14	18
Special Abilities & Qualities	Add'l Damage 1d6	Add'l Damage 2d6	Add'l Damage 4d6	Add'l Damage 6d6
	Swooping Charge A charging criosphinx deals additional piercing damage with its gore attack. A flying criosphinx who drops at least 20 feet in altitude as part of a charge doubles this additional damage instead (only the additional damage is doubled).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.</p>	<p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4+6 (11) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.</p> <p>Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p>	<p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SPHINX (GYNOSPHINX)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Hills			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Cult (3-6x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	35	92	153	241
Speed	40 ft. Fly 60 ft. (Poor)			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+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	Common, Draconic, Sphinx			
Challenge	6	12	16	20
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.			
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6/19-00 (13) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+8/19-00 (18) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10/19-00 (24) slashing damage.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Legendary
Actions** -

**Innate
Spellcasting** *comprehend languages (at will); detect magic (at will); dispel magic (3/day); legend lore (1/day); locate
object (3/day); (at will); remove curse (1/day); see invisibility (at will)*

Spellcasting -

Possessions -

SPHINX (HIERACOSPHINX)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Hills
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Flock (3-8x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	22	63	121	206
Speed	30 ft. Fly 60 ft. (Poor)			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	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 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	Sphinx			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Shriek The shrill shriek of a hieracosphinx deafens nonsphinxes within a 60-foot-radius spread for 2d4 rounds (Constitution save negates). Once a creature successfully saves against this effect, it is immune to the hieracosphinx's shriek for 24 hours. Using this ability is a standard action.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d10+4 (10) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+7 (16) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+9 (22) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SPIDER (BLACK WIDOW)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	36	69	127	199
Speed	30 ft. Climb 30 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 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 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	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 15****Check DC 16****Check DC 18****Check DC 20**

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: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting Possessions

-

SPIDER (CUTLASS)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	42	85	103	134
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+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 adamantite			
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	4	8	12	16
Special Abilities & Qualities	Collapse As a full-round action, a cutlass spider may withdraw the magical energy holding its body together and fall into a heap of blades and wooden pieces.			
Special Abilities & Qualities	All-Around Vision You can see in all directions at once. You cannot be flanked.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Shared Enhancement Should a cutlass spider have a magical weapon incorporated into its body it shares the weapon's enhancement bonus and special abilities with all of its natural attacks.

Special Abilities & Qualities

Weapon Thief A cutlass spider that disarms an opponent incorporates the disarmed weapon into its body.

Standard Actions

Leg Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.

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

Leg Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d8+5 (14) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+2 (6) piercing damage.

Leg Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+7 (20) bludgeoning damage.

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

Leg Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+10 (28) bludgeoning damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SPIDER (DRAIN)



	Low	Moderate	Advanced	Elite
Terrain	Urban			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	2	11	31	80
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 3 (-4)	STR 8 (-1)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 4 (-3)	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)
	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	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 9	Saving Throw Constitution DC 10	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 9****Check DC 10****Check DC 13****Check DC 16**

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: -5 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: -6 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.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

SPIDER (DREAM)



	Low	Moderate	Advanced	Elite
Terrain	Tropical Forest or Any Urban			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Nest (3-8x)			
Treasure	Special (see below)			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	42	85	153
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	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 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	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	psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 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 16	Saving Throw Constitution DC 18
	Poison Injury; save Constitution; 1d4 Wisdom damage; cure 1 save. Ability damage suffered from this effect is restored following a long rest.			
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) 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 1d4+2 (4) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SPIDER (GIANT BLACK WIDOW)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	38	66	127	201
Speed	30 ft. Climb 30 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 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	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	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 21	Saving Throw Constitution DC 25
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Constitution damage and staggered; cure 2 saves. Ability damage suffered from this effect is restored following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 19****Check DC 21****Check DC 25****Check DC 29**

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: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+15 (26) piercing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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SPIDER (GIANT CRAB)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm or Temperate Forests
Rarity	Uncommon
Role	Lurker / Minion
Organization	Solitary, Pair, or Colony (3-10x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	5	26	67	123
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	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 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 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 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			
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 1d6 (6) 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 1d8+5 (10) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SPIDER (GIANT TARANTULA)



	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	57	116	185	275
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Huge vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 24 (+7)	STR 26 (+8)	STR 29 (+9)
	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 17 (+3)	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 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	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 16****Check DC 18****Check DC 20****Check DC 22**

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: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+18 (27) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+21 (34) piercing damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+25 (43) piercing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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SPIDER (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	19	40	96	152
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 14 (+2)	STR 17 (+3)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	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 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	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 26	Saving Throw Constitution DC 28
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Check DC 12 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.	Check DC 13	Check DC 26	Check DC 28
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 1d8 (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: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



SPIDER (GOLIATH)



	Low	Moderate	Advanced	Elite
Terrain	Any Forests or Swamps			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	70	116	191	280
Speed	30 ft. Climb 30 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 30 (+10)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)
	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	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 17****Check DC 18****Check DC 20****Check DC 22**

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: +7 to hit, reach 15 ft., one target. Hit 4d4+17 (27) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+20 (30) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+24 (38) piercing damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+27 (45) piercing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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SPIDER (OGRE)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Cold Hills or Underground			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Pair			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	33	59	90	147
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Large vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 13 (+1)	DEX 13 (+1)	DEX 12 (+1)
	CON 10 (+0)	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	5	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Strength damage and 1d4 Dexterity damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 13****Check DC 15****Check DC 16****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: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+5 (14) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+6 (20) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 20 ft., one target. Hit 4d8+8 (26) piercing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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SPIDER (SCARLET)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	8	33	69	117
Speed	30 ft. Climb 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 6 (-2)	STR 11 (+0)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	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	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 11****Check DC 12****Check DC 15****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: -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.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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SPIDER (WEB TYRANT)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-8x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	5	33	67	113
Speed	30 ft. Climb 30 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 8 (-1)	STR 8 (-1)
	DEX 15 (+2)	DEX 15 (+2)	DEX 15 (+2)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 8 (-1)	CON 8 (-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.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 11****Check DC 11****Check DC 13****Check DC 15**

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: -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 (8) piercing damage.

Bite Melee weapon attack: +2 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+9/19-00 (16) piercing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting Possessions

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SPIDER EATER



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary or Brood (2-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	50	102	177	257
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	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 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	Aklo (cannot speak)			
Challenge	5	9	13	17

Special Abilities & Qualities **Skill Check DC 17** **Skill Check DC 18** **Skill Check DC 20** **Skill Check DC 22**

Implant A spider eater grows its eggs inside of a living host. Implanting an egg in a host is a full-round action that provokes attacks of opportunity, and the target must be helpless but alive. Once an egg is implanted, it exudes paralytic enzymes that not only keep the victim in state of perpetual paralysis, but also keep it nourished and alive in its comatose but fully aware state. This condition lasts until the egg hatches in 1d6 weeks, at which point the young spider eater consumes most of its host, killing it. An egg can be surgically removed with a Medicine check (this check deals 2d6 points of damage to the host regardless of success), at which point the host recovers from the paralysis in 1d6 rounds. Any magical effect that removes paralysis or disease (such as remove paralysis, remove disease, or heal) also destroys the egg, but mere immunity to paralysis or disease does not offer protection.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 17 Poison Sting-injury; save Constitution; frequency 1/minute for 6 minutes; effect paralysis for 1 minute; cure 1 save	Saving Throw Constitution DC 18 Poison Sting-injury; save Constitution; frequency 1/minute for 6 minutes; effect paralysis for 1 minute; cure 1 save	Saving Throw Constitution DC 20 Poison Sting-injury; save Constitution; frequency 1/minute for 6 minutes; effect paralysis for 1 minute; cure 1 save	Saving Throw Constitution DC 22 Poison Sting-injury; save Constitution; frequency 1/minute for 6 minutes; effect paralysis for 1 minute; cure 1 save
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage. Pincers Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage. Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. Pincers Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage. Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage. Pincers Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage. Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage. Pincers Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) bludgeoning damage. Sting Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>freedom of movement (at will)</i>			
Spellcasting	-			
Possessions	-			



SPIDER SWARM



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, Tangle (3-6x), or Colony (11-20x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	11	29	69	121
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 3 (-4)
	DEX 15 (+2)	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)
	CON 8 (-1)	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)
	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	Critical Hits, Flanking, psychic, Weapon Damage			
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	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	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.			
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Poison Swarm-injury; save Constitution; frequency 1/round for 2 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage lost to this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



SPINY STARFISH



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any Oceans			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Cluster (3-8x)			
Treasure	Standard			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	9	33	85	149
Speed	5 ft. Climb 5 ft. Swim 5 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	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 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 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 2 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 2 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 2 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 2 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Firm Grip A spiny starfish excels at grappling prey, and it gains advantage on grapple checks and all checks or attack rolls to physically grab or engage with an enemy.			
Special Abilities & Qualities	Rapid Healing A spiny starfish heals very quickly, regaining 14 hit points each hour.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Slam Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate	-	-	-	-
Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



SPRIGGAN



	Low	Moderate	Advanced	Elite
Terrain	Any Hills or Forests			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Mob (3-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	20	42	92	151
Speed	20 ft.			
Size, Type, Alignment	Small humanoid, chaotic evil	Small humanoid, chaotic evil	Small humanoid, chaotic evil	Medium humanoid, chaotic evil
Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	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 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+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	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9	Passive Perception +9	Passive Perception +15	Passive Perception +16
Languages	Aklo, Gnomish			
Challenge	4	8	12	16
Special Abilities & Qualities	<p>Size Alteration At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities (although if he possesses either from class levels or templates, he retains their use in both sizes).</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Crossbow, Light Ranged weapon attack: +4 to hit, one target. Hit 1d6/19-00 (6) piercing damage.</p> <p>Morningstar Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing/bludgeoning damage.</p>	<p>Crossbow, Light Ranged weapon attack: +3 to hit, one target. Hit 1d6/19-00 (6) piercing damage.</p> <p>Morningstar Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing/bludgeoning damage.</p>	<p>Crossbow, Light Ranged weapon attack: +5 to hit, one target. Hit 1d6/19-00 (6) piercing damage.</p> <p>Morningstar Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing/bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) piercing/bludgeoning damage.</p> <p>Crossbow, Light Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (5) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>shatter (at will)</i>			
Spellcasting	-			
Possessions	Light crossbow; crossbow bolts (10x); morningstar			



SPRING-HEELED JACK



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	22	46	94	160
Speed	40 ft.	40 ft.	40 ft.	45 ft.
Size, Type, Alignment	Small fey, chaotic evil	Small fey, chaotic evil	Small fey, chaotic evil	Medium fey, chaotic evil
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+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	-			
Immunities	-			
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, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Reflex DC 13	Saving Throw Reflex DC 14	Saving Throw Reflex DC 17	Saving Throw Reflex DC 19
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Breath Weapon 15' Cone of Fire: Effect fire damage; save Dexterity halves damage; usable with Recharge 1. You are immune to your own breath weapon.			
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Frightening Gaze Any creature within a 10-ft. radius upon whom Spring-Heeled Jack's gaze falls is panicked for 1d6 rounds. A successful Wisdom save negates.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vault** Spring-Heeled Jack can jump up to 20 feet (vertically or horizontally in any combination) as a move action without provoking attacks of opportunity.**Standard Actions****Dagger** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3/19-00 (2) piercing damage.**Dagger** Ranged weapon attack: +4 to hit, one target. Hit 1d3/19-00 (2) piercing damage.**Dagger** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3/19-00 (2) piercing damage.**Dagger** Ranged weapon attack: +3 to hit, one target. Hit 1d3/19-00 (2) piercing damage.**Dagger** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3/19-00 (2) piercing damage.**Dagger** Ranged weapon attack: +5 to hit, one target. Hit 1d3/19-00 (2) piercing damage.**Dagger** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+9/19-00 (12) bludgeoning damage.**Dagger** Ranged weapon attack: +4 to hit, one target. Hit 1d4+9/19-00 (12) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*feather fall (at will); pass without trace (at will); passwall (3/day)***Spellcasting**

-

Possessions

Dagger (4x)

SPRITE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Troop (3-6x), Band (7-14x), or Tribe (15-40x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	4	20	56	109
Speed	15 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 10 (+0)
	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 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-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 cold iron			
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, Sylvan			
Challenge	1	6	10	14
Special Abilities & Qualities	Luminous A sprite naturally sheds light equal to that provided by a torch. A sprite can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing its luminosity entirely if it wishes.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.</p> <p>Shortsword Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d8/19-00 (8) slashing damage.</p>	<p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.</p> <p>Shortsword Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d8/19-00 (8) slashing damage.</p>	<p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.</p> <p>Shortsword Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d8/19-00 (8) slashing damage.</p>	<p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.</p> <p>Shortsword Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d8/19-00 (8) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>detect evil (at will); detect good (at will); dancing lights (at will); daze (at will); color spray (1/day)</i>			
Spellcasting	-			
Possessions	Shortbow; arrows (20x); shortsword			



SQUID



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or School (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	39	77	142
Speed	Swim 60 ft. Jet 240 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 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	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 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, 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	Ink Cloud A squid can emit a 5 foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.			
Special Abilities & Qualities	Jet A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+2 (4) piercing damage.</p> <p>Tentacles Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.</p> <p>Tentacles Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) piercing damage.</p> <p>Tentacles Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Tentacles Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SQUID (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	ANY OCEAN			
Rarity	COMMON			
Role	BRUTE / ELITE			
Organization	SOLITARY			
Treasure	NONE			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	59	114	201	285
Speed	Swim 60 ft. Jet 260 ft.			
Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
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 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 +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
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). Ink Cloud A squid can emit a 20 foot-radius cloud of ink once per minute while underwater. This cloud provides total concealment. The ink persists for 1 minute.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Jet A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Standard Actions

Arms Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+7 (10) bludgeoning damage.

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

Tentacles Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+7 (17) bludgeoning damage.

Arms Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

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

Tentacles Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6/19-00 (1240) bludgeoning damage.

Arms Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.

Tentacles Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8/19-00 (1640) bludgeoning damage.

Arms Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+11 (18) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+11 (25) piercing damage.

Tentacles Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 8d6/19-00 (2480) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

SQUID (VAMPIRE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Ocean			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or School (3-8x)			
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	133
Speed	0 ft. Swim 20 ft.			
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 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	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 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
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Photophores Once per day as a standard action while underwater, the vampire squid can release a 15-foot cone of disorienting bioluminescent mucus from its photophores, illuminating the area with dim light. A creature within this shimmering cloud of blue light must succeed at a Constitution save or be dazzled for as long as it remains in the cloud and for 1 round thereafter. The cloud persists for 1d4+1 rounds.			
Special Abilities & Qualities	Pressure Adaptation A vampire squid takes no pressure damage from changes in water depth.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p> <p>Tentacles Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.</p> <p>Tentacles Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.</p> <p>Tentacles Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d1+1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.</p> <p>Tentacles Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d1+3 (4) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SQUIRREL



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Scurry (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	32	73	127
Speed	20 ft. Climb 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 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 17 (+3)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	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 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 +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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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.
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SQUIRREL (FLYING)



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	6	36	81	146
Speed	20 ft. Fly 40 ft. (Clumsy)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	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 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
Special Abilities & Qualities	Glide A flying squirrel cannot use its fly speed to hover. When flying, a flying squirrel must end its movement at least 5 feet lower in elevation than where it started.			
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 1d4+0 (2) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+2 (4) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.



STAR MONARCH



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Rabble (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	31	57	107	211
Speed	30 ft. Fly 80 ft. (Average)			

Size, Type, Alignment	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Huge monstrosity, chaotic good	Gargantuan monstrosity, chaotic good
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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	12 (+1)	CON	12 (+1)	CON	16 (+3)	CON	20 (+5)
	INT	9 (-1)	INT	9 (-1)	INT	9 (-1)	INT	13 (+1)
	WIS	15 (+2)	WIS	15 (+2)	WIS	15 (+2)	WIS	18 (+4)
	CHA	16 (+3)	CHA	16 (+3)	CHA	16 (+3)	CHA	18 (+4)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except silver			
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Immunities	Cold			
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Vulnerabilities	-			
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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.
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Languages	Common, Telepathy 0 ft.			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Dreamwarden Any sleeping creature within 30 feet of a star monarch is protected by Protection from Evil (Wisdom save negates).			
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Special Abilities & Qualities	Glowsap A creature struck by a Star Monarch's spittle (30-ft range) is affected as by a Tanglefoot Bag. Under starlight or moonlight, the victim also glows as if under Faerie Fire.			
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**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

Starflight Star Monarchs can survive in the void of space.

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: +1 to hit, reach 10 ft., one target. Hit 1d6+3 (6) slashing damage.

Tail Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.

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

Tail Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.

Claw Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 1d8+4 (8) slashing damage.

Tail Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.

Claw Melee weapon attack: +4 to hit, reach 20 ft., one target. Hit 3d6+8 (18) slashing damage.

Tail Melee weapon attack: +4 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Special Actions

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 20

Toxic Flesh A creature injecting any part of a Star Monarch becomes sickened for 1d4 rounds and is affected as though it had consumed a dose of Arsenic (Constitution save negates).

Innate Spellcasting

cloak of dreams (1/day); dancing lights (at will); sleep (3/day); dream (3/day); restful sleep (at will)

Spellcasting

-

Possessions

-

STAR-SPAWN OF CTHULHU



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary, Pair, or Cult (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	96	188	355	559
Speed	40 ft. Fly 60 ft. (Average) Swim 40 ft.			
Size, Type, Alignment	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil	Gargantuan aberration, chaotic evil

Ability Scores / Saves	STR 21 (+5)	STR 22 (+6)	STR 28 (+9)	STR 32 (+10)
	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 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 20 (+5)	WIS 22 (+6)	WIS 22 (+6)	WIS 24 (+7)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)

Saving Throws -

Resistances -

Immunities Cold, diseased, poisoned

Vulnerabilities -

Senses	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +21, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +24, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +26, Blindsight 30 ft., Darkvision 60 ft.
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Languages Aklo, Telepathy 300 ft.

Challenge	8	15	25	29
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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.
Immortality A star-spawn of Cthulhu does not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.

Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 1d3	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).			

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

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 24

Saving Throw

Wisdom DC 27

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 40 feet. 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

Limited Starflight A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight (like that of the mi-go), a star-spawn of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses its gate ability to make the journey quickly.

Standard Actions

Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+3 slashing damage.

Tentacle Melee weapon attack: +8 to hit, reach 10 ft., two targets. Hit 1d8+6 bludgeoning damage.

Claw Melee weapon attack: +12 to hit, reach 10 ft., one target. Hit 2d6+9 slashing damage.

Tentacle Melee weapon attack: +10 to hit, reach 10 ft., two targets. Hit 1d8+12 bludgeoning damage.

Claw Melee weapon attack: +16 to hit, reach 10 ft., one target. Hit 2d8+9 slashing damage.

Tentacle Melee weapon attack: +14 to hit, reach 10 ft., two targets. Hit 1d12+12 bludgeoning damage.

Claw Melee weapon attack: +18 to hit, reach 10 ft., one target. Hit 2d10+12 slashing damage.

Tentacle Melee weapon attack: +16 to hit, reach 10 ft., two targets. Hit 2d10+12 bludgeoning damage.

Special Actions

No Breath A creature with this ability does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Special Actions**Saving Throw**

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 24

Saving Throw

Wisdom DC 27

Overwhelming Mind A star-spawn of Cthulhu's mind is overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a Wisdom save or be stunned for 1d4 rounds. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via a demand, dream, nightmare, or sending spell-like ability, or once per round merely by telepathic communication) or another creature attempts to do so (such as via detect thoughts or dominate monster). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming mind, it is immune to this effect from all star-spawn of Cthulhu for 24 hours. This is a mind-affecting effect.

Special Actions

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 Actions

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.

Legendary Actions

-

Innate Spellcasting

command (3/day); dream (at will); gate (3/day); feeblemind (at will); mind blank (at will); sending (at will)

STEWARD OF THE SKEIN



	Low	Moderate	Advanced	Elite
Terrain	Any (Extraplanar)			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	Standard			

8 Save Wisdom 17

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	70	107	199	343
Speed	50 ft. Fly 150 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 26 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 16 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	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 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-			
Resistances	Cold, all physical attacks except adamantite			
Immunities	diseased, Electricity, psychic, poisoned, Possession			
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, Celestial, Common, Draconic, Infernal			
Challenge	8	12	19	23

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.

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

Change Shape Incorporeal form; when incorporeal, the herald can use her spell-like abilities and gaze attack but can't make slam attacks.

Fast Healing This creature regains 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 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 Abilities & Qualities**Save** Wisdom DC 17**Save** Wisdom DC 18**Save** Wisdom DC 20**Save** Wisdom DC 22

Fate Aura The herald's aura acts as Consecrate and grants her a +4 deflection bonus to AC, a +5 insight bonus to AC, and advantage on saving throws. Any creature striking the herald from within her aura either is blinded or takes 1d6 points of Strength damage (herald's choice, Wisdom save negates).

Special Abilities & Qualities**Save** Wisdom DC 17**Save** Wisdom DC 18**Save** Wisdom DC 20**Save** Wisdom DC 22

Gaze Dazed 2d6 rounds (or stunned if 5 HD or fewer, or held for 2d6 rounds if undead), 60 feet; Wisdom save negates. A creature that succeeds at its save is immune to the gaze for 24 hours. This is a mind-affecting effect (or a necromancy effect against undead).

Standard Actions

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d10+7 (18) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 6d8+14 (41) bludgeoning damage.

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.

Special Actions

Tugging Strands The herald can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed. The result of the reroll must be taken, even if it is worse than the original roll. She can use this ability 3 times per day.

Legendary Actions

-

Innate Spellcasting

augury (at will); chain lightning (3/day); cure wounds (at will); dancing lights (at will); death ward (at will); detect evil and good (at will); detect thoughts (at will); disguise self (at will); globe of invulnerability (3/day); heal (3/day); hold monster (3/day); major image (at will); plane shift (3/day); wall of force (3/day)

STIRGE



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate or Warm Swamps			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Colony (2-4x), Flock (5-8x), Storm (9-14x), or Swarm (15-40x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	10	28	64	109
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Small monstrosity, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	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 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 +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	1	5	9	13
Special Abilities & Qualities	Check DC 11 Attach When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has advantage to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself. If its prey manages to win a grapple check or escape check against it, the stirge is removed.	Check DC 112	Check DC 15	Check DC 18
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1 Constitution damage. Ability damage suffered in this manner can be restored via restoration or more powerful healing magic.			

☒ **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 18

Disease Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Standard Actions

Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d0 (1) bludgeoning damage.

Touch Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d0 (1) bludgeoning damage.

Touch Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d0 (1) bludgeoning damage.

Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d0 (1) bludgeoning damage.



Illustration 2: Stirge

STRIX



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Uncommon			
Role	Soldier / Minion			
Organization	Solitary, Hunting Party (3-6x), War Party (5-12x), or Tribe (22x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	5	38	69	138
Speed	30 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, 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 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
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	Common, Strix			
Challenge	1	6	10	14
Special Abilities & Qualities	Nocturnal Strix gain advantage on Perception and Stealth checks in dim light or darkness.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Spear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.</p>	<p>Spear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.</p>	<p>Spear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) piercing damage.</p> <p>Spear Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) piercing damage.</p>	<p>Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11/x3 (18) piercing damage.</p> <p>Spear Ranged weapon attack: +3 to hit, one target. Hit 2d6+8/x3 (15) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Spear (2x)			



STYMPHALIDIES



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains or Coastlines			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary, Pair, or Flight (3-9x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	35	84	157	233
Speed	20 ft. Fly 120 ft. (Poor)			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	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 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine and magic			
Immunities	Fire			
Vulnerabilities	Vulnerability to Sonic			
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	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Bleed You can cause wounds that continue to bleed, inflicting additional 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****Saving Throw**

Constitution DC 15

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Glare As a standard action, in any area of normal or brighter light, a stymphalidies can ruffle its metallic feathers in such a way as to blind all creatures nearby. Any creature within 30 feet must succeed at a Constitution save or be blinded for 1d6 minutes. A creature can defend against this effect in the same way it would a gaze attack. This is a sight-based effect.

Special Abilities & Qualities

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

Special Abilities & Qualities

Wing Razors A stymphalidies's metallic feathers are razor-sharp. In addition to being able to slash creatures with its wings as a melee attack, it may beat its wings, flinging two large, feathered shards at a single target. These wing razors deal slashing damage and cause bleed, with a range increment of 50 feet. A stymphalidies can use this attack a number of times per day equal to its Constitution modifier.

Standard Actions

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

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

Wing Razors Ranged weapon attack: +5 to hit, one target. Hit 1d6 (6) slashing damage.

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

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

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

Wing Razors Ranged weapon attack: +2 to hit, one target. Hit 1d6 (6) slashing damage.

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Talons Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Wing Razors Ranged weapon attack: +4 to hit, one target. Hit 1d8 (8) slashing damage.

Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning 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.

Wing Razors Ranged weapon attack: +4 to hit, one target. Hit 2d6 (7) slashing damage.

Wings Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SULI



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Leader / Normal			
Organization	Single, Pair, or Group (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (breastplate)	17 (breastplate)	20 (breastplate)	21 (breastplate)
Hit Points	11	42	84	137
Speed	20 ft.			
Size, Type, Alignment	Medium celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good	Large celestial, lawful good
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	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 5 (-3)	WIS 5 (-3)	WIS 9 (-1)	WIS 9 (-1)
	CHA 17 (+3)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-			
Resistances	Acid			
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	Auran, Common			
Challenge	1	6	10	14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.</p> <p>Shield Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d419-00 (210) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d419-00 (210) piercing damage.</p>	<p>Shield Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d819-00 (410) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d819-00 (410) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d419-00 (210) piercing damage.</p> <p>Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d419-00 (210) piercing damage.</p>	<p>Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) bludgeoning damage.</p> <p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d419-00 (210) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d419-00 (210) piercing damage.</p>	<p>Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) bludgeoning damage.</p> <p>Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8/19-00 (12) piercing damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d6+8/19-00 (12) piercing damage.</p> <p>Crossbow, Light Ranged weapon attack: +2 to hit, one target. Hit 2d6/19-00 (7) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-	<p>Paladin (CL 6): <i>horn of pursuit; magic weapon</i></p>	<p>Paladin (CL 10): <i>angelic aspect; prayer; bestow grace; bless; grace; haze of dreams; horn of pursuit; magic weapon</i></p>	<p>Paladin (CL 14): <i>dimensional blade; dispel evil and good; fire of vengeance; angelic aspect; prayer; bestow grace; bless; grace; haze of dreams; horn of pursuit; magic weapon</i></p>
Possessions	Longsword; shield; breastplate; light crossbow; crossbow bolts (10x); dagger			



SUNLORD THALACHOS



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	77	123	191	326
Speed	50 ft. Fly 100 ft. (Good)			
Size, Type, Alignment	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good	Huge celestial, neutral good
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 25 (+7)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	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 18 (+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	Electricity, all physical attacks except evil			
Immunities	Acid, Cold, Fire, Petrification			
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	Truespeech			
Challenge	7	11	15	19

Special Abilities & Qualities

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

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.

Change Shape Small or Medium humanoid or elemental (as Alter Self or Elemental Body II).

Divine Trigger Thalachos can activate any divine spell from a spell trigger item as if he were a 15th-level caster.

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

Protective Aura Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and advantage on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level 19).

Special Abilities & Qualities

Regeneration Thalachos is difficult to kill. He heals damage at 10 points per round, as with fast healing, but cannot die as long as his regeneration is still functioning (although he still falls unconscious when his hit points are below 0). Evil weapons and effects cause his regeneration to stop functioning on the round following the attack. During this round, he 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 19	Saving Throw Constitution DC 22
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Stun If Thalachos strikes a creature twice in the same round with his scimitars (whether two strikes with one scimitar or one strike with each), that creature must succeed at a Constitution save or be stunned for 1d6 rounds.

Standard Actions

Flaming/Holy Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 2d6+6/x3 (13) piercing damage.	Flaming/Holy Composite Longbow Ranged weapon attack: +5 to hit, one target. Hit 2d6+6/x3 (13) piercing damage.	Flaming/Holy Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 2d6+8/x3 (15) piercing damage.	Flaming/Holy Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 3d6x3 (2) piercing damage.
Flaming/Holy Scimitar Melee weapon attack: +4 to hit, reach 5 ft., two targets. Hit 1d8+8/18-00 (12) slashing damage.	Flaming/Holy Scimitar Melee weapon attack: +4 to hit, reach 5 ft., two targets. Hit 1d8+8/18-00 (12) slashing damage.	Flaming/Holy Scimitar Melee weapon attack: +4 to hit, reach 10 ft., two targets. Hit 1d8+8/18-00 (12) slashing damage.	Flaming/Holy Scimitar Melee weapon attack: +7 to hit, reach 15 ft., two targets. Hit 2d6+16/18-00 (23) slashing damage.

Special Actions

Truespeech All angels can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.

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

aid (at will); blade barrier (1/day); continual flame (at will); cure wounds (7/day); daylight (3/day); detect evil and good (at will); dispel evil and good (at will); dispel magic (at will); fire shield (/day); flame strike (1/day); heal (1/day); holy aura (at will); invisibility (self only) (at will); plane shift (at will); remove curse (at will); lesser restoration (at will); see invisibility (3/day); sunburst (1/day)

Spellcasting

-

Possessions

Flaming/holy composite longbow; arrows (20x); flaming/holy scimitar (2x)

SUTURE VINE



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Clinic (3-5x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	7	31	73	128
Speed	15 ft. Climb 15 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	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 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	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	psychic, paralyzed, poisoned, Polymorph, 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.
Languages	-			
Challenge	1	6	10	14

Special Abilities & Qualities **Blood Sense** A suture vine can sense badly wounded creatures, including those at less than half their normal hit point total or suffering from bleed damage, as if it had the scent ability.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Seal Wound A suture vine instinctively latches on to a creature that suffers from bleed damage or is at less than half its normal hit point total. When it attempts to seal wounds in this way, it must make a normal vine attack but gains the attach ability. If it successfully attaches to the target (dealing damage as normal), any bleed damage currently suffered by the target immediately ends. The suture vine remains attached for 24 hours, gaining nutrients from sipping at the victim's blood but never enough to cause any further damage. The vine drops off automatically once a target has no hit point damage or 24 hours have passed, whichever comes first. A suture vine can seal wounds in this manner only once per day.

Standard Actions

Vine Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d2+0 (2) bludgeoning damage.

Vine Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d3+0 (2) bludgeoning damage.

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

Vine Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



SVARTALFAR



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Shadow Plane)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, Cabal (3-12x), or Clan (10-30x)			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	18	37	82	173
Speed	40 ft.			
Size, Type, Alignment	Small fey, lawful evil	Small fey, lawful evil	Medium fey, lawful evil	Large fey, lawful evil
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 18 (+4)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 19 (+4)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 20 (+5)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	Light Blindness			
Senses	Passive Perception +11, Darkvision 120 ft.	Passive Perception +15, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.
Languages	Aklo, Common, Elvish, Sylvan			
Challenge	5	9	13	17
Special Abilities & Qualities	Bane Once per day as a swift action, a svartalfar can imbue one of its weapons with the bane weapon special ability. It must select one creature type (and subtype, if choosing humanoid or outsider) when it uses this ability. This lasts for 1 hour. This ability only functions while the svartalfar wields the weapon.			
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.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Longsword Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) slashing damage.	Longsword Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) slashing damage.	Longsword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.	Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8/19-00 (15) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>chill touch (at will); corrosive touch (at will); force punch (1/day); chill touch (3/day); invisibility (greater) (1/day); ray of enfeeblement (1/day); vanish (3/day)</i>			
Spellcasting	-			
Possessions	Longsword			

SVIRFNEBLIN



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion	Lurker / Minion	Lurker / Normal	Lurker / Normal
Organization	Solitary, Company (2-4x), Squad (5-20x+), or Band (30-50x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	16	67	134	209
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 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	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 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 120 ft.	Passive Perception +12, Darkvision 120 ft.	Passive Perception +15, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.
Languages	Gnomish, Undercommon			
Challenge	1	6	10	14
Special Abilities & Qualities	Stonecutting Svirkneblin have advantage on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.			
Special Abilities & Qualities	Fortunate Svirkneblin have advantage on all saving throws.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Hatred** Svirfneblin have advantage on attack rolls against dwarves and reptilian humanoids.**Special Abilities & Qualities****Skilled** Svirfneblin have advantage on Stealth, Alchemy, and Perception checks.**Standard Actions****Heavy Pick** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4x4 (1) bludgeoning damage.**Light Crossbow** Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (5) piercing damage.**Light Crossbow** Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (5) piercing damage.**Light Crossbow** Ranged weapon attack: +3 to hit, one target. Hit 1d10/19-00 (6) piercing damage.**Light Crossbow** Ranged weapon attack: +2 to hit, one target. Hit 1d6/19-00 (4) piercing damage.**Heavy Pick** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4x4 (3) piercing damage.**Heavy Pick** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6/x4 (8) piercing damage.**Heavy Pick** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+11/x4 (14) piercing damage.**Special Actions****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.**Legendary Actions**

-

Innate Spellcasting*blindness/deafness (1/day); blur (1/day); disguise self (1/day); nondetection (at will)***Spellcasting**

-

Possessions

Heavy pick; light crossbow; crossbow bolts (10x)

SWAN (TRUMPETER)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Lakes or Swamps			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Flock (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	3	35	75	135
Speed	10 ft. Fly 100 ft. (Average)			
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 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	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 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	1	6	10	14

Standard Actions	Low	Moderate	Advanced	Elite
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: +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.	
Wing Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.	Wing Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Wing Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Wing Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SWAN MAIDEN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Lakes or Swamps			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Flock (3-10x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	22	57	109	195
Speed	20 ft. Fly 30 ft. (Good)			
Size, Type, Alignment	Small fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good
Ability Scores / Saves	STR 7 (-2)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+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	Cold, all physical attacks except cold iron			
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, Sylvan			
Challenge	6	10	14	18

Special Abilities & Qualities

Feather Cloak Without her feather cloak, a swan maiden can't use her change shape ability.

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****Trackless Step** A fey creature does not leave a trail in natural surroundings and cannot be tracked. It can choose to leave a trail, if it so desires.**Special Abilities & Qualities****Transformation Ritual** A swan maiden can transform a willing good female humanoid into a swan maiden via a ritual that takes 24 hours. The humanoid loses her class and racial abilities.**Standard Actions****Longbow** Ranged weapon attack: +6 to hit, one target. Hit 1d8+0/x3 (4) piercing damage.**Longsword** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0/19-00 (4) slashing damage.**Longbow** Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.**Longsword** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.**Longbow** Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage.**Longsword** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.**Longsword** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8/19-00 (15) bludgeoning damage.**Longbow** Ranged weapon attack: +5 to hit, one target. Hit 2d6x3 (1) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*confusion (1/day); dancing lights (at will); sleep (1/day); entangle (1/day); glitterdust (1/day); major image (1/day)***Spellcasting**

-

Possessions

Longsword; longbow; arrows (20x)

SWARM (SNAKE)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary or Nest (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	23	77	136
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+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 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, Weapon Damage			
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	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
	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: -3 to hit, reach 0 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Swarm Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SWARM (VENOMOUS SNAKE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Common			
Role	Brute / Elite			
Organization	Solitary, Nest (2-4x), or Knot (5-7x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	39	65	134	219
Speed	20 ft. Climb 20 ft. Swim 10 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 17 (+3)
	CON 15 (+2)	CON 15 (+2)	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 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, Weapon Damage			
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 Constitution DC 15	Saving Throw Constitution DC 16	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.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Poison Swarm-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. Ability damage lost to this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Swarm Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SYLPH



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Minion	Skirmisher / Minion	Skirmisher / Normal	Skirmisher / Normal
Organization	Solitary, Pair, or Gang (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	9	32	81	141
Speed	30 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 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	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 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	Electricity			
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	Auran, Common, Elvish, Halfling			
Challenge	1	6	10	14

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: +4 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.</p>	<p>Returning Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Returning Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p>	<p>Returning Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Returning Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p>	<p>Returning Dagger Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+8/17-00 (12) piercing damage.</p> <p>Returning Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d6+8/17-00 (12) piercing damage.</p>
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☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Legendary
Actions**

-

Innate

feather fall (1/day)

Spellcasting

Spellcasting

-

Possessions

Dagger

Returning dagger

Returning dagger

Returning dagger

SYRINX ADEPT



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Rare			
Role	Controller / Minion			
Organization	Solitary, Pair, or Cell (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	13 (natural armor)	16 (natural armor5)	15 (natural armor)
Hit Points	2	22	67	100
Speed	30 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 11 (+0)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 10 (+0)
	CON 7 (-2)	CON 8 (-1)	CON 12 (+1)	CON 12 (+1)
	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 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 +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Syrinx			
Challenge	1	6	10	14
Special Abilities & Qualities	Pride Syrinx gain advantage on saving throws against mind-affecting effects.			
Special Abilities & Qualities	Speak with Avians Syrinx can speak with all birds of the animal creature type and bird-like magical beasts			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Quarterstaff Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Quarterstaff Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Quarterstaff Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Quarterstaff Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Arcane (CL 3) <i>aid; mirror image; protection from energy; bless; command; comprehend languages; cure wounds; detect magic</i>	Arcane (CL 6) <i>aid; invisibility; mirror image; protection from energy; bless; command; comprehend languages; cure wounds; detect magic</i>	Arcane (CL 10) <i>lightning bolt; lesser restoration; aid; invisibility; mirror image; protection from energy; bless; command; comprehend languages; cure wounds; detect magic</i>	Arcane (CL 14) <i>polymorph; lightning bolt; lesser restoration; aid; invisibility; mirror image; protection from energy; bless; command; comprehend languages; cure wounds; detect magic</i>
Possessions	Quarterstaff			



TALMANDOR



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any (Extraplanar)			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	Triple			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	22 (natural armor)	22 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	112	226	461	651
Speed	40 ft. Fly 180 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 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 22 (+6)	DEX 22 (+6)	DEX 25 (+7)	DEX 26 (+8)
	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)	CON 28 (+9)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+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	Cold, all physical attacks except evil and silver			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.	Passive Perception +24, Darkvision 60 ft.
Languages	Celestial, Common, Draconic, Infernal, Discern Lies, Speak with Animals, Speak with Animals, Truespeech			
Challenge	8	15	27	31

Special Abilities & Qualities

Damage 8d6 **Damage** 14d6 **Damage** 20d6 **Damage** 30d6

Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 38 times per day. With one use of this ability, you can heal hit points of damage. Using this ability is a standard action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing that same amount of enervation damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

Benevolent Mercy When Talmandor uses his lay on hands ability, he also removes all of the following conditions from the target: dazed, nauseated, paralyzed, poisoned, sickened, and stunned.

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

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

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**Save** Wisdom DC 18**Save** Wisdom DC 21**Save** Wisdom DC 25**Save** Wisdom DC 28**Damage** 8d6**Damage** 12d6**Damage** 18d6**Damage** 24d6

Channel Positive Energy You can unleash a wave of positive energy. You must choose to deal positive energy damage to undead creatures or to heal living creatures of this amount of damage. Creatures that take damage from channeled energy receive a Wisdom save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Special Abilities & Qualities**Save** Dexterity DC 18**Save** Dexterity DC 21**Save** Dexterity DC 25**Save** Dexterity DC 28

Coruscating Charge When Talmandor charges, he can transform his body into golden light. He becomes incorporeal until he arrives at the end of his charge and makes his physical attacks. In this form, he radiates light as a daylight spell. Any evil creature whose space he passes through is affected as by sunbeam (Dexterity negates), while good-aligned creatures whose space he passes through gain the benefit of good hope for 1d4 rounds.

Standard Actions

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12/18-00/x3 (19) slashing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+12/18-00/x3 (19) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+12/18-00/x3 (22) slashing damage.

Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 6d6+18/18-00/x3 (39) slashing damage.

Wing Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d3+9 (15) bludgeoning damage.

Wing Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d3+9 (15) bludgeoning damage.

Wing Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d4+4 (12) bludgeoning damage.

Wing Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d8+6 (20) bludgeoning damage.

Special Actions**Save** Wisdom DC 18**Save** Wisdom DC 21**Save** Wisdom DC 25**Save** Wisdom DC 28

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 40 feet. 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.

Quell the Profane Talmandor's frightful presence aura affects only evil creatures. Evil creatures inside Talmandor's protective aura also become sickened, and profane bonuses are suppressed within his aura unless their caster level exceeds 20th.

Special Actions

Protective Aura Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of Talmandor. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (and a caster level of 20th). The defensive benefits from the magic circle are not included in the statistics above.

Special Actions**Damage** 2d6**Damage** 3d6**Damage** 4d6**Damage** 6d6

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.

Special Actions

Sacred Slasher When attacking with his claws, threatens a critical hit on a roll of 18–20 and multiplies critical hit damage by 3. His claws overcome all damage reduction of evil creatures.

Special Actions

True Seeing This creature can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.

Truespeech This creature can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.

Innate Spellcasting

aid (at will); dispel magic (3/day); gust of wind (at will); command (at will); control weather (3/day); control winds (3/day); daylight (at will); dimension door (at will); dispel evil and good (at will); blink (self only) (at will); divine favor (1/day); freedom of movement (at will); hold monster (at will); holy aura (3/day); magic missile (at will); mind blank (at will); wish (3/day); overwhelming presence (1/day); plane shift (3/day); chain lightning (3/day); lesser restoration (at will); see invisibility (at will); speak with animals (at will); counterspell (3/day); summon monster (1d4+1 avorals 100%) (1/day); sunburst (1/day); true seeing (at will); whirlwind (1/day); wind wall (at will)

TANINIVER



Low

Moderate

Advanced

Elite

Terrain	Any Land or Underground
Rarity	Rare
Role	Skirmisher / Solo
Organization	Solitary
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	82	144	254	394
Speed	30 ft. Fly 200 ft. (Clumsy)			
Size, Type, Alignment	Large dragon, neutral evil	Large dragon, neutral evil	Huge dragon, neutral evil	Gargantuan dragon, neutral evil
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 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except good and magic			
Immunities	Magical unconscious, paralyzed, unconscious, Visual Effects			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +21, Darkvision 120 ft.
Languages	Common, Draconic, Undercommon			
Challenge	8	14	20	24
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 24
	Breath Weapon A taniniver's breath weapon is a hideous gray cloud of disease particles. Any creature in the area must succeed at a Constitution save or contract mummy rot. The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Ongoing saving throws against the disease use the dragon's breath weapon DC.			

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

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Saving Throw

Constitution DC 24

Disease A taniniver's natural attacks infect its opponent with a random disease from the following list: blinding sickness, bubonic plague, cackle fever, leprosy, mindfire, or shakes.**Special Abilities & Qualities****Saving Throw**

Wisdom DC 17

Saving Throw

Wisdom DC 19

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 40 feet. 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****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.

Standard Actions**Bite** Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.

Bite Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 4d4+13 (23) piercing damage.

Bite Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 4d6+11 (25) piercing damage.

Bite Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.

Claw Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.

Claw Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.

Claw Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 2d8+11 (20) slashing damage.

Claw Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.

Tail Slap Melee weapon

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

Tail Slap Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Tail Slap Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 2d8+11 (20) bludgeoning damage.

Tail Slap Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 4d8+16 (34) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting*animate dead (3/day); eyebite (1/day); abi-dalzim's horrid wilting (1/day); inflict wounds (3/day); symbol of pain (1/day)***Spellcasting**

-

Possessions

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TANUKI



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests or Urban
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Gathering (3-8x)
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	50	87	145	225
Speed	30 ft.			

Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
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Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 16 (+3)	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 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)

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 +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Common, Tanuki			
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Challenge	5	9	13	17
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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 **Sake Affinity** As a swift action, a tanuki can take a swig of sake from the gourd it always carries at its side. When it does so, it gains the effect of one of the following spells at caster level 7th: divine favor, false life, haste, or rage. Unusual tanukis might have additional spell effect choices at the GM's discretion. Each time a tanuki takes a swig of sake, it becomes progressively drunker and takes a -1 penalty to its AC and on Reflex saves for 1 minute. These penalties stack.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Quarterstaff Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p> <p>Sling Ranged weapon attack: +4 to hit, one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Quarterstaff Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p> <p>Sling Ranged weapon attack: +4 to hit, one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.</p>	<p>Quarterstaff Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p> <p>Sling Ranged weapon attack: +6 to hit, one target. Hit 1d4+5 (8) bludgeoning damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p>	<p>Quarterstaff Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9/+5 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.</p> <p>Sling Ranged weapon attack: +4 to hit, one target. Hit 1d6+9 (12) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Quarterstaff; sling; sling bullets (20x)			



TAOTIEH



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Brute / Elite
Organization	Solitary or Pair
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	36	69	99	134
Speed	40 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
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 16 (+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 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	Acid, all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, 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 +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
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.			



Low



Moderate



Advanced



Elite



Special Abilities & Qualities

Swallow Whole A taotieh can expand its jaws to swallow Large or smaller creatures. When swallowed, a victim is transported to its own lightless pocket dimension—a stone prison just large enough to contain the victim. Creatures do not take damage within this pocket dimension, but there is only enough air inside to last for 3 rounds. At the end of the third round, the trapped creature must hold its breath or risk suffocation. A creature that attempts to carve its way out of this dimension with a weapon must be able to penetrate the surrounding walls' AC 19. When a creature manages to cut its way out of this dimension, it appears to leap out of the taotieh's mouth to emerge into any square adjacent to the taotieh's space—no actual hole is created in the creature, and new creatures that are swallowed later must cut their own way out. When a taotieh is destroyed, its body bursts open to allow the contents of its extradimensional stomachs to spill out into adjacent spaces. A taotieh can swallow up to four creatures at any one time.

The creature makes one bite Attack against a target at least one size category smaller. 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.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+10 (14) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+10 (12) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+12 (14) slashing damage.

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

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14 (24) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+14 (21) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

TARDIGRADE (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	8	40	91	151
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 15 (+2)	CON 15 (+2)	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	Acid			
Immunities	psychic			
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	Hardy A giant tardigrade is able to endure extreme conditions for extended periods of time. It is unharmed by extreme cold, extreme heat, and less extreme temperatures. It takes no damage from decompression (such as in the vacuum of space) or high-pressure environments (such as in extremely deep water).			
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.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



TARRASQUE



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	234	309	525	684
Speed	40 ft., Rush			
Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 21 (+5)	STR 26 (+8)	STR 28 (+9)	STR 30 (+10)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)
	CON 22 (+6)	CON 22 (+6)	CON 24 (+7)	CON 26 (+8)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Acid, Bleed, diseased, Fire, psychic, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Aklo, Cannot Speak			
Challenge	15	20	30	35

Special Abilities & Qualities **Carapace** The tarrasque's scales deflect cones, lines, rays, and magic missile spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Wisdom DC 21	Wisdom DC 22	Wisdom DC 126	Wisdom DC 27

Fightful 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 40 feet. 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.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Regeneration No form of attack can suppress the tarrasque's regeneration-it regenerates even if disintegrated or slain by a death effect. If the tarrasque fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon its remains. It can be banished or otherwise transported as a means to save a region, but the method to truly kill it has yet to be discovered. You are difficult to kill. You heal damage at 40 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

Rush Once per minute for 1 round, the tarrasque can move at a speed of 150 feet. This also grants the creature advantage on Acrobatics checks for 1 round.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+13/15-00/x3 (27) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d10+13 (18) slashing damage.

Gore Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d8+13 (18) piercing damage.

Spine Ranged weapon attack: +3 to hit, one target. Hit 2d8+9/x3 (18) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+13 (24) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+19/15-00/x3 (33) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+19 (24) slashing damage.

Gore Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d8+19 (24) piercing damage.

Spine Ranged weapon attack: +3 to hit, one target. Hit 2d8+13/x3 (22) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+19 (30) bludgeoning damage.

Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+15/15-00/x3 (33) piercing damage.

Claw Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 1d12+15 (22) slashing damage.

Gore Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 1d10+15 (20) piercing damage.

Spine Ranged weapon attack: +5 to hit, one target. Hit 2d10+15/x3 (26) bludgeoning damage.

Tail Slap Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+7 (20) bludgeoning damage.

Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 8d6+17/15-00/x3 (45) piercing damage.

Claw Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d6+17 (28) slashing damage.

Gore Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 2d8+17 (26) piercing damage.

Spine Ranged weapon attack: +6 to hit, one target. Hit 4d8+17/x3 (35) bludgeoning damage.

Tail Slap Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d6+8 (29) bludgeoning damage.

Special Actions

Spines The tarrasque can loose a volley of six spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine-all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.

Special Actions

Saving Throw DC 21
Damage 3d6

Saving Throw DC 22
Damage 5d6

Saving Throw DC 26
Damage 7d6

Saving Throw DC 27
Damage 8d6

Swallow Whole The creature makes one 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 it takes cold damage at the start of each of the creature's turns. 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.



TARSIER



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Family (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	8	29	72	137
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 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	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 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 +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	Tarsier's Leap A tarsier's long hind limbs make it an excellent leaper. A tarsier attempts Acrobatics checks to jump as though it had a running start and doesn't take a penalty on Acrobatics checks to jump from having a slow base speed.			
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.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



TATAKA (RAKSHASA)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary, Pair, or Patrol (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	102	159	272	404
Speed	40 ft.			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful 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 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and piercing			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft., Truesight	Passive Perception +16, Darkvision 60 ft., Truesight	Passive Perception +18, Darkvision 60 ft., Truesight	Passive Perception +20, Darkvision 60 ft., Truesight
Languages	Common, Infernal, Undercommon			
Challenge	8	12	18	22
Special Abilities & Qualities	Change Shape All rakshasas have the ability to change shape into any humanoid, as if using alter self.			
Special Abilities & Qualities	Detect Thoughts A rakshasa can detect thoughts as per the spell of the same name. A rakshasa can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus gains the maximum amount of information possible. The Wisdom save DC to resist this effect is equal to 10 + 1/2 the rakshasa's HD + the rakshasa's Charisma modifier.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 3d6**Damage** 4d6

Martial Artist A tataka's unarmed strikes deal lethal bludgeoning damage. If a tataka gains monk levels, it uses its tataka unarmed strike damage or its monk unarmed strike damage, whichever is higher. Its unarmed strikes function as lawful and evil weapons for overcoming damage reduction.

Standard Actions

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.

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

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting**Sorcerer (CL 8):**

fog cloud; black spot; acid arrow; darkness; detect thoughts; fiery runes; charm person; chill touch; hypnotic pattern; icicle dagger; magic missile; acid splash; dancing lights; detect magic; light

Sorcerer (CL 12):

fog cloud; black spot; lightning bolt; acid arrow; darkness; detect thoughts; fiery runes; charm person; chill touch; hypnotic pattern; icicle dagger; magic missile; acid splash; dancing lights; detect magic; light

Sorcerer (CL 18):

fog cloud; black spot; wind wall; fireball; flame arrows; lightning bolt; acid arrow; darkness; detect thoughts; fiery runes; charm person; chill touch; hypnotic pattern; icicle dagger; magic missile; acid splash; dancing lights; detect magic; light

Sorcerer (CL 20):

fog cloud; black spot; charm monster; wind wall; fireball; flame arrows; lightning bolt; acid arrow; darkness; detect thoughts; fiery runes; charm person; chill touch; hypnotic pattern; icicle dagger; magic missile; acid splash; dancing lights; detect magic; light

Possessions

-

TATZLWYRM



	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Rare			
Role	Leader / Minion			
Organization	Solitary or Nest (2-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	26	54	109	177
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium dragon, unaligned	Medium dragon, unaligned	Medium dragon, unaligned	Large dragon, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	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	Magical unconscious, paralyzed			
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	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 Gasp A tatzlwyrms breath contains a poisonous vapor. While grappling, instead of making a bite or rake attack, a tatzlwyrms can breathe poison into its victims face. A tatzlwyrms must begin its turn grappling to use this ability-it can't begin a grapple and use its poison gasp in the same turn. Tatzlwyrms poison: Breath-inhaled; save Constitution; frequency 1/round for 2 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****Rake** Against a grappled opponent, you may make two additional Bite 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.**Standard Actions****Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+2 (9) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+7 (18) piercing damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

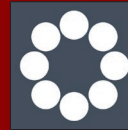
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Possessions

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TENDRICULOS



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Grove (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	23	71	131	205
Speed	20 ft.			
Size, Type, Alignment	Large plant, unaligned	Huge plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 11 (+0)	DEX 7 (-2)	DEX 12 (+1)	DEX 10 (+0)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 1 (-5)	CHA 1 (-5)	CHA 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Sylvan, Cannot Speak			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Paralysis You can render your victims immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Constitution saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.			

**Low****Moderate****Advanced****Elite****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

Saving Throw DC 14
Damage 2d6

Saving Throw DC 17
Damage 3d6

Saving Throw DC 19
Damage 4d6

Saving Throw DC 21
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

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

Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+7 (10) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage.

Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.

Tentacle Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+12 (26) piercing damage.

Tentacle Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

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TENE BROUS WORM



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Plane of Shadow)			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary, Pair, or Swarm (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	50	108	182	267
Speed	20 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, 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 14 (+2)	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 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid			
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	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
	Acid The acid of a tenebrous worm's bite affects only organic matter - as it dissolves creatures, it converts their flesh to shadow that swiftly fades away, leaving raw, jagged wounds behind. In dim light, acid damage dealt by a tenebrous worm's bite doubles, while in darkness or bright light, the acid damage is reduced by half (rounded down).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 1d6	Saving Throw Dexterity DC 17 Damage 2d6	Saving Throw Dexterity DC 19 Damage 3d6	Saving Throw Dexterity DC 21 Damage 4d6
	Bristles Long bristles of shadowstuff extend from between the tenebrous worm's armor plates. These bristles react swiftly to attacks, stabbing at any creature that attempts to harm the worm. Each time a creature attacks a tenebrous worm, it must make a Dexterity save to avoid being punctured by several bristles. Each time a creature is punctured by these bristles, it takes piercing damage and is exposed to the tenebrous worm's poison. A creature that grapples a tenebrous worm is automatically hurt by these bristles.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Poison Bristles - injury; save Constitution, frequency 1/round for 6 rounds, effect paralysis for 1d4 rounds plus 1d2 Constitution damage (the duration of the paralysis is cumulative with each failed save), cure 2 consecutive saves. Ability damage suffered to this effect requires restoration or more potent healing magic to recover.			
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10+1 (6) piercing damage.	Bite Melee weapon attack: +3 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 3d6+9 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+12 (26) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TENGU



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains or Urban			
Rarity	Uncommon			
Role	Skirmisher / Minion	Skirmisher / Minion	Skirmisher / Normal	Skirmisher / Normal
Organization	Solitary, Pair, or Conspiracy (3-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	10	35	83	144
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	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 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
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, Draconic, Gnomish, Tengu			
Challenge	1	6	10	14
Special Abilities & Qualities	Sneaky Tengu gain advantage on Perception and Stealth checks.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<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: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) piercing damage.</p>	<p>Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (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>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7/19-00 (10) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+7/19-00 (10) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.</p> <p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+10/19-00 (14) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d6+10/19-00 (14) bludgeoning damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) piercing damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Dagger (4x); shortbow; arrows (20x)			



TENTAMORT



	Low	Moderate	Advanced	Elite
Terrain	Any Marshes or Underground			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Brood (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	46	76	128	190
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	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 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 +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	All-Around Vision You can see in all directions at once. You cannot be flanked.			
Special Abilities & Qualities	Damage 1d6	Damage 2d4	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).			

**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 20

Poison Sting - injury; save Constitution; frequency 2 rounds; effect 1d4 Constitution damage plus nausea; 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+2 (6) piercing damage.

Sting Melee weapon

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

Sting Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.

Sting Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Tentacle Melee weapon

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

Tentacle Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.

Tentacle Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.

Tentacle Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

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Possessions

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TERMITE (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests, Plains, or Underground			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Nest (3-9x), or Colony (10-60x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	15	48	89	168
Speed	30 ft. Climb 30 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 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	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 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	psychic			
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
Special Abilities & Qualities	Gnaw A giant termite's bite attack automatically hits against objects of AC 18 or less and deals an additional 1d6 acid damage each round.			
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+1 (6) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) 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 -



TERRA-COTTA SOLDIER



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Troop (3-12x), or Army (13x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	24	44	64	87
Speed	30 ft.			
Size, Type, Alignment	Small construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	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 1 (-5)
	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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Keep Weapons After it has engaged in at least 1 round of combat, a terra-cotta soldier's weapons automatically gain an increase in the range of their critical hit threat. This effect persists until the end of the battle.			
Special Abilities & Qualities	Rank Fighting Whenever a terra-cotta soldier is adjacent to another terra-cotta soldier, it gains a +2 dodge bonus to its AC and a advantage on saving throws, attack rolls, and damage rolls.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Longsword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.</p> <p>Shortsword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.</p> <p>Slams Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.</p> <p>Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.</p> <p>Slams Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.</p> <p>Shortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.</p> <p>Slams Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10/19-00 (17) slashing damage.</p> <p>Shortsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.</p> <p>Slams Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword; shortsword			



THAIS (HERALD OF FREEDOM)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Elysium)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary			
Treasure	Triple			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	21 (natural armor)	21 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	84	133	211	360
Speed	50 ft. Fly 80 ft. (Good)			

Size, Type, Alignment	Medium celestial, chaotic good	Medium celestial, chaotic good	Large celestial, chaotic good	Huge celestial, chaotic good
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Ability Scores / Saves	STR	17 (+3)	STR	17 (+3)	STR	19 (+4)	STR	24 (+7)
	DEX	20 (+5)	DEX	22 (+6)	DEX	20 (+5)	DEX	21 (+5)
	CON	17 (+3)	CON	17 (+3)	CON	19 (+4)	CON	23 (+6)
	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	19 (+4)	CHA	19 (+4)	CHA	19 (+4)	CHA	21 (+5)

Saving Throws	-	-	-	-
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Resistances all physical attacks except lawful

Immunities -

Vulnerabilities -

Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
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Languages Auran, Celestial, Common, Draconic, Infernal

Challenge	8	13	17	21
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Special Abilities & Qualities **Aligned** Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Good for the purpose of resolving resistance.

Special Abilities & Qualities **Aura of Bravery** Thais is surrounded by an aura of courage that inspires her allies. Friendly creatures in a 20-foot radius are affected by the spells remove fear and remove paralysis. Each ally also gains advantage on attack rolls, weapon damage rolls, saves, and skill checks, while each hostile creature suffers disadvantage on such rolls.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Change Shape** This can assume the form of a female elf, half-elf, or human from Medium to Huge size at will.**Special Abilities & Qualities****Charmed Life** As the personification of luck, Thais gains a +1 luck bonus on all saving throws. Additionally, up to three times per day, she can choose to reroll any die roll that she makes before it results in success or failure. She must take the result of the reroll, even if it's worse than the original roll.**Standard Actions****Tyranny's Foil** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00/x3 (8) bludgeoning damage.**Tyranny's Foil** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00/x3 (8) bludgeoning damage.**Tyranny's Foil** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12/19-00/x3 (21) bludgeoning damage.**Tyranny's Foil** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+18/19-00/x3 (32) bludgeoning damage.**Special Actions****Fortune's Kiss** Three times per day, as a standard action, Thais can blow a kiss that grants good luck to any one creature within 30 feet. The target can roll his next d20 roll twice and take the better result. Note that this effect stacks with advantage in that the recipient may roll normally, and then choose to re-roll one d20 die.**Special Actions****Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 20**Saving Throw**
Wisdom DC 23**Damage** 3d6**Damage** 5d6**Damage** 7d6**Damage** 10d6**Piercing Gaze** Thais's penetrating gaze burns deep into the hearts and souls of enemies within 30 feet. Lawful enemies must make a Wisdom save or take psychic damage and become dazed. A successful save reduces this damage by half and negates the daze effect. Non-lawful creatures are unaffected by Thais's gaze.**Special Actions****Tyranny's Foil** Tyranny's Foil, also known as the Staff of Liberty, is a magical halberd. In addition, three times per day, as a standard action, Thais can use the halberd to open all nonmagical locked doors and bindings and break all non-magical chains and shackles within 30 feet (regardless of hardness). If Tyranny's Foil is ever removed from Thais' hands, she can summon the weapon back to her grasp as a free action.**Innate Spellcasting***dispel magic (3/day); blink (3/day); freedom of movement (at will); planar ally (3/day); plane shift (3/day); remove curse (3/day); true strike (at will)***Spellcasting**

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Possessions*Tyranny's Foil (halberd)*

THE FIRST BLADE



	Low	Moderate	Advanced	Elite
Terrain	Any Battle			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	102	156	282	421
Speed	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 21 (+5)	STR 21 (+5)	STR 23 (+6)	STR 29 (+9)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 25 (+7)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 16 (+3)
Saving Throws	-			
Resistances	Cold, all physical attacks except adamantine and law			
Immunities	Magic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Abyssal, Celestial, Common, Infernal, Protean			
Challenge	8	12	18	22

Special Abilities & Qualities

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

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.

Bladed Slam The First Blade's slam attacks deal bludgeoning and slashing damage. Its slams count as natural weapons or manufactured weapons (whichever is most beneficial to it) for the purpose of spells that enhance attacks, and as adamantine, chaotic, and magic for the purpose of overcoming damage reduction and bypassing hardness.

**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	Fortification The monster has a 75% chance to treat any critical hit or sneak attack as a normal hit, as if wearing moderate fortification armor. Ironsense The First Blade automatically detects iron objects within 60 feet, just as if it possessed the blindsight ability.			
Special Abilities & Qualities	Lord of Battle The First Blade is proficient in all weapons, and counts as an 18th-level barbarian and fighter for the purposes of all prerequisites. No Breath A creature with this ability does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.			
Standard Actions	Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d8+17 (26) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+17 (26) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d10+16 (27) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 6d8+25 (52) bludgeoning damage.
Special Actions	Rage Aura Willing creatures within 100 feet of the First Blade gain the effects of rage automatically (as Rage spell), whether they are allies or enemies of the herald. Those who choose not to be affected are immune to the aura until they leave the area and return.			
Special Actions	Regeneration The First Blade is difficult to kill. It heal damage at 5 points per round, as with fast healing, but it cannot die as long as its regeneration is still functioning (although it will still fall unconscious when its hit points are below 0). Adamantine weapons cause its regeneration to stop functioning on the round following the attack. During this round, it 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. It can regrow lost portions of its 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 Actions	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21	Saving Throw Constitution DC 24
	Swarm Form The First Blade can transform into a floating swarm of Tiny sharp metal fragments. In this form it has the swarm subtype, cannot make slam attacks, gains the distraction ability, and can make a swarm attack that deals 4d6 points of slashing damage to its targets.			
Innate Spellcasting	<i>blade barrier (1/day); chill metal (3/day); heat metal (3/day); instant summons (any nonmagical weapon) (at will); wall of iron (3/day)</i>			
Spellcasting	-			
Possessions	-			

THE GRAND DEFENDER



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary			
Treasure	Standard			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	23 (natural armor)
Hit Points	68	93	143	188
Speed	30 ft.			
Size, Type, Alignment	Large construct, lawful good	Large construct, lawful good	Huge construct, lawful good	Gargantuan construct, lawful good
Ability Scores / Saves	STR 21 (+5)	STR 21 (+5)	STR 23 (+6)	STR 29 (+9)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)
Saving Throws	-			
Resistances	all physical attacks except adamantine			
Immunities	Magic			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Celestial, Dwarven, Ignan, Terran			
Challenge	8	12	18	22

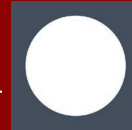
Special Abilities & Qualities **Ablative Adaptation** As a standard action, the Grand Defender can shed its outer layer of metal, revealing a slightly smaller version of itself underneath. This new form may be made of cold iron (changing its immunities to all physical attacks except cold iron), mithral (all physical attacks except silver), or iron (all physical attacks except adamantine). Its attacks count as this metal type for overcoming damage reduction. If the herald is brought to 0 hit points, it becomes inert; 1d4 hours after it last took damage, it sheds its outer layer and reanimates at half its normal hit points. Once shed, the outer layer decays into worthless powder over 1d4 minutes.

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.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 6d6	Saving Throw Dexterity DC 14 Damage 12d6	Saving Throw Dexterity DC 16 Damage 16d6	Saving Throw Dexterity DC 19 Damage 20d6
	Breath Weapon Like an iron golem, as a free action with Recharge 1, the Grand Defender can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the Grand Defender creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Inhaled; save Constitution; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. Ability damage suffered from this effect must be recovered via restoration or more powerful magic.			
Special Abilities & Qualities	Construct Traits Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.			
Standard Actions	Shield Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage. Warhammer Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13/x3 (24) bludgeoning damage.	Shield Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage. Warhammer Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13/x3 (24) bludgeoning damage.	Shield Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+11 (16) bludgeoning damage. Warhammer Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11/x3 (22) bludgeoning damage.	Warhammer Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+20/x3 (34) bludgeoning damage. Shield Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 2d6+8 (15) bludgeoning damage.
Special Actions	Defender's Shield The herald's shield is a +3 Shield, though it becomes nonmagical if the herald is destroyed or is no longer holding or wearing it.			
Special Actions	Saving Throw Dexterity DC 13 Damage 7d6	Saving Throw Dexterity DC 14 Damage 10d6	Saving Throw Dexterity DC 16 Damage 14d6	Saving Throw Dexterity DC 19 Damage 18d6
	Hammer Storm The herald can expel a volley of warhammers from its mouth, which functions like a breath weapon (30-foot cone, bludgeoning damage, Dexterity save halves, usable 1/day). If the herald is in its cold iron or mithral form, these hammers count as cold iron or silver, respectively. The herald can exclude any number of squares in the cone. The hammer storm creates 24 physical warhammers that persist after the instantaneous attack and may be used by creatures (though they're normal warhammers, not , cold iron, or mithral). The herald can spend 1 minute eating 24 warhammers (or an equivalent amount of metal such as that created by its ablative adaptation ability) to recharge this ability.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Shield; warhammer			

THE GRIM WHITE STAG



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	85	127	238	328
Speed	40 ft.			
Size, Type, Alignment	Gargantuan celestial, lawful good	Gargantuan celestial, lawful good	Gargantuan celestial, lawful good	Gargantuan celestial, lawful good
Ability Scores / Saves	STR 20 (+5)	STR 24 (+7)	STR 26 (+8)	STR 29 (+9)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-			
Resistances	Cold, all physical attacks except evil and silver			
Immunities	Electricity, Petrification			
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	Celestial, Common, Druidic, Sylvan, Languages			
Challenge	8	12	18	22

Special Abilities & Qualities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Good, Lawful for the purpose of resolving resistance.

Bugle The Stag can make a distinctive call that can be heard for miles. All who worship Erastil immediately recognize the sound and know the direction and general distance to it.

Cascade of Spears 1/day the Stag can shed fragments of its antlers, creating up to 18 +1 shortspears, +1 spears, or +1 longspears in any combination (or substitute five +1 arrows or +1 bolts for each spear). These weapons retain their magic for 22 minutes, after which they become common weapons made of antler.

Heroes' Feast To cast this spell, the Stag lies down and dies, its body becoming the magical feast. At the next sunrise, it returns to life with full hit points.

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

Wisdom DC 17

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 21

Saving Throw

Wisdom DC 23

Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 14 times per day. With one use of this ability, you can heal 11d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 11d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

Special Abilities & Qualities

Protective Aura This ability provides a +4 deflection bonus to AC and advantage on saving throws, but only against attacks or effects from evil creatures.

Special Abilities & Qualities

Push After making a successful melee strike, you may attempt another strike using the same attack bonus. If successful, this check pushes a creature directly away. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature. Any creature moved by a this push attack must make a Constitution saving throw or be Stunned for 1 round.

Standard Actions

Gore Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.

Gore Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d4+18/19-00 (28) piercing damage.

Gore Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+14/19-00 (28) piercing damage.

Gore Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+17/19-00 (35) piercing damage.

Hoof Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Hoof Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+18 (25) bludgeoning damage.

Hoof Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

Hoof Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+8 (22) bludgeoning damage.

Special Actions

Regeneration You are difficult to kill. You heal damage at 5 points per round, as with fast healing, 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 Actions

Saving Throw
Dexterity DC 17

Saving Throw
Dexterity DC 18

Saving Throw
Dexterity DC 21

Saving Throw
Dexterity DC 23

Damage 6d6

Damage 8d6

Damage 12d6

Damage 16d6

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.

Legendary Actions

-

Innate Spellcasting

lesser restoration (3/day); lesser restoration (3/day); speak with animals (at will)

Possessions

Warhammer; shield

THE MENOTHERIAN



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	79	115	186	317
Speed	50 ft. Climb 20 ft. Fly 50 ft. (Poor)			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 28 (+9)
	DEX 19 (+4)	DEX 19 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except lawful			
Immunities	diseased, poisoned			
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.
Languages	Abyssal, Common, Elvish, 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 for the purpose of resolving resistance.

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.

Change Shape Elf, wasp, or giant wasp (as Alter Self or Vermin Shape II).

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

Save Constitution DC 17 **Save** Constitution DC 18 **Save** Constitution DC 20 **Save** Constitution DC 23
Alluring Scent The Menotherian's subtle aroma causes creatures in her vicinity to become placid and react favorably towards her. Any creature that fails a Constitution save improves its attitude towards her one step closer to friendly. Creatures with the scent ability suffer disadvantage on this save. Creatures in the aura must save each minute. This is a mind-affecting poison effect.

Special Abilities & Qualities

Save Constitution DC 17 **Save** Constitution DC 18 **Save** Constitution DC 20 **Save** Constitution DC 22
Implant 1/day the Menotherian can implant eggs in a creature using its sting. The creature must succeed at a Constitution save to resist implantation. The target is nauseated for the next 2d4 rounds while the eggs gestate. When the eggs hatch, they form a chaotic neutral hellwasp swarm, kill the host in 1 round, and inhabit the corpse. The eggs can be surgically removed with a successful DC 30 Medicine check (this check deals 2d6 damage to the host regardless of success) or by Remove Disease or similar spell.

Special Abilities & Qualities

Save Constitution DC 17 **Save** Constitution DC 18 **Save** Constitution DC 20 **Save** Constitution DC 23
Mind Control The Menotherian can inject its scent into the brain of a helpless or willing target, controlling it for the next 24 hours (as Dominate Person, Constitution save negates), although she must verbally give the target instructions.

Standard Actions

<p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+10 (14) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+10 (12) slashing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+10 (12) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9 (12) slashing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+9 (18) piercing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15 (26) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+15 (33) piercing damage.</p>
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Special Actions

Save Constitution DC 17 **Save** Constitution DC 18 **Save** Constitution DC 20 **Save** Constitution DC 23
Poison Injury; Save Constitution; Frequency 1/round for 6 rounds; Effect 1d3 Dexterity damage; Cure 2 consecutive saves. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.

Innate Spellcasting

cure wounds (5/day); dimension door (at will); dispel magic (at will); heal (1/day); insect plague (3/day); message (at will); lesser restoration (at will); rage (at will); scrying (1/day); secret speech (at will); suggestion (5/day); telekinesis (3/day); teleport (3/day); wall of thorns (3/day)

Spellcasting Possessions

-



THE OLD MAN



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	76	107	190	317
Speed	80 ft. Climb 30 ft. Swim 30 ft., Fast Movement, High Jump, Slow Fall			
Size, Type, Alignment	Small monstrosity, lawful neutral	Small monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 23 (+6)
	DEX 22 (+6)	DEX 22 (+6)	DEX 22 (+6)	DEX 24 (+7)
	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 22 (+6)	WIS 22 (+6)	WIS 22 (+6)	WIS 24 (+7)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except chaotic			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +19, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +24, Blindsight 30 ft., Darkvision 60 ft.
Languages	Common, Tien, Vudrani, Telepathy 100 ft.			
Challenge	8	12	17	21

Special Abilities & Qualities

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

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.

Fast Movement You gain a +50 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

High Jump You gain advantage on all checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks

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

Flurry of Blows You can make a flurry of blows as a full-attack action. When doing so, you may make three additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham).

Special Abilities & Qualities

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 Abilities & Qualities

Save Constitution DC 17 **Save** Constitution DC 18 **Save** Constitution DC 20 **Save** Constitution DC 22

Quivering Palm You can set up vibrations within the body of another creature that can thereafter be fatal if you so desire. You can use this attack once per day, and you must announce your intent before making your attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if you strike successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, you can try to slay the victim at any later time, as long as the attempt is made within a 16 days. To make such an attempt, you merely will the target to die (a free action), and unless the target makes a Constitution saving throw, it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. You can have no more than 1 quivering palm attack at one time. If you use quivering palm while another is still in effect, the previous effect is negated.

Standard Actions

Unarmed Strike Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d6+6 bludgeoning damage.

Unarmed Strike Melee weapon attack: +12 to hit, reach 5 ft., one target. Hit 1d8+12 bludgeoning damage.

Unarmed Strike Melee weapon attack: +17 to hit, reach 5 ft., one target. Hit 2d6+16 bludgeoning damage.

Unarmed Strike Melee weapon attack: +22 to hit, reach 5 ft., one target. Hit 2d10+20 bludgeoning damage.

Special Actions

Regeneration You are difficult to kill. You heal damage at 15 points per round, as with fast healing, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Chaotic 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 Actions

Slow Fall You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 80 feet shorter than it actually is.

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.

Innate Spellcasting

wind walk (3/day); augury (1/day); commune (1/day); cure wounds (7/day); dimension door (3/day); haste (3/day); heal (3/day); invisibility (7/day); legend lore (1/day); true strike (1/day); water walk (7/day)

Spellcasting

-

Possessions

-

THE PRINCE IN CHAINS



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	23 (natural armor)
Hit Points	82	136	218	351
Speed	40 ft. Fly 50 ft. (Good)			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	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 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good			
Immunities	Cold, Critical Hits, Sneak Attacks			
Vulnerabilities	-			
Senses	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.
Languages	Auran, Common, Infernal, Sylvan			
Challenge	7	11	15	19
Special Abilities & Qualities	abcd fds			
Special Abilities & Qualities	Saving Throw Constitution DC 15 Damage 1d6			



Low



Moderate



Advanced



Elite



Special Abilities & Qualities

Saving Throw
Constitution DC 15
Damage 1d6

Special Abilities & Qualities

Saving Throw
Constitution DC 15
Damage 1d6

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 6d4+10 (25) piercing damage.
Tentacle Melee weapon attack: +6 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 6d4+10 (25) piercing damage.
Tentacle 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 6d6+9 (30) piercing damage.
Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+4 (14) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 12d6+16 (58) piercing damage.
Tentacle Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+8 (29) bludgeoning 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

bestow curse (3/day); blindness/deafness (3/day); eyebite (3/day); find the path (3/day); invisibility (greater) (3/day); pass without trace (at will); plane shift (3/day); shadow of moil (greater) (3/day); power word kill (1/day); symbol of pain (3/day)

Spellcasting Possessions

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THERIZINOSAURUS



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Uncommon			
Role	Brute / Minion			
Organization	Solitary, Pair, or Flock (3-8x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	12	39	82	139
Speed	30 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 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	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 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 +13, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Sprint Once per hour, a therizinosaurus can move at 10 times its normal speed (400 feet) when it makes a charge.			
Standard Actions	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



THIN MAN



Low

Moderate

Advanced

Elite

Terrain	Warm Plains
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Band (3-8x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	11	42	98	161
Speed	30 ft. Burrow 20 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	12 (+1)	STR	16 (+3)	STR	18 (+4)	STR	20 (+5)
	DEX	17 (+3)	DEX	14 (+2)	DEX	17 (+3)	DEX	16 (+3)
	CON	9 (-1)	CON	13 (+1)	CON	17 (+3)	CON	19 (+4)
	INT	6 (-2)	INT	6 (-2)	INT	10 (+0)	INT	10 (+0)
	WIS	9 (-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	7 (-2)	CHA	7 (-2)	CHA	11 (+0)	CHA	11 (+0)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	poisoned
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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	Aklo
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Challenge	3	7	11	15
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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 DC 15 Medicine skill check or through the application of any magical healing.			

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.
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☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Vanish Once per day as a move action while benefiting from concealment, a thin man can simply vanish from sight. This gives it a +20 bonus on Stealth checks and the ability to hide in plain sight for 1 round per Hit Die even when there is no cover, concealment, or shadow nearby. If it makes an attack, the thin man is no longer in its vanished state. It usually uses this ability when attempting to elude pursuit.

Standard Actions

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) 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+8 (15) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



THOQUA



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	20	46	117	189
Speed	30 ft. Burrow 20 ft.			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
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 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	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 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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 +10, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Ignan, Cannot Speak			
Challenge	3	7	11	15

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 1d4 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 1d6 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.	Saving Throw Dexterity DC 14 Damage 1d6	Saving Throw Dexterity DC 17 Damage 2d4	Saving Throw Dexterity DC 19 Damage 2d6
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 1d6	Saving Throw Dexterity DC 14 Damage 2d6	Saving Throw Dexterity DC 17 Damage 3d6	Saving Throw Dexterity DC 19 Damage 4d6 Molten Body A thoqqua's body is hot enough to melt stone. Anyone striking a thoqqua with a natural weapon or unarmed strike takes fire damage. A creature that grapples a thoqqua or is grappled by one takes three times this fire damage each round the grapple persists. A creature that strikes a thoqqua with a manufactured weapon can attempt a Dexterity save to pull the weapon away from the creature's molten body quickly enough to avoid having the weapon take 1d6 points of fire damage - damage caused to a weapon in this manner is not halved as is normal for damage caused to items, and ignores any AC of 16 or less by the item. As a result, most metal weapons can generally safely strike a thoqqua without taking much damage, but wooden weapons have a significant chance of burning away if used against one of these creatures.
Standard Actions	Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

THRASFYR



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Double			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	103	169	292	454
Speed	50 ft. Climb 50 ft., Air Walk			
Size, Type, Alignment	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 27 (+8)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 19 (+4)	WIS 19 (+4)	WIS 19 (+4)	WIS 21 (+5)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except cold iron and slashing			
Immunities	Fire, Sonic			
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 +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +20, Darkvision 120 ft.	Passive Perception +22, Darkvision 120 ft.
Languages	Aklo, Sylvan			
Challenge	8	12	18	22
Special Abilities & Qualities	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 22	Saving Throw Dexterity DC 25
	Damage 8d6	Damage 14d6	Damage 20d6	Damage 266
	Breath Weapon 80' Cone of Fire: Fire damage, , usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 18 Damage 3d6	Saving Throw Dexterity DC 19 Damage 6d6	Saving Throw Dexterity DC 22 Damage 10d6	Saving Throw Dexterity DC 25 Damage 14d6
	Entangling Chains A thrasfyr can control the six chains that hang from its body as if they were its own limbs. As a standard action, it can cause these chains to snake outward to a radius of 30 feet. All creatures in this area take slashing damage and become entangled; a Dexterity save halves the damage and negates the entangled condition. An entangled creature can escape with a Dexterity save or an escape check made as a full-round action. The chains can also be sundered (AC 20, hp 20, Break DC 28). The thrasfyr creates these chains from its own body - destroyed chains regrow in 24 hours.			
Special Abilities & Qualities	Master's Bond A thrasfyr can form a bond with a willing creature by touching that creature. This allows the thrasfyr to communicate telepathically with the bonded creature with no range restriction (provided the thrasfyr and its master are on the same plane). Both thrasfyr and master can sense the other's condition as if both were under the effect of a status spell. A thrasfyr can maintain a bond with only one master at a time.			
Special Abilities & Qualities	Planar Acclimation A thrasfyr is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) piercing damage. Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+10 (14) slashing damage. Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) piercing damage. Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+12 (16) slashing damage. Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+10 (14) slashing damage. Gore Melee weapon attack: +6 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 4d6+14 (28) piercing damage. Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14 (24) slashing damage. Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) piercing damage.
Special Actions	Damage 2d8 Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.	Damage 4d8	Damage 6d8	Damage 8d8
Special Actions	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.			
Legendary Actions	-			
Innate Spellcasting	wind walk (at will); see invisibility (at will)			
Spellcasting	-			
Possessions	-			

THRIAE QUEEN



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any
Rarity	Rare
Role	Leader / Solo
Organization	Solitary or Colony (1x+)
Treasure	Double

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	97	162	316	478
Speed	30 ft. Fly 50 ft. (Good)			
Size, Type, Alignment	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral	Gargantuan monstrosity, lawful neutral
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 26 (+8)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 10 (+0)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	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 22 (+6)	CHA 22 (+6)	CHA 24 (+7)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	poisoned, Sonic			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft., Truesight	Passive Perception +19, Darkvision 60 ft., Truesight	Passive Perception +22, Darkvision 60 ft., Truesight	Passive Perception +24, Darkvision 60 ft., Truesight
Languages	Common, Sylvan, Thriae			
Challenge	8	14	25	29

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	Saving Throw Dexterity DC 18 Damage 8d8	Saving Throw Dexterity DC 21 Damage 14d8	Saving Throw Dexterity DC 24 Damage 20d8	Saving Throw Dexterity DC 26 Damage 26d8
	<p>Launch Merope A thriae queen can launch a stream of merope from a gland in her lower body in a 60-foot line as a standard action. A thriae queen using this ability can control the purity of the merope she launches, which makes it either harm those it touches or heal them. If a thriae queen chooses to make her merope harmful, all creatures in the area of effect take acid damage (Dexterity save for half). In addition, any creature in the area of effect is also staggered for 1d4 rounds (or 1 round if it succeeds at its Dexterity save). If she uses it to heal, the merope heals all living creatures in the area of effect for half the amount of acid damage inflicted. A thriae queen can use this ability with Recharge 1.</p>			
Special Abilities & Qualities	<p>Merope Coat A thriae queen is covered in a thin layer of merope. This coating acts as a magical barrier between spells cast at the thriae queen, as though she were constantly under the effects of spell turning. The coat affects a maximum of eight spell levels-when a spell effect is turned, this coating is depleted by a number of spell levels equal to the level of the spell reflected. The queen regenerates this coating at a rate of one spell level per round. A spell in excess of what the merope coat can currently reflect is not reflected, and reduces the merope coat to a score of 0. Spells that fail to penetrate the queen's spell resistance do not reduce the merope coat's efficiency in this manner.</p>			
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21	Saving Throw Constitution DC 24	Saving Throw Constitution DC 26
	<p>Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d6 Constitution damage plus staggered for 1 round; cure 2 consecutive saves. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.</p>			
Standard Actions	Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.	Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.	Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+9/19-00 (18) piercing damage.	Sting Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+13/19-00 (31) piercing damage.
Special Actions	<p>Spawn Soldiers Three times per day as a standard action, a thriae queen can spawn a large swarm of wasps. This functions as four separate wasp swarms that occupy all of the squares adjacent to the thriae queen. These swarms do not harm any thriae, and while they move with the queen as she moves, the swarms cannot leave her side. The swarms last until they are destroyed or 1 hour passes, at which point the swarms die on their own.</p>			
Innate Spellcasting	<i>true seeing (at will); daylight (at will); detect thoughts (at will); scrying (at will); neutralize poison (at will); remove disease (at will); speak with dead (at will); charm monster (3/day); cure wounds (3/day); restoration (3/day); slow (3/day); heal (1/day)</i>			
Spellcasting Possessions	-			

THRIAE SEER



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary, Pair, or Triad			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	55	145	239	331
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 13 (+1)	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 20 (+5)	CHA 20 (+5)	CHA 22 (+6)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	poisoned, Sonic			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Common, Sylvan, Thriae			
Challenge	7	14	18	22
Special Abilities & Qualities	Merope Consumption Three times per day as a standard action, a thriae seer can consume a dose of merope in order to further tap into her spiritual powers for 1d6+3 rounds. Starting on the round after she consumes the merope, the thriae seer gains an insight bonus to her AC and on damage done with melee attacks equal to her Wisdom modifier.			
Special Abilities & Qualities	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 23
	Mind Sting A target stung by a thriae seer becomes confused for 1d4 rounds unless it makes a successful Wisdom save. This is a mind-affecting effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Sting Melee weapon attack: -2 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 1d8+2 (6) piercing damage.	Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.	Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>calm emotions (at will); detect thoughts (at will); divination (3/day); invisibility purge (3/day); locate object (3/day); misdirection (3/day); true seeing (1/day)</i>			
Spellcasting	-			
Possessions	-			



THRIAE SOLDIER



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Pair, Troop (3-8x), or Company (9-20x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	46	76	135	198
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	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 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	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	-	-	-	-
Resistances	-			
Immunities	poisoned, Sonic			
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, Sylvan			
Challenge	5	9	13	17
Special Abilities & Qualities	Merope Consumption Once per day as a standard action, a thriae soldier can consume a dose of merope in order to enhance her combat abilities for 1d6+3 rounds. Starting on the round after the merope is consumed, the thriae soldier gains advantage on attack rolls and saving throws, and gains fast healing 3.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Sting or arrow-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. As a free action, a thriae soldier can apply her venom to an arrow as she fires the shot. Ability damage suffered to this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p>	<p>Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.</p>	<p>Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.</p>	<p>Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 2d6/x3 (7) piercing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Composite longbow; arrows (20x)			



THRUSH



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Flock (3-12x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	5	21	48	98
Speed	10 ft. Fly 40 ft. (Average)			
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 4 (-3)	STR 9 (-1)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	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 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: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -



THUNDERBIRD



	Low	Moderate	Advanced	Elite
Terrain	Any Hills or Mountains			
Rarity	Rare			
Role	Artillery / Solo			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	57	102	170	301
Speed	30 ft. Fly 120 ft. (Good)			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	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 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity, Sonic			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Auran			
Challenge	6	10	14	18

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 4d6	Saving Throw Dexterity DC 16 Damage 8d6	Saving Throw Dexterity DC 19 Damage 12d6	Saving Throw Dexterity DC 22 Damage 16d6
	Storm Aura A thunderbird is surrounded by a 100-foot-radius spread of severe winds that blow out from the center, dissipating swiftly at the limit of the aura's range. In this area, ranged weapons (but not siege weapons) suffer disadvantage on attack rolls, Fly checks are made at disadvantage, and exposed flames are extinguished. Small creatures must make a DC 10 Strength check (if on the ground) or a DC 20 Fly check to move toward the thunderbird, while Tiny or smaller creatures can be knocked backward (1d4x10 feet if they are on the ground and fail a DC 15 Strength check, or 2d6x10 feet if they are flying and fail a DC 25 Fly check). Creatures on the ground that are pushed back take 1d4 points of bludgeoning damage per 10 feet, and flying creatures that are pushed back take 2d6 points of bludgeoning damage regardless of the distance they are pushed. In addition, once every 1d4 rounds, a bolt of lightning strikes a random creature (other than the thunderbird) within the area of its storm aura. This bolt of lightning deals electricity damage (Dexterity save halves).			
Special Abilities & Qualities	Stormsight A thunderbird ignores all vision penalties and concealment from weather effects, including those created by fog cloud, obscuring mist, and similar spells.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
	Thunderbolt A thunderbird can fire a ray of thunder and lightning from its outspread wings as a standard action, dealing half electricity damage and half sonic damage. This attack has a range of 200 feet with no range increment, and requires a ranged touch attack to hit. A creature critically hit by a thunderbolt is stunned and deafened for 1 round if it fails a Constitution save.			
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+9 (14) slashing damage. Thunderbolt Ranged weapon attack: +6 to hit, one target. Hit 12d4 (10) electricity damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage. Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+9 (14) slashing damage. Thunderbolt Ranged weapon attack: +5 to hit, one target. Hit 12d4 (10) electricity damage.	Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+8/19-00 (17) piercing damage. Claw Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+8/19-00 (15) slashing damage. Thunderbolt Ranged weapon attack: +2 to hit, one target. Hit 12d6 (12) electricity damage.	Bite Melee weapon attack: +6 to hit, reach 30 ft., one target. Hit 4d8+12/19-00 (30) piercing damage. Claw Melee weapon attack: +6 to hit, reach 30 ft., one target. Hit 4d6+12/19-00 (26) slashing damage. Thunderbolt Ranged weapon attack: +3 to hit, one target. Hit 24d6 (18) electricity damage.
Legendary Actions	-			
Innate Spellcasting	<i>control weather (at will)</i>			
Spellcasting	-			
Possessions	-			

TIBEROLITH



	Low	Moderate	Advanced	Elite
Terrain	Any Coastlines or Water			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary, Pair, or Squad (3-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	60	76	113	148
Speed	30 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 11 (+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 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except adamantite and bludgeoning			
Immunities	Acid, 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 +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Corrosive Strikes A tiberolith reduced to 30 or fewer hit points leaks acid, and deals additional acid damage with its slam attacks.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 6d6	Saving Throw Dexterity DC 14 Damage 8d6	Saving Throw Dexterity DC 15 Damage 12d6	Saving Throw Dexterity DC 16 Damage 14d6
	Shockwave Three times per day, a tiberolith can unleash a burst of electricity. This blast deals electricity damage to all creatures within 30 feet (Dexterity save halves). A tiberolith is immune to its shockwave and that of other tiberoliths.			
Special Abilities & Qualities	Spell Trap When a tiberolith is targeted by a spell that allows spell resistance and its spell resistance fails to protect it against that spell, the spell instead becomes trapped in the tiberolith's magical runes. The runes can only trap one spell at a time; if a second spell would become trapped, the first spell affects the tiberolith normally (including allowing a saving throw, if appropriate) and the second spell is trapped. A trapped spell dissipates harmlessly after 24 hours.			
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+8 (22) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 9d6+12 (44) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TICK (GIANT)



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests
Rarity	Common
Role	Skirmisher / Normal
Organization	Solitary, Pair, Cluster (3-6x), or Nest (7-12x)
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	13	41	84	149
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, 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 13 (+1)	CON 14 (+2)	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 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
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	2	6	10	14
Special Abilities & Qualities	Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.			
Special Abilities & Qualities	Damage 1	Damage 1d2	Damage 1d3	Damage 1d4
	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 must be recovered via restoration or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Disease Bite - injury; save Constitution; onset 1d3 days; frequency 1/day; effect 1d6 Strength damage; cure 2 consecutive saves. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic following removal of the disease itself.	Saving Throw Constitution DC 15	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 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: +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.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TICK SWARM



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	30	52	113	218
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 8 (-1)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	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	Critical Hits, Flanking, psychic, Weapon Damage			
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	6	10	16	20
Special Abilities & Qualities	Damage 1d2	Damage 1d3	Damage 1d4	Damage 1d6
	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 must be recovered via resotation or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Cling If a creature leaves a tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several ticks cling to the victim. A creature with ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the ticks with a Dexterity save. At least 10 points of damage from any area effect destroys all clinging ticks.	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 20
Special Abilities & Qualities	Saving Throw Constitution DC 13 Disease Bite - injury; save Constitution; onset 1 day; frequency 1/day; effect 1d4 Constitution damage and 1 Charisma damage, fatigue; cure 2 consecutive saves. Ability damage lost to this effect must be restored via restoration or more potent healing magic following removal of the disease itself.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 20
Special Abilities & Qualities	Saving Throw Constitution DC 13 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 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 20
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 8d6 (10) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



TIGER



	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	46	79	135	185
Speed	40 ft.	40 ft.	45 ft.	45 ft.
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 21 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 15 (+2)	CON 16 (+3)	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 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 +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
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.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TIGER (DIRE)



	Low	Moderate	Advanced	Elite
Terrain	Any Forests, Plains, or Swamps			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	55	85	123	248
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 20 (+5)	STR 24 (+7)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 15 (+2)
	CON 15 (+2)	CON 15 (+2)	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 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+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	6	10	14	18
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.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d4+8 (13) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4+8 (13) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8/19-00 (15) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4+8 (13) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+12/19-00 (26) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TIKBALANG



	Low	Moderate	Advanced	Elite
Terrain	Warm Jungles or Forests			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Gang (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	34	73	115	231
Speed	40 ft.			
Size, Type, Alignment	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 19 (+4)	STR 24 (+7)
	DEX 14 (+2)	DEX 14 (+2)	DEX 14 (+2)	DEX 16 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 17 (+3)	CON 21 (+5)
	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	-			
Immunities	-			
Vulnerabilities	-			
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	Common, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	<p>Spines As a standard action, a tikbalang can launch four spines from its mane, each dealing piercing damage. This attack has a range of 120 feet with no range increment. All targets must be within 30 feet of each other. A tikbalang can launch only 24 spines in any 24-hour period.</p> <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>			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Sound Mimicry The creature perfectly imitates certain sounds or even specific voices. The creature makes a Deception check opposed by the listener's Perception check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it suffers disadvantage on its Perception check. The creature has advantage on its Deception check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Special Abilities & Qualities

Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 20
Damage 1d8	Damage 1d12	Damage 2d8	Damage 2d12

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4+7/19-00 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4+7/19-00 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4+7/19-00 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11/19-00 (22) piercing damage.
Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.
Spine Ranged weapon attack: +3 to hit, one target. Hit 1d6 (6) bludgeoning damage.	Spine Ranged weapon attack: +2 to hit, one target. Hit 1d6 (6) bludgeoning damage.	Spine Ranged weapon attack: +1 to hit, one target. Hit 1d6 (6) bludgeoning damage.	Spine Ranged weapon attack: +3 to hit, one target. Hit 2d6 (7) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

fly (self only) invisibility (at will); major image (3/day); maze (1/week); mirage arcane (1/day); spider climb (at will)

Spellcasting

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Possessions

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TITAN (ELYSIAN)



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Elysium)			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Crusade (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	92	218	417	546
Speed	40 ft., Air Walk			
Size, Type, Alignment	Gargantuan celestial, chaotic good	Gargantuan celestial, chaotic good	Gargantuan celestial, chaotic good	Gargantuan celestial, chaotic good
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 30 (+10)	STR 32 (+10)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)
	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)	CON 28 (+9)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 21 (+5)	WIS 21 (+5)	WIS 21 (+5)	WIS 23 (+6)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Aging, diseased			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 120 ft.	Passive Perception +20, Darkvision 120 ft.	Passive Perception +22, Darkvision 120 ft.	Passive Perception +24, Darkvision 120 ft.
Languages	Abyssal, Celestial, Common, Telepathy 300 ft.			
Challenge	8	14	21	25
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Good for the purpose of resolving resistance.			
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 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

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.

Standard Actions

<p>Maul Of The Titans Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d8/17-00 (8) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p>	<p>Maul Of The Titans Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d8/17-00 (8) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p>	<p>Maul Of The Titans Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d8+28/17-00 (55) bludgeoning damage.</p> <p>Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 2d8+17 (26) bludgeoning damage.</p>	<p>Maul Of The Titans Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d8+33/17-00 (60) bludgeoning damage.</p> <p>Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+20 (34) bludgeoning damage.</p>
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Special Actions

<p>Saving Throw Dexterity DC 18 Damage 2d8</p>	<p>Saving Throw Dexterity DC 21 Damage 4d8</p>	<p>Saving Throw Dexterity DC 25 Damage 8d8</p>	<p>Saving Throw Dexterity DC 27 Damage 14d8</p>
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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.

Special Actions

True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Legendary Actions

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Innate Spellcasting

wind walk (at will); bestow curse (at will); dispel magic (at will); (at will); divination (at will); freedom (1/day); heal (3/day); meteor swarm (3/day); mind blank (at will); planar ally (3/day); scrying (3/day); sending (at will); suggestion (3/day); true seeing (at will)

Spellcasting Possessions

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Maul of the Titans



TITAN (FOMORIAN)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary, Pair, or War Band (3-6x)			
Treasure	Double			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
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Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
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Hit Points	168	270	402	525
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Speed	30 ft., Air Walk			
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Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR	22 (+6)	STR	22 (+6)	STR	28 (+9)	STR	30 (+10)
	DEX	14 (+2)	DEX	14 (+2)	DEX	10 (+0)	DEX	14 (+2)
	CON	20 (+5)	CON	22 (+6)	CON	26 (+8)	CON	28 (+9)
	INT	20 (+5)	INT	22 (+6)	INT	22 (+6)	INT	24 (+7)
	WIS	17 (+3)	WIS	17 (+3)	WIS	17 (+3)	WIS	19 (+4)
	CHA	20 (+5)	CHA	20 (+5)	CHA	20 (+5)	CHA	22 (+6)

Saving Throws	-	-	-	-
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Resistances	Electricity, all physical attacks except epic and lawful			
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Immunities	Aging, diseased			
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Vulnerabilities	-			
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Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
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Languages	Abyssal, Celestial, Common, Telepathy 300 ft.			
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Challenge	8	13	18	22
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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.			
	True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.			

Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
	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**

Blood Rage When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty on AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Special Abilities & Qualities

Divine Resistance A fomorian titan gains a +4 deflection bonus to Armor Class and advantage on saving throws against attacks and effects from deities, outsiders who serve a deity, and divine spellcasters.

Divine Spell Perception A fomorian titan automatically notices divine spellcasting within 60 feet. It automatically pinpoints the location of the caster, identifies the spell being cast, and knows the intended target or area of the spell.

Standard Actions

Heavy Mace Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d6+16/19-00/x4 (37) bludgeoning damage.

Heavy Mace Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d6+18/19-00/x4 (39) bludgeoning damage.

Heavy Mace Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+19/19-00/x4 (40) bludgeoning damage.

Heavy Mace Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+23/19-00/x4 (44) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+24 (33) bludgeoning damage.

Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+27 (40) bludgeoning damage.

Special Actions

Saving Throw Wisdom DC 18

Saving Throw Wisdom DC 21

Saving Throw Wisdom DC 24

Saving Throw Wisdom DC 26

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 40 feet. 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

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 Actions

Saving Throw Dexterity DC 18

Saving Throw Dexterity DC 21

Saving Throw Dexterity DC 24

Saving Throw Dexterity DC 26

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. 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.

Innate Spellcasting

wind walk (at will); dispel magic (at will); cursed earth (3/day); disintegrate (3/day); divination (at will); heal (3/day); mage's disjunction (1/day); mind blank (at will); planar ally (3/day); scrying (3/day); sending (at will); counterspell (1/day); suggestion (3/day); true seeing (at will); wish (3/day)

Spellcasting Possessions

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TITAN (HEKATONKHEIRES)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	125	226	520	675
Speed	60 ft.			
Size, Type, Alignment	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil
Ability Scores / Saves	STR 24 (+7)	STR 24 (+7)	STR 31 (+10)	STR 30 (+10)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)
	CON 22 (+6)	CON 22 (+6)	CON 28 (+9)	CON 30 (+10)
	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 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-			
Resistances	all physical attacks except epic and lawful			
Immunities	Aging, diseased, psychic			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 120 ft., Truesight	Passive Perception +18, Darkvision 120 ft., Truesight	Passive Perception +20, Darkvision 120 ft., Truesight	Passive Perception +22, Darkvision 120 ft., Truesight
Languages	Abyssal, Celestial, Common			
Challenge	8	14	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.

Special Abilities & Qualities **All-Around Vision** You can see in all directions at once. You cannot be flanked.

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

Hundred-Handed Whirlwind A hekatonkheires carries several dozen weapons of various types in its hundred hands, but when it attacks in melee, you don't have to resolve each of these as a separate attack. Instead, when the titan attacks with its weapons, it rolls its attacks normally (either one attack for a standard action, or four as a full-round action) and hits every creature in its reach each time an attack roll exceeds that creature's AC. If any such attack roll results in a possible critical hit, the critical is applied to one creature of the hekatonkheires's choosing. The hekatonkheires can choose to deal bludgeoning, piercing, or slashing damage as a free action on each separate hit.

Standard Actions

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+18 (32) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+18 (32) bludgeoning damage.

Slam Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+19 (37) bludgeoning damage.

Slam Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 8d6+21 (49) bludgeoning damage.

Special Actions

Saving Throw
Dexterity DC 19
Damage 16d6

Saving Throw
Dexterity DC 21
Damage 24d6

Saving Throw
Dexterity DC 26
Damage 30d6

Saving Throw
Dexterity DC 28
Damage 60d6

Planar Leap A hekatonkheires traverses the planes by physically smashing through planar boundaries and crashing devastatingly into the target plane itself. Once per year as a full-round action, a hekatonkheires can, as part of a jump, plane shift to any other plane (as per the spell of the same name). It can only bring itself and its gear when it travels in this manner. When the hekatonkheires reaches its destination plane, it falls from the sky and crashes to the ground, creating a devastating explosion of thunder and fire. Any creature within 300 feet of the point where the hekatonkheires lands (including the titan itself) takes half bludgeoning damage and half sonic damage (Dexterity save halves both damage types).

Special Actions

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 Actions

Saving Throw
Constitution DC 19

Saving Throw
Constitution DC 21

Saving Throw
Constitution DC 26

Saving Throw
Constitution DC 28

Stunning Slam As a standard action, a hekatonkheires may forgo any weapon attacks to make a single slam attack against any creature in reach. If it hits, the target takes damage and must succeed at a Constitution save to avoid being stunned for 1d6 rounds.

Innate Spellcasting

air walk (at will); spell turning (at will); true seeing (at will); curse (at will); break enchantment (at will); chain lightning (at will); dispel magic (at will); sending (at will); scrying (3/day); heal (3/day); suggestion (3/day); dominate monster (1/day); storm of vengeance (1/day)

Spellcasting

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Possessions

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TITAN (THANATOTIC)



	Low	Moderate	Advanced	Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary, Pair, or War Band (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	132	217	477	616
Speed	40 ft., Air Walk			
Size, Type, Alignment	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil
Ability Scores / Saves	STR 24 (+7)	STR 24 (+7)	STR 30 (+10)	STR 30 (+10)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)
	CON 22 (+6)	CON 22 (+6)	CON 28 (+9)	CON 30 (+10)
	INT 20 (+5)	INT 20 (+5)	INT 20 (+5)	INT 22 (+6)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except epic and lawful			
Immunities	Aging, diseased			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +20, Darkvision 120 ft.	Passive Perception +22, Darkvision 120 ft.
Languages	Abyssal, Celestial, Common, 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.

Special Abilities & Qualities **Change Shape** You have the ability to assume the appearance of any 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

Saving Throw Wisdom DC 19
Godslayer When a thanatotic titan damages a creature capable of casting divine spells, that creature must make a Wisdom save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. A thanatotic titan's attacks are treated as epic/mythic and evil for the purposes of overcoming resistance/immunity.

Special Abilities & Qualities

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.

Standard Actions

<p>Battleaxe Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d6+21/x3 (42) slashing damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+18 (25) bludgeoning damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+18 (25) slashing damage.</p>	<p>Battleaxe Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d6+21/19-00/x3 (42) slashing damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+18 (25) bludgeoning damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+18 (25) slashing damage.</p>	<p>Battleaxe Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+22/19-00/x3 (43) slashing damage.</p> <p>Rock Ranged weapon attack: +0 to hit, one target. Hit 2d6+28 (35) bludgeoning damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d8+19 (28) slashing damage.</p>	<p>Battleaxe Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d6+25/19-00/x3 (46) slashing damage.</p> <p>Rock Ranged weapon attack: +3 to hit, one target. Hit 2d6+33 (40) bludgeoning damage.</p> <p>Claw Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d8+22 (36) slashing damage.</p>
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Special Actions

<p>Saving Throw Dexterity DC 19 Damage 4d8</p>	<p>Saving Throw Dexterity DC 21 Damage 8d8</p>	<p>Saving Throw Dexterity DC 26 Damage 12d8</p>	<p>Saving Throw Dexterity DC 28 Damage 16d8</p>
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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.

Special Actions

True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Legendary Actions

-

Innate Spellcasting

wind walk (at will); bestow curse (at will); dispel magic (at will); disintegrate (3/day); divination (at will); heal (3/day); imprisonment (1/day); meteor swarm (3/day); mind blank (at will); planar ally (3/day); scrying (3/day); sending (at will); counterspell (at will); suggestion (3/day); true resurrection (3/day); true seeing (at will)

Spellcasting Possessions

-
 Battleaxe



TOAD



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Knot (3-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	17	54	118
Speed	5 ft.			
Size, Type, Alignment	Tiny beast, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 3 (-4)	STR 8 (-1)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 4 (-3)	CON 5 (-3)	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 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-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	5	9	13
Special Abilities & Qualities	Amphibious The creature has the Aquatic subtype, but can survive indefinitely on land.			

TOAD (CELESTIAL)



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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Knot (3-100x) / Companion			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	1	28	51	101
Speed	5 ft.			
Size, Type, Alignment	Tiny beast, neutral good			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	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 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-			
Resistances	Acid, all physical attacks except evil			
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	Amphibious The creature has the Aquatic subtype, but can survive indefinitely on land.			

TOAD (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Knot (3-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	16	41	94
Speed	5 ft.	5 ft.	5 ft.	10 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 5 (-3)	STR 10 (+0)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	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 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
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	Amphibious The creature has the Aquatic subtype, but can survive indefinitely on land.			

TOAD (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests, Plains, or Swamps			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Knot (3-12x)			
Treasure	None			

	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	14	46	96	166
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Speed	30 ft. Swim 15 ft.			
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Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	17 (+3)	STR	17 (+3)	STR	20 (+5)	STR	22 (+6)
	DEX	11 (+0)	DEX	11 (+0)	DEX	16 (+3)	DEX	14 (+2)
	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	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	-	-	-	-
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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.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
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Languages	-	-	-	-
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Challenge	3	7	11	15
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Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Skin A creature that strikes a giant toad with an unarmed strike or a natural weapon exposes itself to the toad's poisonous skin. Skin - contact; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Wisdom damage; cure 1 save. Ability damage suffered from this effect is recovered automatically following a long rest.			

Special Abilities & Qualities	Save DC 14; Damage 1d6	Save DC 15; Damage 2d6	Save DC 17; Damage 3d6	Save DC 19; Damage 4d6
	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	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (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 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) piercing damage.
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TOAD (GLACIER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Hills or Glaciers (Coast)
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Knot (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	35	92	165	244
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	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 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
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	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Bitter Cold All creatures within 20 feet of a glacier toad take cold damage each round on the toad's turn.			
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Cold Bite and swallow whole do additional cold damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 14 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 16 Damage 2d6	Saving Throw DC 18 Damage 3d6	Saving Throw DC 20 Damage 4d6
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	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+8 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+13 (24) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+16/19-00 (30) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TOJANIDA



	Low	Moderate	Advanced	Elite
Terrain	Any Water (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Clutch (3-6x), or Cult (1x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	64	100	165	242
Speed	10 ft. Swim 90 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+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	Electricity			
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	Aquan			
Challenge	6	10	14	18
Special Abilities & Qualities	All-Around Vision You can see in all directions at once. You cannot be flanked.			
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Ink Cloud A tojanida can emit a 30-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute. If used out of the water, the jet of ink is a line 30 feet long, and creatures in the area must succeed at a Dexterity save or be blinded for 1 round.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<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 1d6+3 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing 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 1d8+5 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TOOTH FAIRY



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Urban or Plains
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Gang (3-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	3	9	38	83
Speed	15 ft. Fly 60 ft. (Perfect)			

Size, Type, Alignment	Tiny fey, chaotic evil	Tiny fey, chaotic evil	Tiny fey, chaotic evil	Tiny fey, chaotic evil
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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	7 (-2)	CON	7 (-2)	CON	11 (+0)	CON	15 (+2)
	INT	6 (-2)	INT	6 (-2)	INT	10 (+0)	INT	10 (+0)
	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	-			
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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	Sylvan			
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Challenge	2	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 18
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Death Throes When killed, a tooth fairy explodes into a cloud of sparkling white fairy dust that clings to creatures within 5 feet. This glittery substance has a stench so foul that it sickens any creature coated by it for 1d4 rounds (Constitution save negates). This is a poison effect.

Special Abilities & Qualities	Pliers Each tooth fairy owns a pair of pliers it uses to torment its victims. In the hands of a tooth fairy, the pliers deal damage as a +1 dagger wielded by a Medium creature. The pliers have AC 20 and 3 hit points. If its pliers are destroyed, a tooth fairy is stunned for 1 round. If the tooth fairy is killed, the pliers rust away into worthless splinters 1d4 rounds later. A tooth fairy can create a new pair of pliers by spending one hour crafting (no materials required), which destroys the previous pair.
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Low



Moderate



Advanced



Elite



Special Abilities & Qualities

Tricky Thief A tooth fairy can use an attack roll with its pliers to pinch an opponent's fingers, or to steal an opponent's tooth. A finger pinch deals 1 point of Dexterity damage. Stealing a tooth deals 1 point of Charisma damage and 1 point of bleed damage. If the stolen tooth is reattached within 10 minutes and the character receives any amount of magical healing, the tooth reattaches, the bleed damage ends, and the Charisma damage is cured.

Standard Actions

Pliers Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0/19-00 (2) bludgeoning damage.

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

Pliers Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0/19-00 (2) bludgeoning damage.

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

Pliers Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4+19-00 (210) bludgeoning 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 1d8+3 (8) piercing damage.

Pliers Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d8/19-00 (8) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

invisibility (self only) (1/day); mage hand (at will); sleep (1/day)

Spellcasting

-

Possessions

Pliers

TOPHET



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Elite
Organization	Solitary or Prison (2-12x)
Treasure	Incidental

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	50	68	99	134
Speed	20 ft.			

Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
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Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-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 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)

Saving Throws	-	-	-	-
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Resistances all physical attacks except adamantine

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

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.
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Languages -

Challenge	6	10	14	18
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Special Abilities & Qualities **Conductive** Anytime a tophet is affected by an effect that deals fire damage, determine how much damage the construct would have taken if it were not immune to fire. Creatures currently swallowed whole by the construct take fire damage equal to half of this amount.



Low



Moderate



Advanced



Elite



Special Abilities & Qualities

Check DC 13

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. Once swallowed by a tophet, an opponent takes no damage, but is trapped inside the creature's hollow interior. The construct's maw locks down, preventing creatures from climbing back out. A creature can attempt to hack or smash its way out as normal, but a tophet's stomach has hit points equal to one-tenth its actual hit points plus its bonus hit points for being a construct. Alternatively, a swallowed creature can attempt to pick the lock on the iron hatch in the tophet's stomach. If a creature exits by picking the lock, the tophet closes its hatch and can swallow whole again. These locks can also be picked from the outside, but only after the tophet is slain. A Large tophet's belly can hold 1 Medium creature 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.

Check DC 14

Check DC 15

Check DC 16

Special Abilities & Qualities

Saving Throw

Dexterity DC 13

Damage 1d6

Saving Throw

Dexterity DC 14

Damage 2d6

Saving Throw

Dexterity DC 15

Damage 3d6

Saving Throw

Dexterity DC 16

Damage 4d6

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

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+9 (14) piercing damage.

Slams Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9 (14) piercing damage.

Slams Melee weapon attack: +5 to hit, reach 5 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.

Slams Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

TORTOISE



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Islands			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Herd (6-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	18	55	115	180
Speed	10 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-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 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
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	2	6	10	14
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.	Bite Melee weapon attack: +2 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 1d6+9 (12) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) piercing damage.

TORTOISE (GIANT)



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	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Islands			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Herd (6-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	23	62	116	186
Speed	10 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 5 (-3)	DEX 5 (-3)	DEX 9 (-1)	DEX 7 (-2)
	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	-			
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

Shell As a move action, a tortoise can pull its extremities and head into its shell. It can't move or attack as long as it remains in this state, but its armor bonus from natural armor increases by 4 as long as it does. It may end this state as a move action.

Standard Actions

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (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: +4 to hit, reach 5 ft., one target. Hit 1d6+9/19-00 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+13/19-00 (18) piercing damage.
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TORTOISE (IMMENSE)



	Low	Moderate	Advanced	Elite
Terrain	Warm Islands			
Rarity	Uncommon			
Role	Lurker / Solo			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	20 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	67	117	193	265
Speed	20 ft.			
Size, Type, Alignment	Gargantuan beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 22 (+6)	STR 27 (+8)	STR 30 (+10)	STR 30 (+10)
	DEX 9 (-1)	DEX 5 (-3)	DEX 9 (-1)	DEX 9 (-1)
	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)	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 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-			
Resistances	-			
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	-			
Challenge	7	11	15	19

Special Abilities & Qualities **Shell** As a move action, a tortoise can pull its extremities and head into its shell. It can't move or attack as long as it remains in this state, but its armor bonus from natural armor increases by 4 as long as it does. It may end this state as a move action.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 16 Damage 2d8	Saving Throw Dexterity DC 18 Damage 3d8	Saving Throw Dexterity DC 20 Damage 4d8	Saving Throw Dexterity DC 21 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. 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	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+20/19-00 (30) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+29/19-00 (43) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+33/19-00 (51) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+36/19-00 (54) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TOTENMASKE



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Underground			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary or Pair			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	51	80	141	182
Speed	50 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 20 (+5)	DEX 18 (+4)	DEX 21 (+5)	DEX 20 (+5)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	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 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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			
Challenge	6	10	14	18
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of the previous humanoid form that you used your fleshdrink ability on successfully, 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).			
Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
	Charisma Drain A totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a Wisdom save. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			

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

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 20

Fleshdrink If a totenmaske hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful Constitution save negates the Constitution damage and reduces the sickened condition duration to 1 round. Ability damage suffered from this effect must be restored via restoration or more potent healing magic.

Special Abilities & Qualities**Saving Throw**

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 20

Shape Flesh By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a Constitution save to resist. Changes are permanent, but can be reversed with heal, restoration, or regeneration, or by surgically opening the flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation).

Standard Actions

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (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: +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: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

TOUCAN



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	7	34	71	129
Speed	10 ft. Fly 40 ft. (Average)			
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 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.

TOUCAN (CELESTIAL)



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	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	6	20	53	110
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Tiny 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 +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.

TOUCAN (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	2	22	49	120
Speed	10 ft. Fly 40 ft. (Average)			
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 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 +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.

TRAPPER



	Low	Moderate	Advanced	Elite
Terrain	Underground			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	42	78	134	245
Speed	10 ft. Climb 5 ft.			

Size, Type, Alignment	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned	Gargantuan aberration, unaligned
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Ability Scores / Saves	STR	18 (+4)	STR	18 (+4)	STR	20 (+5)	STR	25 (+7)
	DEX	12 (+1)	DEX	12 (+1)	DEX	8 (-1)	DEX	10 (+0)
	CON	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	21 (+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	6 (-2)	CHA	6 (-2)	CHA	6 (-2)	CHA	10 (+0)

Saving Throws	-	-	-	-
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Resistances	Cold, all physical attacks except piercing or slashing			
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Immunities	-			
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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 +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.	Passive Perception +20, Blindsight 120 ft., Darkvision 60 ft.
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Languages	Aklo, Common, Undercommon			
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Challenge	5	9	13	17
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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.			
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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	Smother When a lurker above or trapper grapples a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells with verbal components, and must hold its breath			
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Standard Actions	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 6d6+13 (34) bludgeoning damage.
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TREANT



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Forest			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Grove (2-7x)			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	59	123	204	293
Speed	30 ft.			

Size, Type, Alignment	Large plant, neutral good	Huge plant, neutral good	Huge plant, neutral good	Gargantuan plant, neutral good
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Ability Scores / Saves	STR	19 (+4)	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	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	-	-	-	-
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Resistances	all physical attacks except slashing			
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Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
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Vulnerabilities	Vulnerability to Fire			
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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.
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Languages	Common, Sylvan, Treant			
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Challenge	8	12	16	20
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Special Abilities & Qualities	Saving Throw	Dexterity DC 15	Saving Throw	Dexterity DC 18	Saving Throw	Dexterity DC 20	Saving Throw	Dexterity DC 22
	Damage	2d6	Damage	3d6	Damage	4d6	Damage	6d6

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.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+10 (17) bludgeoning damage.

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

Rock Ranged weapon attack: -4 to hit, one target. Hit 2d6+13 (20) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9/19-00 (16) bludgeoning damage.

Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+16 (23) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11/19-00 (22) bludgeoning damage.

Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+21 (28) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+14/19-00 (28) bludgeoning damage.



Illustration 3: Treant

TREANT (TOBONGO)



	Low	Moderate	Advanced	Elite
Terrain	Warm Jungles			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Grove (2-7x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	70	110	170	291
Speed	40 ft.			

Size, Type, Alignment	Huge plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned	Gargantuan plant, unaligned
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Ability Scores / Saves	STR	20 (+5)	STR	20 (+5)	STR	24 (+7)	STR	29 (+9)
	DEX	10 (+0)	DEX	10 (+0)	DEX	6 (-2)	DEX	8 (-1)
	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	14 (+2)	WIS	14 (+2)	WIS	14 (+2)	WIS	17 (+3)
	CHA	16 (+3)	CHA	16 (+3)	CHA	16 (+3)	CHA	18 (+4)

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

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 +12, 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 Polyglot, Sylvan, Treant, Treespeech

Challenge	6	10	14	18
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Special Abilities & Qualities	Save Dexterity DC 17	Save Dexterity DC 18	Save Dexterity DC 20	Save Dexterity DC 23
	Damage 3d6	Damage 5d6	Damage 7d6	Damage 10d6

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.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Animate Trees A tobongo can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a standard treant (although it has only one slam attack and lacks the treant's animation and rockthrowing abilities). If the tobongo that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Special Abilities & Qualities

Save Constitution DC 17 **Save** Constitution DC 18 **Save** Constitution DC 20 **Save** Constitution DC 23

Curse of Barkflesh Following a successful grapple, a tobongo can dig its spiky branches into its victim, infecting him with a foul and potent curse. Unless he succeeds at a Constitution save, the victim's flesh immediately begins to harden and grow uncontrollably like tree bark, and he takes 1d4 points of Dexterity damage per day until his Dexterity reaches 0. At this point, the victim turns entirely stiff, grows roots, and transforms into a new, unintelligent tree, preventing any form of resurrection short of Wish or Miracle. The effect can be slowed by pruning the victim once per hour, slicing off the strange growths. Pruning inflicts 1d6 points of damage on the victim, but it negates the need to make a new Constitution save. If the victim goes without pruning for more than an hour, the barkflesh takes over and he must immediately make the Constitution save for the day or suffer the Dexterity damage. Curse of Barkflesh: Grapple - Injury; save Constitution; Frequency 1/day; Effect 1d4 Dexterity damage, when Dex reaches 0, target transforms into a tree. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic following removal of the curse.

Special Abilities & Qualities

Double Damage Against Objects A tobongo or animated tree that makes a full attack against an object or structure deals double damage.

Standard Actions

<p>Rock Ranged weapon attack: +0 to hit, one target. Hit 4d6+10 (24) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+10 (16) bludgeoning damage.</p>	<p>Rock Ranged weapon attack: -1 to hit, one target. Hit 4d6+12 (26) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) bludgeoning damage.</p>	<p>Rock Ranged weapon attack: -3 to hit, one target. Hit 4d6+18 (32) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+18/19-00 (28) bludgeoning damage.</p>	<p>Rock Ranged weapon attack: -1 to hit, one target. Hit 4d6+25 (39) bludgeoning damage.</p> <p>Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+25/19-00 (39) bludgeoning damage.</p>
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Special Actions

<p>Saving Throw DC 17 Damage 1d6</p>	<p>Saving Throw DC 18 Damage 2d6</p>	<p>Saving Throw DC 20 Damage 4d6</p>	<p>Saving Throw DC 23 Damage 6d6</p>
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Shake the Earth A rooted tobongo can, as a full-round action, uproot itself, buckling the surrounding earth in a 60-foot radius. Living creatures within the radius must make a Dexterity save or fall prone and take bludgeoning damage. Man-made structures within the area of effect must make a Constitution save or take 4x this amount of structural damage. Once uprooted, the tobongo cannot use this action again until it re-roots itself. It takes the creature at least 1 hour to root effectively.

Special Actions

Truespeech All Treants can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Legendary Actions

-

Innate Spellcasting

entangle (at will)

Spellcasting

-

Possessions

-



TREERAZER



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any Forest			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary or Group (1x+)			
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	126	230	581	786
Speed	60 ft. Fly 60 ft. (Good) Swim 40 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 25 (+7)	STR 30 (+10)
	DEX 20 (+5)	DEX 22 (+6)	DEX 22 (+6)	DEX 23 (+6)
	CON 20 (+5)	CON 22 (+6)	CON 27 (+8)	CON 31 (+10)
	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 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
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., Detect good/law, Truesight	Passive Perception +19, Darkvision 60 ft., Detect good/law, Truesight	Passive Perception +22, Darkvision 60 ft., Detect good/law, Truesight	Passive Perception +24, Darkvision 60 ft., Detect good/law, Truesight
Languages	Abyssal, Celestial, Common, Draconic, Elvish, Sylvan, Telepathy 300 ft.			
Challenge	8	14	28	32

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.

Grant Spells Nascent demon lords can grant spells to their worshipers. Granting spells does not require any specific action on the nascent demon lord's behalf. All nascent demon lords grant access to the domains of Chaos and Evil—in addition, they grant access to two other domains and a favored weapon that vary according to the nascent demon lord's themes and interests.

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.

True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.

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

Save Constitution DC 18 **Save** Constitution DC 21 **Save** Constitution DC 26 **Save** Constitution DC 29

Aura of Corruption Treerazer exudes an aura of corruption to a radius of 120 ft. This aura causes plants to grow hideous, sprouting thorns, twisting, and becoming fungoid in nature. Creatures with woodland stride or freedom of movement can move through this fungal bloom with ease. Living creatures within Treerazer's aura of corruption must make a Constitution save each round or their flesh grows pasty and clammy as tendrils of diseased plant matter and fungal growth sprout from it. This condition persists as long as the creature remains within Treerazer's aura of corruption and for 1 minute thereafter. While suffering the effects of this aura, the living creature is treated as a plant for the purposes of spells and effects that harm or otherwise inconvenience plant creatures more than other creatures. The corruption does not otherwise impart plant traits to creatures.

Special Abilities & Qualities

Save Constitution DC 18 **Save** Constitution DC 21 **Save** Constitution DC 26 **Save** Constitution DC 29

Damage 10d10 **Damage** 16d10 **Damage** 20d10 **Damage** 30d10

Defoliation As a standard action with Recharge 2, Treerazer can exude a pulse of defoliating energy in a 30-ft.-radius spread. This pulse appears as a wave of sickly green energy, and causes all plants and plant creatures in the area to blacken and wither. Such creatures take acid damage and 1d8 points of Strength damage, or half these amounts with a successful Constitution save. A plant that isn't a creature (such as a tree or a shrub) doesn't receive a save and immediately withers and dies. Treerazer can choose to exclude any number of plants in the area from this effect, and generally does so to preserve twisted and corrupted plants and fungus. Ability damage suffered from this effect must be restored via restoration or more potent healing magic.

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.

Standard Actions

<p>Blackaxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/x3 (8) slashing damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+10 (14) slashing damage.</p> <p>Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p>	<p>Blackaxe Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8/x3 (8) slashing damage.</p> <p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+15 (18) slashing damage.</p> <p>Wing Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+15 (18) bludgeoning damage.</p>	<p>Blackaxe Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+24/19-00/x3 (38) slashing damage.</p> <p>Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+13 (20) piercing damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d8+13 (18) slashing damage.</p> <p>Wing Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d8+13 (18) bludgeoning damage.</p>	<p>Blackaxe Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+30/19-00/x3 (48) slashing damage.</p> <p>Bite Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+17 (31) piercing damage.</p> <p>Claw Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 3d6+17 (28) slashing damage.</p> <p>Wing Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 3d6+17 (28) bludgeoning damage.</p>
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Legendary Actions

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Innate Spellcasting

antiplant shell (at will); contagion (at will); control plants (3/day); freedom of movement (at will); abidalmazim's horrid wilting (1/day); symbol of death (1/day); telekinesis (at will); time stop (1/day); true seeing (at will); wall of thorns (3/day); water breathing (at will)

TRILOBITE



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Group (2-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	7	35	91	142
Speed	20 ft. Swim 30 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	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 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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -4 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+1 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Uncommon			
Role	Artillery / Normal			
Organization	Solitary, Company (2-5x), Squad (6-11x), or Bnad (12-21x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	25	41	88	157
Speed	5 ft. Swim 40 ft.			

Size, Type, Alignment	Medium celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
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Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	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 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 +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Aquan, Common			
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Challenge	3	7	11	15
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Standard Actions	<p>Heavy Crossbow Ranged weapon attack: -2 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p> <p>Trident Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: -2 to hit, one target. Hit 1d8+1 (6) piercing/slashing damage.</p>	<p>Heavy Crossbow Ranged weapon attack: -2 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p> <p>Trident Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: -2 to hit, one target. Hit 1d8+1 (6) piercing/slashing damage.</p>	<p>Heavy Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p> <p>Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +0 to hit, one target. Hit 1d8+4 (8) piercing/slashing damage.</p>	<p>Crossbow, Heavy Ranged weapon attack: -1 to hit, one target. Hit 2d8/19-00 (8/20) piercing damage.</p> <p>Trident Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: -1 to hit, one target. Hit 2d6+9 (16) piercing/slashing damage.</p>
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Innate Spells	<i>summon nature's ally (small water elemental or 1d3 dolphins only) (1/day)</i>			
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Possessions	Heavy crossbow; crossbow bolts (20x); trident			
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TROGLODYTE



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Uncommon
Role	Soldier / Normal
Organization	Solitary, Pair, Clutch (3-6x), Squad (7-12x+), or Band (20-80x+)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	8	28	80	157
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 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 7 (-2)	DEX 7 (-2)	DEX 12 (+1)	DEX 10 (+0)
	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 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 9 ft.	Passive Perception +9, Darkvision 9 ft.	Passive Perception +11, Darkvision 9 ft.	Passive Perception +11, Darkvision 9 ft.
Languages	Draconic			
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
	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 10 rounds. 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.			

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

Club Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

Club Ranged weapon attack: -3 to hit, one target. Hit 1d6+1 (4) bludgeoning damage.

Javelin Ranged weapon attack: -3 to hit, one target. Hit 1d6+1 (4) bludgeoning damage.

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

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

Club Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

Club Ranged weapon attack: -3 to hit, one target. Hit 1d6+1 (4) bludgeoning damage.

Javelin Ranged weapon attack: -3 to hit, one target. Hit 1d6+1 (4) 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 1d6+1 (4) slashing damage.

Club Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Club 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+4 (8) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.

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

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

Club 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+6 (10) bludgeoning damage.

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

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

Legendary Actions

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Innate

-

Spellcasting**Spellcasting**

-

Possessions

Club; javelin (4x)



TROLL



	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Gang (2-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	70	114	205	293
Speed	30 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 18 (+4)	CON 18 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Giant			
Challenge	6	10	14	18

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). Fire causes 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 **Damage** 1d6 **Damage** 2d6 **Damage** 4d6 **Damage** 6d6
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**

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

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (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 1d8+6 (10) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 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.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.



Illustration 4: Troll

TROLL (ICE)



	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains or Underground			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Band (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	44	72	126	192
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	17 (+3)	17 (+3)	20 (+5)	22 (+6)
	DEX	16 (+3)	16 (+3)	18 (+4)	17 (+3)
	CON	14 (+2)	14 (+2)	17 (+3)	19 (+4)
	INT	7 (-2)	7 (-2)	11 (+0)	11 (+0)
	WIS	8 (-1)	8 (-1)	12 (+1)	12 (+1)
	CHA	5 (-3)	5 (-3)	9 (-1)	9 (-1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	Cold			
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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			
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Giant			
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Challenge	6	10	14	18
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Special Abilities & Qualities	<p>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). Fire causes 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.</p>			
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 4d6**Damage** 6d6

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

Battleaxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6x3 (1) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+4 (6) slashing damage.

Battleaxe Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6x3 (1) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.

Battleaxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/x3 (14) 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.

Battleaxe Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12/x3 (22) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+10 (14) slashing damage.

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Battleaxe



TROLL (JOTUND)



	Low	Moderate	Advanced	Elite
Terrain	Cold Hills or Mountains			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary or War Party (1x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	72	116	223	362
Speed	30 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil	Gargantuan humanoid, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Confusion and Insanity Effects			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Giant			
Challenge	6	10	16	20
Special Abilities & Qualities	All-Around Vision You can see in all directions at once. You cannot be flanked. All-Seeing Attacks A jotund troll can make nine additional attacks of opportunity in a round, one for each head, although no more than a single attack for any given opportunity.			
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 24
	Cacophonous Roar With Recharge 2 as a standard action, a jotund troll can emit a cacophonous roar from its nine heads. All creatures within a 60-foot spread of the troll must make a Wisdom save or become confused for 1d4 rounds. This is a mind-affecting effect.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Multiple Minds A jotund troll has nine different minds that are in constant communication with each other. The resulting jumble of tangled thoughts grants the troll advantage on all Wisdom saving throws against mind-affecting effects.

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.

Standard Actions

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

Club Ranged weapon attack: +0 to hit, one target. Hit 1d6+7 (10) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) slashing damage.

Club Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) bludgeoning damage.

Club Ranged weapon attack: -1 to hit, one target. Hit 1d6+8 (12) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12 (18) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) slashing damage.

Club Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+14 (18) bludgeoning damage.

Club Ranged weapon attack: -3 to hit, one target. Hit 1d6+10 (14) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.

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

Club Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+17 (28) bludgeoning damage.

Club Ranged weapon attack: -1 to hit, one target. Hit 3d6+17 (28) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+15 (29) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+15 (26) slashing damage.

Special Actions

Saving Throw DC 18
Damage 1d8

Saving Throw DC 19
Damage 2d8

Saving Throw DC 21
Damage 3d8

Saving Throw DC 24
Damage 4d8

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.

Innate Spellcasting

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Spellcasting

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Possessions

Club



TROLL (MOSS)



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Forests			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Gang (2-3x), or Troop (4-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	35	61	117	188
Speed	30 ft. Climb 10 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	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 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	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	<p>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</p> <p>Fear of Fire A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size.</p>			
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	Giant			
Challenge	4	8	12	16

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

Tree Climber When climbing trees and other foliage, a moss troll's climb speed increases to 30 feet. If a moss troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes of calculating total damage from the fall. While climbing in trees, a moss troll gains advantage on initiative checks.

Standard Actions

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+3 (6) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+3 (6) slashing damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+8/19-00 (12) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+8 (12) slashing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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TROLL (ROCK)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary or Gang (2-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	72	110	187	276
Speed	30 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	<p>Sunlight Petrification A rock troll that is exposed to natural sunlight is staggered and must make a Constitution save each round to resist permanently turning to stone. A stone to flesh spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Constitution saves to avoid petrification. Spells like sunray or sunburst that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.</p>			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Giant			
Challenge	7	11	15	19

**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**Damage** 1d6**Damage** 2d6**Damage** 3d6**Damage** 4d6

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: +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 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing 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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TROLL (SCRAG)



	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Gang (2-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	66	119	192	276
Speed	20 ft. Swim 40 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 18 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Giant			
Challenge	6	10	14	18

Special Abilities & Qualities **Amphibious** The creature can breathe air and/or water.

☒ **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

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

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: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 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.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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TROLLHOUND



	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Rare			
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	37	72	142	213
Speed	40 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
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	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19

Disease A trollhound's saliva is an infectious brew of contagion. Creatures bitten by a trollhound are often afflicted with bloodfire fever, a disease characterized by deep internal pain, as if the victim's blood were on fire. Additional symptoms include loss of muscular coordination, pus-filled blisters, and overall lethargy and fatigue. Trolls and trollhounds alike are immune to bloodfire fever, even though trollhounds often exhibit the pus-filled blisters that come with the disease. Bloodfire fever: Bite-injury; save Constitution; onset 1 day; frequency 1/day; effect 1d3 Strength damage, 1d3 Dexterity damage, and target is fatigued; cure 2 consecutive saves. Ability damage suffered to this effect must be restored via restoration or more potent healing magic once the disease itself has been removed.

☒ 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.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+4 (10) piercing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d8 19-00 (820) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+7/19-00 (16) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+9/19-00 (22) piercing 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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TROODON



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Pack (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	8	33	84	139
Speed	40 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	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 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Easily Trained A troodon is unusually quick to pick up tricks and animal training. All checks made to train or handle a troodon gain advantage. A troodon can learn an additional 2 tricks beyond what an animal of its intelligence can normally be taught			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p> <p>Claw Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.</p>	<p>Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.</p> <p>Claw Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TUATARA



	Low	Moderate	Advanced	Elite
Terrain	Temperate Islands (Coast)			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	3	31	85	138
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 3 (-4)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 9 (-1)	DEX 9 (-1)	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 5 (-3)	INT 5 (-3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
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	-			
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: -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: +2 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			

Low

Moderate

Advanced

Elite

Possessions



TUNCHE



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	64	125	262	423
Speed	50 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Large fey, chaotic neutral	Large fey, chaotic neutral	Huge fey, chaotic neutral	Gargantuan fey, chaotic neutral
Ability Scores / Saves	STR 20 (+5)	STR 21 (+5)	STR 23 (+6)	STR 28 (+9)
	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 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	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 cold iron and slashing			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.	Passive Perception +24, Darkvision 60 ft.
Languages	Aklo, Sylvan, Speak with Plants, Tongues			
Challenge	8	15	25	29
Special Abilities & Qualities	Feather Step A tunche in a forest ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.			
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23	Saving Throw Constitution DC 25
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage and 1d4 Wisdom damage plus nauseated for 1 round; cure 2 consecutive saves. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 2d6**Damage** 4d6**Damage** 6d6**Damage** 8d6

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.

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.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+11/19-00 (20) piercing damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+15/19-00 (33) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage.

Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 6d6+15 (36) slashing damage.

Special Actions

Sound Mimicry The creature perfectly imitates certain sounds or even specific voices. The creature makes a Deception check opposed by the listener's Perception check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it suffers disadvantage on its Perception check. The creature has advantage on its Deception check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Innate Spellcasting

control plants (3/day); entangle (at will); move earth (3/day); plant growth (3/day); speak with plants (at will); tongues (at will); tree shape (at will); tree stride (at will); true seeing (3/day); wall of thorns (3/day)

Spellcasting

-

Possessions

-

TUPILAQ



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

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

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	32	63	91	115
Speed	30 ft. Swim 60 ft.			
Size, Type, Alignment	Tiny construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 18 (+4)	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 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
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	5	9	13	17



Low



Moderate



Advanced



Elite



Special Abilities & Qualities

Scrimshaw Magic When a tupilaq is created, its creator can inscribe a single spell he knows (as long as that spell is no higher than 2nd level and requires no material components) into the tupilaq as a complex scrimshaw design. The tupilaq gains the ability to use that spell as a spell-like ability (CL 7th) three times per day. The tupilaq's creator can inscribe a new spell onto the tupilaq if he wishes, replacing the previous scrimshaw. Inscribing a new scrimshaw requires 24 hours of work and an expenditure of 500 gp in materials. The tupilaq presented here utilizes invisibility in this manner. Erase can destroy a tupilaq's scrimshaw if it fails a Constitution save against the spell. If a tupilaq's scrimshaw is removed in this manner, it loses access to the spell as a spell-like ability, and seeks out its creator to attack and kill him. The tupilaq's creator becomes the target of the tupilaq's seek target ability in this case. If a tupilaq's creator is already dead, the tupilaq instead seeks out the nearest living creature and attacks this new target on sight, continuing this spree of murder until it is itself destroyed.

Special Abilities & Qualities

Seek Target A tupilaq's creator can place a drop of blood, lock of hair, or other portion of a creature's body in the tupilaq's maw as a standard action. From that point on, the tupilaq constantly knows what direction that creature is located in, and gains advantage on all Perception checks made to locate the creature. A new target cannot be assigned to a tupilaq in this manner until its previous target is dead.

Standard Actions

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

Claw Melee weapon attack: +4 to hit, reach 0 ft., one target. Hit 1d3+4 (6) slashing damage.

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

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

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage.

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

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+10 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) slashing damage.

Legendary Actions

-

Innate Spellcasting

invisibility (3/day)

Spellcasting

-

Possessions

-

TURTLE (GIANT SNAPPING)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Water or Shore			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Band (2-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	51	129	220	305
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 23 (+6)	STR 25 (+7)	STR 28 (+9)
	DEX 8 (-1)	DEX 4 (-3)	DEX 8 (-1)	DEX 6 (-2)
	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 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-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	11	15	19
Special Abilities & Qualities	Armored Stomach A giant snapping turtle's body is difficult to cut through - its stomach gains a +4 bonus to its AC and has double the normal hit points when determining the success of a creature attempting to cut its way free.			
Special Abilities & Qualities	Hold Breath The creature can hold its breath for 180 minutes before it risks drowning.			

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

Shell As a move action, a snapping turtle can pull its extremities and head into its shell. It cannot move or attack as long as it remains in this state, but its armor bonus from natural armor increases by +4 as long as it does.

Special Abilities & Qualities**Saving Throw** DC 15**Damage** 1d6**Saving Throw** DC 18**Damage** 2d6**Saving Throw** DC 20**Damage** 3d6**Saving Throw** DC 22**Damage** 4d6

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d4+13 (23) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+16 (30) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+19 (37) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+22 (50) piercing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

-

Possessions

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TURTLE (SNAPPING)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Water or Shore			
Rarity	Uncommon			
Role	Brute / Minion			
Organization	Solitary or Band (2-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	8	34	81	144
Speed	10 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	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 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 +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	Shell As a move action, a snapping turtle can pull its extremities and head into its shell. It cannot move or attack as long as it remains in this state, but its armor bonus from natural armor increases by +4 as long as it does.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+19-00 (310) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



TWIGJACK



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Gang (3-8x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	27	60	109	181
Speed	30 ft., Woodland Stride			
Size, Type, Alignment	Tiny fey, chaotic evil	Tiny fey, chaotic evil	Tiny fey, chaotic evil	Small fey, chaotic evil
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 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	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 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	Vulnerability to Fire			
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, Sylvan			
Challenge	59	1	13	17
Special Abilities & Qualities	Bramble Jump A twigjack can travel short distances between brambles, shrubs, or thickets as if via dimension door as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel in this manner up to 60 feet per day. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.			
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
	Splinterspray A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing piercing damage to all creatures in the area. A Dexterity saving throw halves this damage.			

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

Woodland Stride You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Standard Actions

Spear Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4+0/x3 (2) piercing damage.

Spear Ranged weapon attack: +4 to hit, one target. Hit 1d4+0/x3 (2) piercing damage.

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

Spear Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0/x3 (2) piercing damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 1d4+0/x3 (2) piercing damage.

Claw Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d6+0 (4) slashing damage.

Spear Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4x3 (1) piercing damage.

Spear Ranged weapon attack: +4 to hit, one target. Hit 1d4x3 (1) piercing damage.

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

Spear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8/x3 (12) piercing damage.

Spear Ranged weapon attack: +4 to hit, one target. Hit 1d6+6/x3 (10) piercing damage.

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

Legendary Actions

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Innate

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Spellcasting**Spellcasting**

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Possessions

Spear

TYRANT JELLY



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary or Nest (1x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	22 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	81	142	230	319
Speed	20 ft. Climb 10 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 3 (-4)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 16 (+3)	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 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Electricity, Flanking, paralyzed, Immunity to Piercing Damage, poisoned, Polymorph, Immunity to Slashing Damage, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 60 ft.	Passive Perception +14, Blindsight 60 ft.	Passive Perception +17, Blindsight 60 ft.	Passive Perception +18, Blindsight 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	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****Control Vermin** A tyrant jelly's spell-like abilities work on mindless vermin that have exoskeletons (bees, centipedes, crabs, flies, wasps, and so on), but not soft-bodied creatures such as leeches, slugs, or worms.**Special Abilities & Qualities****Create Spawn** Slashing weapons, piercing weapons, and electricity attacks deal no damage to a tyrant jelly. Instead, part of the creature splits off into an ochre jelly. This new jelly has 30 hit points and fast healing 5; the tyrant jelly loses 30 hit points when it splits off. The new jelly is under the control of the tyrant jelly. A tyrant jelly with 30 hit points or fewer can't split again, and dies if reduced to 0 hit points. A tyrant jelly can reabsorb an adjacent spawn as a full-round action, destroying the spawn and adding the spawn's current hit points to its own.**Standard Actions****Slam** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 6d4+3 (18) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 6d6+4 (25) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 6d8+6 (33) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 12d6+9 (51) bludgeoning 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****Saving Throw**
Constitution DC 16**Saving Throw**
Constitution DC 18**Saving Throw**
Constitution DC 20**Saving Throw**
Constitution DC 22**Poison** Slam-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect is recovered following a long rest.**Special Actions****Vermin Empathy** A tyrant jelly can improve the attitude of vermin as a druid can with animals. Vermin have a starting attitude of unfriendly.**Innate Spellcasting***charm monster (vermin only) (3/day); conjure animals (3/day); hold monster (vermin only) (3/day)***Spellcasting**

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Possessions

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TZITZIMITL



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

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	100	213	326	428
Speed	50 ft. Fly 60 ft. (Good)			
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 22 (+6)	STR 26 (+8)	STR 31 (+10)
	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 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 19 (+4)
	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	Fire, all physical attacks except bludgeoning and good			
Immunities	Cold, diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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	Abyssal, Aklo, Celestial, Common			
Challenge	8	14	22	26

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.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 18 Damage 4d6 Eclipse Anytime a tzitzimitl casts deeper darkness, any creatures in the area of darkness when it is created take cold damage (Constitution save halves). Any creature that takes damage from this effect becomes staggered as long as it remains in the area of darkness and for 1d4 rounds after it leaves that area.	Saving Throw Constitution DC 21 Damage 6d6	Saving Throw Constitution DC 23 Damage 8d6	Saving Throw Constitution DC 25 Damage 10d6
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	Light to Dark As an immediate action up to three times per day, a tzitzimitl can convert a positive energy effect that affects it into negative energy. Doing so transforms the entire effect, such that it affects other creatures as well. A tzitzimitl can transform channeled positive energy in this way even if the positive energy would not otherwise harm it.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage. Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) slashing damage. Ranged Eye Beam Ranged weapon attack: +5 to hit, one target. Hit 10d4 (9) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15/19-00 (22) piercing damage. Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15/19-00 (20) slashing damage. Ranged Eye Beam Ranged weapon attack: +5 to hit, one target. Hit 10d4 (9) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+14/19-00 (23) piercing damage. Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+14/19-00 (21) slashing damage. Ranged Eye Beam Ranged weapon attack: +4 to hit, one target. Hit 10d6 (11) bludgeoning damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+19/19-00 (37) piercing damage. Claw Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+19/19-00 (33) slashing damage. Ranged Eye Beam Ranged weapon attack: +6 to hit, one target. Hit 20d6 (16) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>fly (at will); true seeing (at will); curse (at will); deeper darkness (at will); animate dead (3/day); contagion (3/day); teleport (3/day); create undead (1/day); temporal stasis (1/day); wail of the banshee (1/day)</i>			
Spellcasting	-			
Possessions	-			

UDAÆUS



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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Land or Urban			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Squadron (3-12x)			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	46	78	137	207
Speed	15 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	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 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	Fire, all physical attacks			
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	Celestial, Common			
Challenge	4	8	12	16
Special Abilities & Qualities	Armor and Weapon Training Udaei are proficient with simple weapons, martial weapons, light armor, medium armor, heavy armor, and shields (including tower shields).			
Special Abilities & Qualities	Energy Resistance An udaeus has resistance against one type of energy. By performing a ritual that takes one day, an udaeus can change its energy resistance to a different energy type (either acid, cold, electricity, or fire). Most udaeus choose fire resistance unless they expect to fight a creature using a specific energy type.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Fast Healing You regain hit points at 1 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

Fighter Training An udaeus counts its racial Hit Dice as fighter levels for the purpose of determining class abilities. If it has levels in fighter, these Hit Dice stack.

Standard Actions

Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.

Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

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

Shortspear Ranged weapon attack: -1 to hit, one target. Hit 1d6+5 (8) piercing damage.

Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+4 (8) bludgeoning damage.

Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.

Shortspear Melee weapon attack: +3 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.

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

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

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

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

Shortspear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+13 (18) bludgeoning damage.

Shortspear Ranged weapon attack: +0 to hit, one target. Hit 1d8+13 (18) bludgeoning damage.

Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Javelin Ranged weapon attack: +0 to hit, one target. Hit 1d8+11 (16) bludgeoning damage.

Special Actions

Infuse Arms and Armor Any improvised weapon an udaeus wields is treated as a comparable normal weapon. Any normal weapon an udaeus wields is treated as a weapon with a magical +1 enhancement bonus. Any weapon with a magical enhancement bonus it wields is treated as though its enhancement bonus were 1 higher than its actual value (to a maximum of +6). This ability also applies to armor and shields (normal is treated as +1, and +1 or higher is treated as 1 higher than actual).

Innate Spellcasting

barkskin (3/day); true strike (1/day)

Spellcasting

-

Possessions

Javelin (6x); shield; shortspear



U INTATHERIUM



U

	Low	Moderate	Advanced	Elite
Terrain	Temperate Swamps			
Rarity	Uncommon			
Role	Brute / 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	18	78	129	202
Speed	30 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, 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 15 (+2)	CON 15 (+2)	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 +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 1d8+5 (10) 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+11 (18) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

UMBRAL SHEPHERD



U

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Shadow)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Choir (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	36	71	123	191
Speed	Fly 30 ft. (Clumsy)			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful 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 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 13 (+1)	INT 13 (+1)	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	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.			
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, Shadowtongue			
Challenge	6	10	14	18

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.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Planebound** Each round that an Umbral Shepherd is on another plane than the Plane of Shadow without a host body, it takes 1d6 damage.**Special Abilities & Qualities****Saving Throw** DC 14**Saving Throw** DC 15**Saving Throw** DC 18**Saving Throw** DC 19**Possession** An umbral shepherd can possess a host body as if using Magic Jar, save that if its host body is killed while possessed, the shepherd dies as well.**Special Abilities & Qualities****Saving Throw**
Constitution DC 14**Saving Throw**
Constitution DC 15**Saving Throw**
Constitution DC 18**Saving Throw**
Constitution DC 19**Shadow Touch** An umbral shepherd that succeeds at a touch attack can attempt to dissolve a portion of the victim's flesh into shadow, which then dissipates, dealing 1d4 points of Constitution damage (Constitution save halves). Ability damage suffered from this effect must be restored via restoration or more potent healing magic.**Standard Actions**

-

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

U

UNDINE



U

Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Uncommon
Role	Leader / Minion
Organization	Solitary, Pair, or Gang (3-5x)
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	8	29	64	117
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	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 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 15 (+2)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
	Charming Smile You can cast Charm Person as a swift action. You can only have one creature charmed in this way at a time. The total duration of this effect is 14 round per day. These rounds do not need to be consecutive, and you can dismiss the charm anytime as a free action. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds on its save to resist the effect.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
	Dazing Touch You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more than 14 Hit Dice are unaffected. You can use this ability 9 times per day.			

**Low****Moderate****Advanced****Elite****Standard Actions****Sling** Ranged weapon attack: +2 to hit, one target. Hit 1d6 (6) bludgeoning damage.**Trident** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing/slashing damage.**Trident** Ranged weapon attack: +2 to hit, one target. Hit 1d8 (8) piercing/slashing damage.**Trident** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing/slashing damage.**Trident** Ranged weapon attack: +1 to hit, one target. Hit 1d8+3 (8) piercing/slashing damage.**Sling** Ranged weapon attack: +1 to hit, one target. Hit 1d4+1 (4) bludgeoning damage.**Trident** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing/slashing damage.**Trident** Ranged weapon attack: +4 to hit, one target. Hit 1d8+6 (10) piercing/slashing damage.**Sling** Ranged weapon attack: +4 to hit, one target. Hit 1d4+3 (6) bludgeoning damage.**Trident** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing/slashing damage.**Trident** Ranged weapon attack: +2 to hit, one target. Hit 2d6+10 (17) piercing/slashing damage.**Sling** Ranged weapon attack: +2 to hit, one target. Hit 1d6+8 (12) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*watery sphere (3/day)***Spellcasting****Cleric (CL 4)***cure wounds; dust form; command; contagion; wind walk; control water; divination; bestow curse; control vermin; dispel magic; suggestion (to fulfill a prior promise only); augury; calm emotions; cure wounds; darkness; detect magic; bless; charm person; divine favor; ice armor; ray of sickening; read weather; create food and water; detect magic; guidance***Cleric (CL 6)***cure wounds; dust form; charm monster; command; contagion; wind walk; control water; divination; bestow curse; control vermin; dispel magic; lightning bolt; suggestion (to fulfill a prior promise only); augury; calm emotions; cure wounds; darkness; detect magic; bless; charm person; divine favor; ice armor; ray of sickening; read weather; create food and water; detect magic; guidance***Cleric (CL 10)***cone of cold; cure wounds; dust form; charm monster; command; contagion; flame strike; wind walk; control water; divination; bestow curse; control vermin; dispel magic; lightning bolt; suggestion (to fulfill a prior promise only); augury; calm emotions; cure wounds; darkness; detect magic; bless; charm person; divine favor; ice armor; ray of sickening; read weather; create food and water; detect magic; guidance***Cleric (CL 14)***control weather; ice storm; cone of cold; cure wounds; dust form; charm monster; command; contagion; flame strike; wind walk; control water; divination; bestow curse; control vermin; dispel magic; lightning bolt; suggestion (to fulfill a prior promise only); augury; calm emotions; cure wounds; darkness; detect magic; bless; charm person; divine favor; ice armor; ray of sickening; read weather; create food and water; detect magic; guidance***Possessions**

Sling; sling bullets (10x); trident

UNICORN



U

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Temperate Forests
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Mated Pair, or Blessing (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	38	81	145	218
Speed	60 ft.	60 ft.	65 ft.	65 ft.
Size, Type, Alignment	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Huge monstrosity, chaotic good
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)	WIS 20 (+5)
	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Charm, Compulsion, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Magical Strike A unicorn's gore attack is treated as a magic good weapon for the purposes of resistances and immunities.			
Special Abilities & Qualities	Magic Circle Against Evil This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			
Special Abilities & Qualities	Wild Empathy This works like the druid's wild empathy class feature, except the unicorn has advantage on the check.			
Standard Actions	Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d3+2 (4) bludgeoning damage.	Gore Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage. Hoof Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>cure wounds (3/day); detect evil and good (at will); light (at will); restoration (1/day)</i>			
Spellcasting	-			
Possessions	-			

URDEFHAN



U

Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Leader / Normal
Organization	Solitary, Pair, Gang (3-12x), or Cult (13-30x+)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	15	56	123	205
Speed	30 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 19 (+4)	STR 22 (+6)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	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 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	Acid, all physical attacks except good or silver			
Immunities	diseased, Fear, Level Drain			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 120 ft.	Passive Perception +13, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.
Languages	Aklo, Undercommon			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1	Damage 1d2	Damage 1d3	Damage 1d4
	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 2d6	Saving Throw Dexterity DC 15 Damage 4d6	Saving Throw Dexterity DC 18 Damage 6d6	Saving Throw Dexterity DC 20 Damage 8d6
	Daemonic Pact Urdefhans are infused with daemonic energy; as an immediate action, an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a 5-foot-radius burst of negative energy that deals necrotic damage; each victim in range may attempt a Dexterity save to halve the damage.			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Strength Damage An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage unless the target succeeds on a Constitution save. The flesh remains transparent until the Strength damage is healed, but this does not have any other effects. Ability damage suffered in this manner is recovered following a long rest.			
Standard Actions	Composite Longbow Ranged weapon attack: +0 to hit, one target. Hit 1d8x3 (1) piercing damage. Rhoka Sword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d818-00 (410) slashing damage. Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.	Composite Longbow Ranged weapon attack: +0 to hit, one target. Hit 1d8x3 (1) piercing damage. Rhoka Sword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d818-00 (410) slashing damage. Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.	Composite Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage. Rhoka Sword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7/18-00 (12) slashing damage. Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.	Rhoka Sword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11/18-00 (18) slashing damage. Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage. Composite Longbow Ranged weapon attack: +0 to hit, one target. Hit 2d6x3 (1) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>feather fall (at will); ray of enfeeblement (3/day)</i>			
Spellcasting	-			
Possessions	Composite longbow; arrows (20x); rhoka sword			

VALKYRIE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Elite
Organization	Solitary or Ride (2-8x)
Treasure	Triple

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	81	118	185	298
Speed	30 ft. Fly 100 ft. (Perfect)			
Size, Type, Alignment	Small monstrosity, chaotic neutral	Small monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 20 (+5)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	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	Acid, all physical attacks except cold iron and lawful			
Immunities	Cold, Electricity, poisoned			
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.
Languages	Celestial, Common			
Challenge	8	12	16	20

Special Abilities & Qualities	Battle Trained A valkyrie is proficient with all armor. Armor never impacts a valkyrie's speed, nor does a valkyrie take armor check penalties on Ride checks.
Special Abilities & Qualities	Choose the Slain A valkyrie can draw the soul from a newly dead body and store it in her spear for transport to the Outer Planes. This functions as soul bind, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this ability has no effect.
Special Abilities & Qualities	Holy Zeal A valkyrie adds her Charisma modifier as a deflection bonus to her Armor Class.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Standard Actions

Spear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) piercing damage.

Spear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8/19-00/x3 (8) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8/19-00/x3 (4/10) piercing damage.

Spear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+8/19-00/x3 (12) piercing damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 1d8+6/19-00/x3 (10) piercing damage.

Spear Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+16/19-00/x3 (23) piercing damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 2d6+12/19-00/x3 (19) piercing damage.

Legendary Actions

-

Innate Spellcasting

tongues (at will); aid tongues (at will); plane shift (self and mount only) tongues (at will); lightning bolt (3/day); geas (3/day); heal (1/day); summon (level 8, 1 sleipnir 100%) (1/day)

Spellcasting

-

Possessions

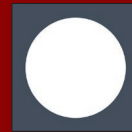
Spear (2x)

U



Illustration 5: Vampire

VAMPIRE



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain

Any

Rarity

Rare

Role

Leader / Normal

Organization

Solitary or Family (1x+)

Treasure

Incidental

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class

18

(natural armor)

18

(natural armor)

19

(natural armor)

19

(natural armor)

Hit Points

56

109

193

250

Speed

30 ft., Spider Climb

Sz/Typ/Align

Medium undead, CE

Medium undead, CE

Medium undead, CE

Medium undead, CE

Ability Scores / Saves

STR 14 (+2)
DEX 16 (+3)
CON 10 (+0)
INT 12 (+1)
WIS 14 (+2)
CHA 20 (+5)

STR 14 (+2)
DEX 16 (+3)
CON 10 (+0)
INT 12 (+1)
WIS 14 (+2)
CHA 20 (+5)

STR 18 (+4)
DEX 18 (+4)
CON 10 (+0)
INT 16 (+3)
WIS 17 (+3)
CHA 22 (+6)

STR 18 (+4)
DEX 18 (+4)
CON 10 (+0)
INT 16 (+3)
WIS 17 (+3)
CHA 22 (+6)

Saving Throws

-

Resistances

Cold, all physical attacks except magic and nonlethal damage and silver

Immunities

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

Vulnerabilities

Vampire Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a Wisdom save. Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Senses

Passive Perception +14, Darkvision 60 ft.

Passive Perception +15, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Languages

Abyssal, Common, Draconic

Challenge

4

8

12

16

Special Abilities & Qualities

Blood Drain A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. Ability damage suffered in this manner must be recovered via restoration or more potent healing magic.

Special Abilities & Qualities

Change Shape A vampire can use change shape to assume the form of a dire bat or wolf, as beast shape II.

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.

Shadowless A vampire casts no shadows and shows no reflection in a mirror.

Special Abilities & Qualities

Children of the Night Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Special Abilities & Qualities

Create Spawn A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Standard Actions

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Slam Melee weapon attack: +2 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+7 (10) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.
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Special Actions

Save Wisdom DC 17	Save Wisdom DC 18	Save Wisdom DC 20	Save Wisdom DC 21
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Dominate A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Wisdom save or fall instantly under the vampire's influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Special Actions

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 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

Gaseous Form As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Special Actions

Save Dexterity DC 17 Damage 8d6	Save Dexterity DC 18 Damage 12d6	Save Dexterity DC 20 Damage 16d6	Save Dexterity DC 21 Damage 20d6
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Grasp of the Dead You can cause a swarm of skeletal arms to burst from the ground to rip and tear your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes slashing damage. Those caught in the area receive a Dexterity save for half damage. Those who fail the save are unable to move for 1 round. The skeletal arms are spectral and disappear after 1 round. The arms must burst up from a solid surface. You can use this ability once per day. This power has a range of 60 feet.

Special Actions

Grave Touch You can make a melee touch attack as a standard action that causes a living creature to become shaken for 8 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your sorcerer level. You can use this ability 13 times per day.

Special Actions

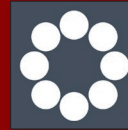
Incorporeal Form You can become incorporeal for 16 rounds. While in this form, you gain the incorporeal subtype. You only take half damage from corporeal sources as long as they are magic (you take no damage from non-magic weapons and objects). Likewise, your spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. You can use this ability once per day.

Spellcasting

Sorcerer (CL 6): <i>fog cloud; black spot; cloudkill; arcane eye; black tentacles; invisibility; animate dead; accursed glare; animate dead, lesser; dispel magic; fireball; vampiric touch; acid arrow; alter self; invisibility; scorching ray; web; false life; burning hands; disguise self; expeditious retreat; mage armor; magic missile; chill touch; acid splash; detect magic; disrupt undead; light; mage hand; mending; message</i>	Sorcerer (CL 8): <i>fog cloud; black spot; cloudkill; arcane eye; lightning bolt; black tentacles; invisibility; animate dead; accursed glare; animate dead, lesser; dispel magic; fireball; vampiric touch; acid arrow; alter self; invisibility; scorching ray; web; false life; burning hands; disguise self; expeditious retreat; mage armor; magic missile; chill touch; acid splash; detect magic; disrupt undead; light; mage hand; mending; message</i>	Sorcerer (CL 12): <i>fog cloud; contagion; black spot; cloudkill; arcane eye; lightning bolt; black tentacles; invisibility; animate dead; accursed glare; animate dead, lesser; dispel magic; fireball; vampiric touch; acid arrow; alter self; invisibility; scorching ray; web; false life; burning hands; disguise self; expeditious retreat; mage armor; magic missile; chill touch; acid splash; detect magic; disrupt undead; light; mage hand; mending; message</i>	Sorcerer (CL 16): <i>otto's irresistible dance; fire storm; forcecage; finger of death; fog cloud; contagion; black spot; cloudkill; arcane eye; lightning bolt; black tentacles; invisibility; animate dead; accursed glare; animate dead, lesser; dispel magic; fireball; vampiric touch; acid arrow; alter self; invisibility; scorching ray; web; false life; burning hands; disguise self; expeditious retreat; mage armor; magic missile; chill touch; acid splash; detect magic; disrupt undead; light; mage hand; mending; message</i>
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VAMPIRE SPAWN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	23	46	94	120
Speed	30 ft., Spider Climb			
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 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 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	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	-	-	-	-
Resistances	Cold, all physical attacks except silver			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Resurrection Vulnerability A raise dead or similar spell cast on a vampire spawn destroys it (Wisdom negates). Using the spell in this way does not require a material component.			
	Vampire Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a Wisdom save. Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.			
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.

**Low****Moderate****Advanced****Elite****Languages**

Common

Challenge**4****8****12****16****Special Abilities & Qualities**

Blood Drain A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. Ability damage suffered in this manner must be recovered via restoration or more potent healing magic.

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**Save** Wisdom DC 13**Save** Wisdom DC 14**Save** Wisdom DC 17**Save** Wisdom DC 18

Dominate A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Wisdom save or fall instantly under the vampire's influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

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.

Standard Actions

Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (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: +3 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+12 (16) bludgeoning damage.

Special Actions

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 Actions

Gaseous Form As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Special Actions

Shadowless A vampire casts no shadows and shows no reflection in a mirror.

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



VAMPIRIC MIST



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Swamps or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Gang (3-6x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	25	57	113	192
Speed	Fly 50 ft. (Perfect)			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 8 (-1)	STR 8 (-1)
	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 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-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	all physical attacks except magic			
Immunities	Critical Hits, Precision Damage			
Vulnerabilities	Vulnerability to Fire			
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	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 1d3	Damage 1d4	Damage 1d6	Damage 2d4
	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**

Blood Overdose When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 haste bonus to its Armor Class and Dexterity saves, and can take one additional move action each round.

Special Abilities & Qualities

Blood Siphon A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum of 24. These temporary hit points last for 1 hour.

Standard Actions

Touch Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.

Touch Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Touch Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Touch Melee weapon attack: -2 to hit, reach 10 ft., one target. Hit 1d6 (6) bludgeoning damage.

Special Actions

Misty Form A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. The form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

Special Actions

Sense Blood A vampiric mist can immediately sense the presence of warm-blooded creature in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

Special Actions

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

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

VARGOUILLE



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Normal
Organization	Pair, Cluster (3-6x), or Mob (7-12x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	12 ⁵ (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	27	57	113	190
Speed	Fly 30 ft. (Good)			
Size, Type, Alignment	Small fiend, neutral evil	Small fiend, neutral evil	Small fiend, neutral evil	Medium fiend, neutral evil
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	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 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
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	Infernal			
Challenge	3	7	11	15

Special Abilities & Qualities **Aligned** Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

☒ **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 19

Kiss A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a Constitution save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires remove disease or a similar effect. The transformation is a disease effect. Ability damage suffered via this condition can only be recovered via restoration or more potent healing magic.

Special Abilities & Qualities

Saving Throw

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 19

Poison Bite-injury; save Constitution; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save.

Special Abilities & Qualities

Saving Throw

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 19

Shriek Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a Constitution save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours.

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: +2 to hit, reach 5 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.



Illustration 6: Vargouille

VEGEPYGMY



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Gang (2-6x), or Tribe (7-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	32	74	147
Speed	30 ft.			
Size, Type, Alignment	Small plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning or slashing			
Immunities	psychic, paralyzed, poisoned, Polymorph, 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	Undercommon, Vegepygmy, Cannot Speak			
Challenge	1	6	10	14

Standard Actions	Longspear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/x3 (6) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.	Longspear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Longspear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Longspear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10/x3 (14) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.
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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions Longspear

VEILED MASTER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Water			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary or Shoal (1x+)			
Treasure	Triple			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
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Hit Points	88	123	195	341
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Speed	10 ft. Swim 80 ft.			
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Size, Type, Alignment	Medium aberration, lawful evil	Medium aberration, lawful evil	Large aberration, lawful evil	Huge aberration, lawful evil
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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	18 (+4)	CON	18 (+4)	CON	20 (+5)	CON	25 (+7)
	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	18 (+4)	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	Cold			
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Immunities	Electricity, psychic			
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Vulnerabilities	-			
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Senses	Passive Perception +16, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +20, Darkvision 120 ft.
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Languages	Aboleth, Aklo, Aquan, Azlanti, Undercommon, Telepathy 300 ft.			
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Challenge	8	12	16	20
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Special Abilities & Qualities	Save Constitution DC 17	Save Constitution DC 18	Save Constitution DC 20	Save Constitution DC 23
	Consume Memory When a veiled master bites a creature, it consumes some of that creature's memories. The creature bitten must succeed at a Constitution save or have their maximum and current hit point totals reduced by 1d6 points. A veiled master heals 5 points of damage each time it grants this effect, and also learns some of the target creature's memories (subject to the GM's discretion). This is a mind-affecting effect. The maximum hit point reduction can only be undone via restoration or more potent healing magic.			

Special Abilities & Qualities	Save Wisdom DC 17	Save Wisdom DC 18	Save Wisdom DC 20	Save Wisdom DC 23
	Delayed Suggestion Whenever the effect of a Dominate Monster or Dominate Person spell ends, the Veiled Master may leave behind a Suggestion (Spell-Like ability, CL 20th, Wisdom save negates).			

☒ **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 Constitution DC 17 **Save Constitution DC 18** **Save Constitution DC 20** **Save Constitution DC 23**
Mucus Cloud While underwater, all creatures within 30 feet lose ability to breathe air (but gain waterbreathing). Any creature may attempt a Constitution save to negate this effect, but the save must be attempted each round.

Standard Actions

<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.</p> <p>Tail Sweep Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.</p> <p>Tail Sweep Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p> <p>Tail Sweep Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.</p> <p>Tail Sweep Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.</p>
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Special Actions

Runemastery Veiled Masters never require material components when casting spells that create magical writing. Save DC increases by 1, Disable Device DC for symbols increases by 2.

Special Actions

Save Constitution DC 17 **Save Constitution DC 18** **Save Constitution DC 20** **Save Constitution DC 23**
Slim A creature hit by any of a veiled master's bite or claw attacks must succeed at a Constitution save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the creature takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

Special Actions

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.

Special Actions

Save Wisdom DC 17 **Save Wisdom DC 18** **Save Wisdom DC 20** **Save Wisdom DC 23**
Damage 1d6 **Damage 2d6** **Damage 3d6** **Damage 4d6**
Thoughtlance Four of a veiled master's tentacles end in glowing spheres of light. These spheres deal electricity damage on a successful touch attack and also blast a creature's mind with waves of mental energy. A creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a Wisdom save or be staggered for 1 round. Additional touches increase the duration of this effect by 1 round. While a creature is staggered in this manner, it must attempt concentration checks to cast spells as if it were experiencing extremely violent motion while casting (DC = 20 + spell level).

Innate Spellcasting

detect thoughts (at will); hypnotic pattern (at will); mirage arcane (at will); major image (at will); suggestion (mass) (3/day)

<p>Sorcerer (CL 8): <i>acid arrow; fickle winds; dimension door; symbol of slowing; secret page; blindness/deafness; invisibility; levitate; symbol of mirroring; charm person; comprehend languages; erase; ray of enfeeblement; silent image; dancing lights; detect magic; mage hand; message</i></p>	<p>Sorcerer (CL 12): <i>acid arrow; fickle winds; dimension door; symbol of slowing; hold person; secret page; blindness/deafness; invisibility; levitate; symbol of mirroring; charm person; comprehend languages; erase; ray of enfeeblement; silent image; dancing lights; detect magic; mage hand; message</i></p>	<p>Sorcerer (CL 16): <i>acid arrow; fickle winds; dimension door; phantasmal killer; symbol of slowing; hold person; secret page; blindness/deafness; invisibility; levitate; symbol of mirroring; charm person; comprehend languages; erase; ray of enfeeblement; silent image; dancing lights; detect magic; mage hand; message</i></p>	<p>Sorcerer (CL 20): <i>acid arrow; fickle winds; symbol of pain; disintegrate; dimension door; phantasmal killer; symbol of slowing; hold person; secret page; blindness/deafness; invisibility; levitate; symbol of mirroring; charm person; comprehend languages; erase; ray of enfeeblement; silent image; dancing lights; detect magic; mage hand; message</i></p>
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VEMERAK



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Rare
Role	Lurker / 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	62	119	190	329
Speed	40 ft. Burrow 20 ft. Climb 40 ft.			
Size, Type, Alignment	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil	Gargantuan aberration, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 21 (+5)	STR 23 (+6)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Sonic, all physical attacks			
Immunities	Acid, diseased, Electricity, psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +20, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Aklo			
Challenge	8	13	17	21
Special Abilities & Qualities	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 23
	Damage 6d8	Damage 10d8	Damage 14d8	Damage 18d8

Breath Weapon 90-foot line, acid damage, Dexterity save halves damage, usable with Recharge 2. A vemerak's acid breath weapon has no effect on inorganic or undead material. If the breath weapon deals damage to a living fleshy creature, the acid creates a transparent cloud of foul-smelling vapor that fills that creature's space and persists for 1 round. Any creature in or passing through the cloud must make a Constitution save or be nauseated for 1d4 rounds. This cloud is a poison effect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
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>			
Special Abilities & Qualities	Saving Throw DC 17	Saving Throw DC 19	Saving Throw DC 20	Saving Throw DC 23
Special Abilities & Qualities	<p>Earthquake As a full-round action, a vemerak can burrow its tentacles, legs, and mouth into the ground - this action does not provoke attacks of opportunity. At the start of the next round, it creates an effect identical to an earthquake spell (CL 21). A vemerak can maintain this zone of trembling earth indefinitely, as long as it continues to take full-round actions to maintain the effect.</p>			
Standard Actions	Saving Throw DC 17	Saving Throw DC 19	Saving Throw DC 20	Saving Throw DC 23
Standard Actions	<p>Spore Cloud A unique form of magic-resistant mold grows upon the body of a vemerak. This mold is the source of the vemerak's spell resistance. When the vemerak moves, the mold exudes a cloud of spores in a 30-foot radius that acts as a targeted dispel magic (CL 21) against the highest caster level magical effect the cloud touches as part of the vemerak's move that turn.</p>			
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+10 (14) slashing damage.</p> <p>Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d4+10 (12) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+13 (18) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d6+13 (16) slashing damage.</p> <p>Tentacle Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d4+13 (16) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+11 (16) slashing damage.</p> <p>Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+15 (26) slashing damage.</p> <p>Tentacle Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

VESPERGAUNT



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Outer Space)			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary or Convocation (2-4x)			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	80	118	201	334
Speed	10 ft. Fly 60 ft. (Clumsy)			
Size, Type, Alignment	Small ooze, neutral evil	Small ooze, neutral evil	Medium ooze, neutral evil	Large ooze, neutral evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	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 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except aligned			
Immunities	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.			
Senses	Passive Perception +11, Blindsight 60 ft.	Passive Perception +15, Blindsight 60 ft.	Passive Perception +17, Blindsight 60 ft.	Passive Perception +17, Blindsight 60 ft.
Languages	-			
Challenge	4	8	12	16

Special Abilities & Qualities

All-Around Vision You can see in all directions at once. You cannot be flanked.

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.

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 16 Aura of Madness Any creature within a 60-foot radius of the vespergaunt must succeed at a Wisdom save or be confused for 1d4 rounds.	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 23
Special Abilities & Qualities	Damage Reduction A vespergaunt's resistances are bypassed by any weapons that are chaos-, evil-, good-, or law-aligned. No Breath A creature with this ability does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.			
Special Abilities & Qualities	Saving Throw Wisdom DC 16 Siphon Spirit Any creature touched by a vespergaunt must succeed at a Wisdom save or have their current and maximum hit points reduced by 1d4 points each. A divine spellcaster suffers twice this amount of effect. The maximum hit point reduction can only be restored via restoration or more potent healing magic.	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 23
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d3+9 (11) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d3+9 (11) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+12 (14) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+19 (24) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>contact other plane (1/day); tongues (at will); true seeing (at will); wish (1/month)</i>			
Spellcasting	-			
Possessions	-			

VETALA



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	Incidental			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	86	138	220	274
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 19 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)	CHA 21 (+5)
Saving Throws	-			
Resistances	Electricity, all physical attacks except good and magic			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	<p>Weakness to Prayer Vetalas cannot tolerate the sound of prayers or religious mantras recited by those truly faithful to a good deity. Any character with a good-aligned deity can force a vetala to recoil by dramatically praying as a standard action. A recoiling vetala must stay at least 5 feet away from a praying character and cannot touch or make melee attacks against it. After 1 round, a vetala can fight past its revulsion and function normally each round it succeeds at a Wisdom save; DC equal to 15 plus the Charisma modifier of the creature praying. The prayers of those who worship non-good deities or worship no deity have no effect on a vetala.</p>			
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, Infernal, Vudrani			
Challenge	5	9	13	17
Special Abilities & Qualities	<p>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

Drain Prana A Vetala can drain the mental vitality of a grappled opponent. If the vetala establishes or maintains a pin, it drains this energy, dealing 1d4 points of Charisma damage. Additionally, the victim is affected by the spell *Modify Memory*, as if the Vetala had spent 5 minutes concentrating. The Vetala gains perfect knowledge of any memory it chooses to eliminate using this ability. Ability damage suffered from this effect is restored following a long rest.

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. If reduced to 0 hit points in combat, a vetala is helpless and its fast healing ceases to function for 1 hour. Additional damage dealt to the vetala has no effect. Its body might be subjected to any method of dismemberment or desecration, but after 1 hour—regardless of the state of its remains—it regains 1 hit point, is no longer helpless, and resumes healing at the rate of 5 hit points per round. However, consecrating the vetala’s remains and burying the body destroys it forever.

Special Abilities & Qualities

Save Wisdom DC 17 **Save Wisdom DC 18** **Save Wisdom DC 20** **Save Wisdom DC 21**
Malevolence As a full-round action, a Vetala can attempt to take control of a helpless living creature’s body, as the spell *Magic Jar* (caster level 10th or the Vetala’s Hit Dice, whichever is higher), except that it does not require a receptacle. The target can resist the attack with a successful Wisdom save.

Standard Actions

<p>Light Crossbow Ranged weapon attack: +2 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4/19-00 (2/10) piercing damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4/19-00 (2/10) piercing damage.</p>	<p>Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (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>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4/19-00 (2/10) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (2/10) piercing damage.</p>	<p>Light Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.</p> <p>Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+6/19-00 (8) piercing damage.</p>	<p>Light Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7/19-00 (10) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+8/19-00 (10) piercing damage.</p>
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Special Actions

Save Wisdom DC 17 **Save Wisdom DC 18** **Save Wisdom DC 20** **Save Wisdom DC 21**
Paralysis Any creature struck by a Vetala’s claws must make a successful Wisdom save or be paralyzed for 1d4+1 rounds. Elves are immune to this effect.

Special Actions

Possess Corpse As a full-round action, a Vetala can possess a Large or smaller corpse just as it can a living body. The Vetala’s consciousness leaves its body and takes control of the corpse, animating it as either a skeleton or zombie (depending on its state of decay). The Vetala can remain in control of a corpse indefinitely, and can communicate through the body, but cannot use any of its other special abilities.

Spellcasting

<p>Oracle (CL 5): <i>contagion; cure wounds; telekinesis; control water; divination; fear; dispel magic; animate dead; augury; defending bone; enthrall; hold person; levitate; minor image; false life; bane; bless; doom; forbiddance; ice armor; cause fear; cure wounds; create food and water; detect magic; light; resistance; vigor; mage hand</i></p>	<p>Oracle (CL 9): <i>control undead; reverse gravity; create undead; contagion; cure wounds; telekinesis; control water; divination; fear; dispel magic; animate dead; augury; defending bone; enthrall; gozreh’s trident; hold person; levitate; minor image; false life; bane; bless; doom; forbiddance; ice armor; cause fear; cure wounds; create food and water; detect magic; light; resistance; vigor; mage hand</i></p>	<p>Oracle (CL 13): <i>abi-dalzim’s horrid wilting; control undead; reverse gravity; antilife shell; create undead; circle of death; contagion; flame strike; cure wounds; telekinesis; control water; divination; fear; dispel magic; animate dead; augury; defending bone; enthrall; gozreh’s trident; hold person; levitate; minor image; false life; bane; bless; doom; forbiddance; ice armor; cause fear; cure wounds; create food and water; detect magic; light; resistance; vigor; mage hand</i></p>	<p>Oracle (CL 17): <i>earthquake; abi-dalzim’s horrid wilting; disintegrate; control undead; reverse gravity; antilife shell; create undead; circle of death; contagion; flame strike; cure wounds; power word kill; telekinesis; control water; divination; fear; dispel magic; animate dead; augury; defending bone; enthrall; gozreh’s trident; hold person; levitate; minor image; false life; bane; bless; doom; forbiddance; ice armor; cause fear; cure wounds; create food and water; detect magic; light; resistance; vigor; mage hand</i></p>
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VIDUUS (PSYCHOPOMP)



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Library (3-12x)
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	46	84	172	259
Speed	30 ft. Climb 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 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 12 (+1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	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	Cold			
Immunities	diseased, 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, Celestial, Common, Infernal			
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
	Censor By striking a living creature with its quill, a Viduus can rewrite that creatures memories (Wisdom save negates).			
Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
	Expurgate By striking a dead creature with its quill, a Viduus can erase all that creatures memories (Wisdom save negates).			

D



Low



Moderate



Advanced



Elite

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

Quill Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.

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

Quill Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.

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

Special Actions

Saving Throw DC 16

Saving Throw DC 17

Saving Throw DC 19

Saving Throw DC 21

Transformation A Viduus reduced to 0 or fewer hit points bursts open expelling a swarm of centipedes (identical to a spider swarm) and a bank of Mind Fog.

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



VIOLET FUNGUS



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair or Grove (3-12x)
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	26	55	122	196
Speed	10 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	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 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+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 +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Rot A creature struck by a violet fungus's tentacle must succeed on a Constitution save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. Ability damage suffered to this effect may be recovered following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Tail Sweep Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p>	<p>Tail Sweep Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.</p>	<p>Tail Sweep Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Tail Sweep Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

VIPER



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Any Temperate or Warm
Rarity	Common
Role	Lurker / Minion
Organization	Solitary / Companion
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	3	24	58	117
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small 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; Save Constitution; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save. Ability damage suffered from this effect is restored following a long rest.			
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: -2 to hit, reach 0 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.

Low

Moderate

Advanced

Elite

Legendary -

Actions

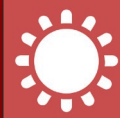
Innate -

Spellcasting

Spellcasting -

Possessions -

VIPER (CELESTIAL)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Temperate or Warm			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary / Companion			
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	2	27	63	107
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
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	Acid, all physical attacks except evil			
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; Save Constitution; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save. Ability damage suffered from this effect is restored following a long rest.			
Special Abilities & Qualities	Attack +1	Attack +6	Attack +10	Attack +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: -2 to hit, reach 0 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.

VIPER (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate or Warm			
Rarity	Common			
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)
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Hit Points	5	19	44	87
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Speed	20 ft. Climb 20 ft. Swim 20 ft.			
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Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
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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	Cold, all physical attacks except good			
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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; Save Constitution; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save. Ability damage suffered from this effect is restored following a long rest.			

Special Abilities & Qualities	Attack +1	Attack +6	Attack +10	Attack +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: -2 to hit, reach 0 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.
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VIPER VINE



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Forests or Swamps
Rarity	Uncommon
Role	Lurker / Solo
Organization	Solitary
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	50	91	190	347
Speed	10 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned	Huge plant, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	Cold Lethargy			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	8	14	20	24
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Acid Bite A viper vine's bite does additional acid damage.			

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

Wisdom DC 14

Saving Throw

Wisdom DC 16

Saving Throw

Wisdom DC 19

Saving Throw

Wisdom DC 22

Captivating Cloud Once per day, a viper vine can emit a transparent cloud of pollen in a 60-foot spread that has the power to lull the minds of those that smell it. Once activated, the cloud persists for 5 rounds unless dispersed by a moderate or stronger wind. All creatures in the cloud must succeed on a Wisdom saving throw each round or become captivated. Once a creature becomes captivated, it takes no actions save to approach the viper vine via the most direct route possible. If this path leads 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. A victim that is attacked by the viper vine gets a new saving throw as a free action during each of the viper vine's attacks to overcome the effect. This is a mind-affecting effect.

Special Abilities & Qualities

Cold Lethargy Exposure to any cold effect slows a viper vine (as a slow spell) for 1d4 rounds.

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

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9 (14) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9/19-00 (14) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8/19-00 (15) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+12/19-00 (26) piercing damage.

Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.

Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.

Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

D

VODYANOI



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Rivers or Marshes			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Family (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	60	78	140	214
Speed	30 ft. Swim 50 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 15 (+2)	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 19 (+4)	WIS 19 (+4)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
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	Aquan, Common, Sylvan			
Challenge	6	10	14	18

Special Abilities & Qualities **Amphibious** The creature can breathe air and/or water.

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

Suffocating Water Once per day as a standard action, a vodyanoi can cause the water surrounding it up to a radius of 30 feet to grow thick and slimy, making it difficult for water-breathing creatures within the area other than vodyanois to breathe. A vodyanoi can control narrow currents of breathable water to provide oxygen to up to 3 other creatures in the area of effect-vodyanois themselves are immune to this effect. All other creatures in an area of suffocating water must hold their breath or risk suffocation. Once created, an area of suffocating water does not move-it persists for a number of minutes equal to the vodyanoi's Hit Dice. The slimy water does not impact swim speeds or visibility in any significant manner. A creature can make a DC 20 Perception check to notice the difference between suffocating water and any normal water that may surround it.

Standard Actions

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

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

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8/19-00 (18) piercing damage.

Legendary Actions

-

Innate Spellcasting

control water (3/day); dancing lights (3/day); grease (3/day); hydraulic push (3/day); water breathing (3/day); cure disease (1/day)

Spellcasting

-

Possessions

-

VOLNAGUR (THE END-SINGER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	105	253	428	601
Speed	20 ft. Fly 100 ft. (Clumsy)			
Size, Type, Alignment	Gargantuan monstrosity, chaotic evil			
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 26 (+8)
	DEX 18 (+4)	DEX 18 (+4)	DEX 18 (+4)	DEX 20 (+5)
	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)	CON 27 (+8)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	Acid, Bleed Effects, diseased, Electricity, psychic, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
Vulnerabilities	-			
Senses	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 30 ft., Darkvision 60 ft.
Languages	Aklo			
Challenge	8	16	25	30

Special Abilities & Qualities

All-Around Vision You can see in all directions at once. You cannot be flanked.

Regeneration You are difficult to kill. You heal damage at 30 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	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	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.			
Special Abilities & Qualities	Save Wisdom DC 18	Save Wisdom DC 21	Save Wisdom DC 25	Save Wisdom DC 27
	Blood Rage Any creature taking bleed damage from Volnagur's razor tongues suffers disadvantage on Wisdom saves and is affected as the Murderous Command spell (Wisdom save the spell effect) each round that bleeding continues, ignoring allies that are also taking bleed damage from Volnagur.			
Special Abilities & Qualities	Save Constitution DC 18	Save Constitution DC 21	Save Constitution DC 25	Save Constitution DC 27
	Eye Rays Volnagur fires eye rays at a range of up to 120 feet. Creatures struck by his eye rays are nauseated for 1 minute (Constitution save negates).			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 4d6+7 (21) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 4d6+10 (24) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+12 (26) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+14 (32) piercing damage.
	Eye Ray Ranged weapon attack: +5 to hit, one target. Hit 4d6+1 (15) bludgeoning damage.	Eye Ray Ranged weapon attack: +4 to hit, one target. Hit 4d6+1 (15) bludgeoning damage.	Eye Ray Ranged weapon attack: +6 to hit, one target. Hit 4d6+1 (15) bludgeoning damage.	Eye Ray Ranged weapon attack: +7 to hit, one target. Hit 4d8+1 (19) bludgeoning damage.
	Razor Tongue Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Razor Tongue Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Razor Tongue Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Razor Tongue Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+14 (24) bludgeoning damage.
	Wing Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 2d8+3 (12) bludgeoning damage.	Wing Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 2d8+5 (14) bludgeoning damage.	Wing Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+6 (15) bludgeoning damage.	Wing Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+7 (20) bludgeoning damage.
Special Actions	Save Wisdom DC 18	Save Wisdom DC 21	Save Wisdom DC 25	Save Wisdom DC 27
	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.			
Special Actions	Hibernation Spawn of Rovagug can sleep for years, decades or even centuries and do not need to eat or breathe during these periods of dormancy, though they breathe normally and eat almost constantly and ravenously once awakened. While in hibernation, this creature gains immunity to any spell or spell-like ability that allows SR or divination effects.			
Special Actions	Shatter Silence The End-Singer's presence unravels magical silence effects or effects that provide energy resistance against sonic attacks. At the beginning of its turn, any such effect within 60 feet is targeted as dispel magic (caster level 25th).			
Special Actions	Unstoppable Force A spawn of Rovagug can always charge, even if its movement is impeded or its path is blocked by another creature. It receives a +20 racial bonus on checks to overrun and Strength checks to break or destroy objects, and can make one such check as a free action as part of a charge. In addition, the natural weapons of a spawn of Rovagug ignore all forms of damage reduction and hardness.			
Legendary Actions	-			
Innate Spellcasting	<i>fog cloud (at will); invisibility (at will); winds of vengeance (1/day)</i>			

VOONITH



Low

Moderate

Advanced

Elite

Terrain	Any Rivers or Marshes
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Clutch (3-6x)
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	30	66	128	209
Speed	30 ft. Swim 50 ft.			
Size, Type, Alignment	Small monstrosity, chaotic neutral	Small monstrosity, chaotic neutral	Small monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral
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 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	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	-			
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			
Challenge	5	9	13	17
Special Abilities & Qualities	Amphibious The creature can breathe air and/or water.			
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
	Blood-Freezing Howl As a standard action, a voonith can unleash a bloodcurdling howl. All creatures within a 30-foot-radius burst must succeed at a Wisdom save or become dazed for 1 round and then shaken for an additional 1d6 rounds. Any creature that makes a successful save against a voonith's howl is immune to the same voonith's howl for 24 hours. This is a sonic mindaffecting fear effect.			

D

	☒ 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 1d3+1 (3) slashing 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 1d4+1 (4) slashing 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 1d4+3 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.</p>

Legendary Actions	-
Innate Spellcasting	-
Spellcasting	-
Possessions	-



VOUIVRE



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests, Lakes, or Rivers
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary or Harem (1x+)
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	71	96	163	289
Speed	30 ft. Fly 40 ft. (Poor) Swim 50 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 13 (+1)	STR 13 (+1)	STR 17 (+3)	STR 21 (+5)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 16 (+3)	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	8	12	16	20
Special Abilities & Qualities	Amphibious The creature can breathe air and/or water.			
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 21
	Damage 4d6	Damage 6d6	Damage 8d6	Damage 10d6
	Breath Weapon 30' Cone of Fire, Dexterity save halves damage, usable with Recharge 2. You are immune to your own breath weapon.			

D



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Snake Empathy A vouivre can communicate and empathize with snakes. It gains advantage on all checks that seek to alter a snake's attitude.

Special Abilities & Qualities

Unwavering Mind A vouivre gains advantage on saving throws to resist mind-affecting effects.

Standard Actions

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage.

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

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

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage.

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10/19-00 (5/10) slashing damage.

Wing Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 3d6+4 (14) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6/19-00 (6/20) slashing damage.

Wing Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 6d6+9 (30) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+9/19-00 (23) slashing damage.

Wing Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

charm animal (snakes only) (1/day); charm person (at will); comprehend languages (at will); song of discord (1/day); speak with animals (snakes only) (at will)

Spellcasting

-

Possessions

-



VULTURE



Low

Moderate

Advanced

Elite

Terrain

Warm Plains or Hills

Rarity

Common

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Flock (3-24x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **14** (natural armor) **14** (natural armor) **16** (natural armor) **16** (natural armor)

Hit Points 7 37 89 158

Speed 10 ft. Fly 50 ft. (Average)

Size, Type, Alignment

Small beast, unaligned

Small beast, unaligned

Small beast, unaligned

Medium beast, unaligned

Ability Scores / Saves

	Low	Moderate	Advanced	Elite
STR	10 (+0)	11 (+0)	16 (+3)	18 (+4)
DEX	11 (+0)	11 (+0)	15 (+2)	13 (+1)
CON	12 (+1)	12 (+1)	16 (+3)	18 (+4)
INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
WIS	11 (+0)	11 (+0)	15 (+2)	15 (+2)
CHA	5 (-3)	5 (-3)	9 (-1)	9 (-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

-

Challenge

1

6

10

14

Standard Actions

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.

Bite Melee weapon attack: +4 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 2d6+6 (13) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

VULTURE (GIANT)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Plains or Hills			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Flock (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	51	80	137	206
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Speed	10 ft. Fly 50 ft. (Average)			
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Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	18 (+4)	STR	18 (+4)	STR	21 (+5)	STR	24 (+7)
	DEX	13 (+1)	DEX	13 (+1)	DEX	17 (+3)	DEX	15 (+2)
	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	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	-	-	-	-
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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 +11, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	-	-	-	-
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Challenge	5	9	13	17
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Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Diseased Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of disease-much more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain advantage on all saving throws against such ailments.			

Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+11/19-00 (25) piercing damage.
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WALLABY



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Court (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	2	35	82	147
Speed	40 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 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	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 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, 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
Standard Actions	Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Slam Melee weapon attack: -3 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+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

WALRUS



	Low	Moderate	Advanced	Elite
Terrain	Cold Oceans			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Herd (3-24x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	33	63	112	182
Speed	10 ft. Swim 40 ft.			

Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	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 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	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	-			
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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	4	8	12	16
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Special Abilities & Qualities	Hold Breath The creature can hold its breath for 144 minutes before it risks drowning.			
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Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+9 (14) 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+16/19-00 (23) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+20/19-00 (30) piercing damage.
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WALRUS (EMPEROR)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Oceans
Rarity	Uncommon
Role	Brute / Elite
Organization	Solitary, Pair, or Herd (1-3x+)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	36	71	135	250
Speed	20 ft. Swim 60 ft.			

Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
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Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)	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 +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Hold Breath The creature can hold its breath for 180 minutes before it risks drowning.			
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Standard Actions	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+14 (28) bludgeoning damage.
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Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



WARSWORN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Skirmisher / Solo
Organization	Solitary
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	93	135	206	295
Speed	40 ft.			

Size, Type, Alignment	Huge undead, neutral evil	Huge undead, neutral evil	Gargantuan undead, neutral evil	Gargantuan undead, neutral evil
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Ability Scores / Saves	STR	20 (+5)	STR	22 (+6)	STR	24 (+7)	STR	28 (+9)
	DEX	18 (+4)	DEX	18 (+4)	DEX	15 (+2)	DEX	17 (+3)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	7 (-2)	INT	7 (-2)	INT	7 (-2)	INT	11 (+0)
	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	-	-	-	-
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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 +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
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Languages Common (cannot speak)

Challenge	8	12	18	22
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Special Abilities & Qualities **Absorb Dying Creature** A warsworn can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the warsworn, and heals the warsworn by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a miracle or wish until the warsworn that consumed them is destroyed.

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.

☒ **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 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

Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23
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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.

Standard Actions

Scrap Ball Ranged weapon attack: +5 to hit, one target. Hit 1d10 (10) bludgeoning damage.	Scrap Ball Ranged weapon attack: +5 to hit, one target. Hit 1d10 (10) bludgeoning damage.	Scrap Ball Ranged weapon attack: +2 to hit, one target. Hit 2d6 (7) bludgeoning damage.	Scrap Ball Ranged weapon attack: +4 to hit, one target. Hit 4d6 (8) bludgeoning damage.
Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+16 (30) bludgeoning damage.

Special Actions

Profane Magic Protection from evil blocks attacks from a warsworn's spell-like abilities. Weapons animated by the warsworn are damaged by channeled energy as if undead.

Special Actions

Scrap Ball The warsworn can throw a mass of broken weapons and armor. This has a range increment of 20 feet.

Special Actions

Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21	Saving Throw Dexterity DC 23
Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6

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.

Innate Spellcasting

animate objects (7 medium weapons only) (3/day)

Spellcasting

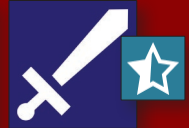
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Possessions

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WASP (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Group (3-6x), or Nest (7-19x)			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	34	68	121	200
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 19 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	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	psychic			
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	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			
Standard Actions	Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) piercing damage.	Sting Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10 (14) piercing damage.	Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.

WASP SWARM



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Fury (3-6x), or Maelstrom (7-12x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	9	32	73	139
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Speed	5 ft. Fly 40 ft. (Good)			
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Size, Type, Alignment	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned
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Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 3 (-4)	STR 8 (-1)
	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	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	Critical Hits, Flanking, psychic, Weapon Damage			
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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	4	7	11	15
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Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	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.			

Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Poison Swarm-injury; save Constitution; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			

Standard Actions	Swarm Melee weapon attack: -7 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: -6 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 4d6 (8) bludgeoning damage.
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WATER ORM



Low

Moderate

Advanced

Elite

Terrain	Any Lakes
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	50	78	146	272
Speed	20 ft. Swim 50 ft.			

Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR	18 (+4)	STR	18 (+4)	STR	20 (+5)	STR	24 (+7)
	DEX	17 (+3)	DEX	17 (+3)	DEX	14 (+2)	DEX	16 (+3)
	CON	15 (+2)	CON	15 (+2)	CON	18 (+4)	CON	22 (+6)
	INT	2 (-4)	INT	2 (-4)	INT	2 (-4)	INT	6 (-2)
	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	-	-	-	-
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Resistances	Fire
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Immunities	Cold
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Vulnerabilities	-
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Senses	Passive Perception +10, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.	Passive Perception +15, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.
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Languages	Aquan, Cannot Speak
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Challenge	5	9	13	17
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Special Abilities & Qualities **Elusive** Water orms are rarely discovered except by their own choice. As a full-round action while in water, a water orm can move up to its run speed (200 ft.) without leaving any trace of its passage (identical in effect to pass without trace). An elusive water orm gains a +40 circumstance bonus to its Stealth check. In addition, when not in combat, a water orm is considered to be under the effects of a nondetection spell. These effects function at caster level 20th and cannot be dispelled.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 15 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 16 Damage 2d6	Saving Throw DC 19 Damage 4d6	Saving Throw DC 22 Damage 6d6
Special Abilities & Qualities	Water Travel As a full-round action once per day, a water orm can dissolve into water, appearing only as a long, dark, serpentine stretch of water that looks similar to the passage of a school of fish when viewed from above the water. While in this form, the water orm swims at a speed of 600 feet per round (60 mph) and gains a +40 bonus on all Swim checks. It cannot attack or take any action other than swimming in this form, and can remain in this form for up to 8 hours at a time. A water orm can revert to its solid form as a free action. Water orms are unable to pass into or through salt water when using this ability.			
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d4+9 (19) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d4+9 (19) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+8/19-00 (22) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+4 (13) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 8d6+12/19-00 (40) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+6 (24) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



WATER STRIDER (GIANT)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Water			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Colony (2-9x)			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	20	49	94	159
Speed	30 ft. Fly 20 ft. (Poor)			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
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 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	Water Skating A water strider can move on the surface of water as if it were on land. A water strider swimming at the water's surface can pull itself onto the water with a successful Swim check.			

U

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d2+1 (2) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d4+1 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d3+2 (4) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+2 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d3+4 (6) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d4+7 (10) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+7 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



WATER STRIDER (NYMPH)



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Colony (2-9x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	2	19	60	120
Speed	30 ft. Fly 20 ft. (Poor)			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	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	Water Skating A water strider can move on the surface of water as if it were on land. A water strider swimming at the water's surface can pull itself onto the water with a successful Swim check.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d2+0 (2) piercing damage.</p> <p>Claw Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d3+0 (2) slashing damage.</p>	<p>Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Claw Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.</p>	<p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) piercing damage.</p> <p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p>

Legendary Actions -

Innate Spellcasting -

Spellcasting -

Possessions -



WATER WRAITH



	Low	Moderate	Advanced	Elite
Terrain	Warm Rivers			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Swarm (3-12x)			
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	22	61	118	194
Speed	30 ft. Swim 40 ft.			

Size, Type, Alignment	Large monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
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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 14 (+2)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	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 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-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 +17, Darkvision 60 ft.
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Languages	-			
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Challenge	3	7	11	15
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Special Abilities & Qualities	Amphibious The creature can breathe air and/or water.			
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Special Abilities & Qualities	Damage 1	Damage 1d2	Damage 1d3	Damage 1d4
	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage.			

U



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Expressive Chameleon Once per round as a free action, a water wraith can change its color to any of its own choosing. A water wraith using this ability to camouflage itself gains advantage on Stealth checks.

Special Abilities & Qualities

Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
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: +2 to hit, reach 10 ft., one target. Hit 1d8+2 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+2 (9) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+7 (18) piercing damage.
Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+2 (6) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+2 (6) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) slashing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



WEASEL



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary / Companion			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	8	30	75	128
Speed	20 ft. Climb 20 ft.			

Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
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Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	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 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	-	-	-	-
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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	Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.			
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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+4 (8) piercing damage.
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WEASEL (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	14 (natural armor)	16 (natural armor)	17 (natural armor)
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Hit Points	6	32	67	120
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Speed	20 ft. Climb 20 ft.			
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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	1 (-5)	STR	2 (-4)	STR	7 (-2)	STR	12 (+1)
	DEX	13 (+1)	DEX	13 (+1)	DEX	17 (+3)	DEX	15 (+2)
	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	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	-	-	-	-
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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 +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	Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.			
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Special Abilities & Qualities	Attack +1	Attack +6	Attack +10	Attack +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+4 (8) piercing damage.
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WEASEL (FIENDISH)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary / Companion			
Treasure	None			

	☒ 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	2	17	52	110
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Speed	20 ft. Climb 20 ft.			
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Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
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Ability Scores / Saves	STR	1 (-5)	2 (-4)	7 (-2)	12 (+1)
	DEX	13 (+1)	13 (+1)	17 (+3)	15 (+2)
	CON	8 (-1)	8 (-1)	12 (+1)	16 (+3)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	10 (+0)	10 (+0)	14 (+2)	14 (+2)
	CHA	3 (-4)	3 (-4)	7 (-2)	7 (-2)

Saving Throws	-	-	-	-
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Resistances	Cold, all physical attacks except good			
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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	Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.			
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Special Abilities & Qualities	Attack +1	Attack +6	Attack +10	Attack +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+4 (8) piercing damage.
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WEASEL (GIANT)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Den (3-6x)			
Treasure	Incidental			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	10	33	72	129
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Speed	40 ft.			
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Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	12 (+1)	STR	13 (+1)	STR	17 (+3)	STR	20 (+5)
	DEX	17 (+3)	DEX	17 (+3)	DEX	18 (+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	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 +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-			
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Challenge	2	6	10	14
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Special Abilities & Qualities	Damage 1	Damage 1d2	Damage 1d4	Damage 1d6
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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.			
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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.			
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Standard Actions	Bite Melee weapon attack: +2 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 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.
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WEASEL (DIRE)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Den (3-6x)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	43	68	127	214
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 14 (+2)	DEX 14 (+2)	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
Special Abilities & Qualities	Damage 1d2 Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage.	Damage 1d3	Damage 1d4	Damage 1d6
Special Abilities & Qualities	Blood Rage When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty on AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.			



Low



Moderate



Advanced



Elite

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+21 (32) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

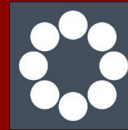
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Possessions

-



WEEDWHIP



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Patch (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	22	42	81	143
Speed	10 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	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 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	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15

Special Abilities & Qualities **Camouflage** Since a weedwhip looks like a normal plant when at rest, a successful Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Special Abilities & Qualities **Dig In** A weedwhip can bury its central bulb in earth or sand as a move action, granting attackers disadvantage on attack rolls against it, but preventing it from moving. It can extract itself from the ground as a move action.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Languid Whips A weedwhip's tentacles don't threaten any squares, and doesn't make attacks of opportunity.

Special Abilities & Qualities

Saving Throw

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Poison Tentacle-contact; save Constitution; frequency 1/round for 6 rounds; effect nauseated 1 round; cure 2 consecutive saves.

Poisonous Any creature that attacks a weedwhip with a natural piercing or slashing weapon is exposed to its poison.

Standard Actions

Tentacle Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Tentacle Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Tentacle Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Tentacle Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Special Actions

Saving Throw

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

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 10 rounds. 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.



Illustration 7: Wendigo



WENDIGO



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Cold
Rarity	Rare
Role	Lurker / Elite
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	93	143	262	416
Speed	Fly 120 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 20 (+5)	DEX 22 (+6)	DEX 22 (+6)	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 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron and magic			
Immunities	Cold, Fear			
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 +16, Blindsight 60 ft., Darkvision 60 ft.	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.
Languages	Aklo, Common, Giant, Telepathy (1 mile)			
Challenge	8	12	18	22
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
Special Abilities & Qualities	Cold If wendigo hits an opponent with a bite or claw attack, it deals additional cold damage per attack.			
Special Abilities & Qualities	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 25
Special Abilities & Qualities	Howl Three times per day as a standard action, a wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a Wisdom save to avoid becoming shaken for an hour. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cower with fear for 1d4 rounds. This is a mind-affecting fear effect.			

☒ **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

Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
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 5 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+9 (18) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+14 (32) piercing damage.
Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10 (16) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10 (16) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14/19-00 (28) slashing damage.

Special Actions

Telepathy You can mentally communicate with any other creature within 1 mile 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 DC 18	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 25
Wendigo Psychosis Curse - Nightmare or wind walk; save Wisdom; onset 1 minute; frequency 1/day; effect 1d4 Wisdom drain (minimum Wis 1); cure 3 consecutive saves. When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim wind walks across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new wendigo. True resurrection, Miracle, or Wish can restore such a victim to life, yet doing so does not harm the new wendigo. Ability damage suffered to this condition may only be restored via restoration or more potent healing magic, once the curse has been lifted from the victim.			

Special Actions

Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 25
Wind Walk If a wendigo pins a grappled foe, it can attempt to Wind Walk with the target by using its spell-like ability - it automatically succeeds on all concentration checks made to use Wind Walk. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new Wisdom save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that Wind Walks with a wendigo is exposed to wendigo psychosis.			

Innate Spellcasting

control weather (3/day); wind walk (at will)

Spellcasting

-

Possessions

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WHALE



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary, Pair, or Pod (3-16x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	61	87	157	311
Speed	Swim 40 ft.			

Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
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Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 26 (+8)	STR 30 (+10)
	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 4 (-3)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)

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 120 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.
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Languages	-			
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Challenge	7	11	15	19
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Special Abilities & Qualities	Hold Breath The creature can hold its breath for 192 minutes before it risks drowning.			
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Standard Actions	Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+7 (16) bludgeoning damage.	Tail Slap Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+9 (27) bludgeoning damage.
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WHALE (COMPANION)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary, Pair, or Pod (3-16x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	8	37	79	138
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 14 (+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 +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Hold Breath The creature can hold its breath for 180 minutes before it risks drowning.			
Standard Actions	Tail Slap Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.	Tail Slap Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+2 (9) bludgeoning damage.	Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10 (20) bludgeoning damage.



WHALE (GREAT WHITE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Oceans			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Pod (3-16x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	19 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	79	117	218	341
Speed	Swim 40 ft.			

Size, Type, Alignment	Gargantuan beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
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Ability Scores / Saves	STR 25 (+7)	STR 25 (+7)	STR 32 (+10)	STR 34 (+10)
	DEX 8 (-1)	DEX 8 (-1)	DEX 4 (-3)	DEX 8 (-1)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 23 (+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 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)

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, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft.
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Languages	-			
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Challenge	8	12	18	22
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Special Abilities & Qualities	Hold Breath The creature can hold its breath for 192 minutes before it risks drowning.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 17 Damage 4d6	Saving Throw Dexterity DC 18 Damage 6d6	Saving Throw Dexterity DC 21 Damage 8d6	Saving Throw Dexterity DC 23 Damage 12d6
	Smashing Breach As a full-round action, a great white whale can make a special charge attack against creatures on the surface of the water. At the end of its charge, the whale breaches, then slams down onto the target with incredible force. Any Huge or smaller creatures in the whale's space must make a Dexterity save or take bludgeoning damage and be forced into the nearest square that is adjacent to the whale. This breach automatically attempts to capsize any boats caught wholly or partially in this area.			
Standard Actions	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 6d4+19 (34) piercing damage. Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+19 (26) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d4+19 (34) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+19 (26) bludgeoning damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+20/19-00 (41) piercing damage. Tail Slap Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+10 (20) bludgeoning damage.	Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d8+22/19-00 (49) piercing damage. Tail Slap Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+11 (25) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



WHIRLMAW



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Deserts
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary or Flight (2-9x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	20	46	88	186
Speed	10 ft. Burrow 10 ft. Fly 90 ft. (Clumsy)			

Size, Type, Alignment	Small aberration, unaligned	Small aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
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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	12 (+1)	CON	12 (+1)	CON	16 (+3)	CON	20 (+5)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	5 (-3)
	WIS	8 (-1)	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)
	CHA	1 (-5)	CHA	1 (-5)	CHA	1 (-5)	CHA	5 (-3)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	Fire
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Vulnerabilities	-
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Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft.
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Languages	-
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Challenge	4	8	12	16
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Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
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Burrowing Bite If a whirlmaw successfully hits a Small or larger creature with its bite attack, it immediately attempts to start a grapple as a free action with advantage on the grapple check. If the grapple check is successful, the whirlmaw's spinning, sawlike mouth immediately begins to burrow into the flesh of the creature, dealing slashing damage each round until the grapple is broken.

Special Abilities & Qualities	Dust Cloud A whirlmaw can raise a cloud of debris as if it were a creature one size category larger.
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☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Flying Charge When a whirlmaw makes a charge attack while flying, it gains advantage on its attack roll, and does not take the normal penalty to Armor Class.

Special Abilities & Qualities

Keen Sight A Whirlmaw gains advantage on Perception checks.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+9 (12) piercing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+9 (12) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+19 (26) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



WICKERMAN



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Artillery / 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	95	115	155	173
Speed	30 ft.			
Size, Type, Alignment	Gargantuan construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)	STR 28 (+9)
	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 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)
Saving Throws	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, Fire, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
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 +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18

Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16
	Damage 1d6	Damage 2d6	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 1d6 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****Burning Brand** Once per round, a wickerman can draw forth pieces of its own body and throw them as a ranged attack with a range increment of 60 feet.**Special Abilities & Qualities****Constant Blaze** A wickerman constantly burns but is never consumed. Its flames are magical. Immersion in water only suppresses the flames, and only for as long as the wickerman is immersed. While its flames are suppressed, the wickerman loses its burn ability, and its wicker cage ability doesn't deal fire damage or cause creatures to catch on fire.**Special Abilities & Qualities****Fast Healing** You regain hit points at 1 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.**Fire Healing** A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.**Standard Actions****Burning Brand** Ranged weapon attack: +5 to hit, one target. Hit 4d4 (6) bludgeoning damage.**Burning Brand** Ranged weapon attack: +4 to hit, one target. Hit 4d4 (6) bludgeoning damage.**Burning Brand** Ranged weapon attack: +2 to hit, one target. Hit 4d6 (8) bludgeoning damage.**Burning Brand** Ranged weapon attack: +3 to hit, one target. Hit 4d8 (10) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+10 (17) bludgeoning damage.**Slam** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.**Slam** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d8+13 (22) bludgeoning damage.**Slam** Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d8+16 (30) bludgeoning damage.**Special Actions****Saving Throw** DC 13**Saving Throw** DC 14**Saving Throw** DC 15**Saving Throw** DC 16**Wicker Cage** If a wickerman successfully grapples a creature, as a move action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (4d6 fire damage plus the target automatically catches on fire, AC 17, 15 hp). If a creature cuts its way free, the wickerman can't use this ability again until it is fully healed.**Innate Spellcasting**

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Spellcasting

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Possessions

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WIGHT



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	27	50	105	146
Speed	30 ft.			
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 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 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	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	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Resurrection Vulnerability			
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
Special Abilities & Qualities	<p>Create Spawn Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer disadvantage on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.</p>			
Special Abilities & Qualities	<p>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.</p>			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Resurrection Vulnerability** A raise dead or similar spell cast on a wight destroys it (Wisdom save negates). Using the spell in this way does not require a material component.**Standard Actions****Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (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: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.**Legendary Actions**

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Innate

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Spellcasting**Spellcasting**

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Possessions

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WIGHT (BRUTE)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	37	61	97	124
Speed	30 ft.			

Size, Type, Alignment	Large undead, lawful evil	Large undead, lawful evil	Large undead, lawful evil	Large undead, lawful evil
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Ability Scores / Saves	STR	19 (+4)	STR	20 (+5)	STR	20 (+5)	STR	20 (+5)
	DEX	12 (+1)	DEX	12 (+1)	DEX	12 (+1)	DEX	12 (+1)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	13 (+1)	INT	13 (+1)	INT	13 (+1)	INT	13 (+1)
	WIS	15 (+2)	WIS	15 (+2)	WIS	15 (+2)	WIS	15 (+2)
	CHA	17 (+3)	CHA	17 (+3)	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	Resurrection Vulnerability			
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Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Common			
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Challenge	4	8	12	16
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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.			
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Special Abilities & Qualities	Resurrection Vulnerability A raise dead or similar spell cast on a wight destroys it (Wisdom save negates). Using the spell in this way does not require a material component.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.	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 1d8+12 (16) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



WIGHT (CAIRN)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	32	71	122	153
Speed	30 ft.			

Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
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Ability Scores / Saves	STR	14 (+2)	STR	15 (+2)	STR	16 (+3)	STR	18 (+4)
	DEX	14 (+2)	DEX	14 (+2)	DEX	14 (+2)	DEX	12 (+1)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	13 (+1)	INT	13 (+1)	INT	13 (+1)	INT	13 (+1)
	WIS	15 (+2)	WIS	15 (+2)	WIS	15 (+2)	WIS	15 (+2)
	CHA	17 (+3)	CHA	17 (+3)	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	Resurrection Vulnerability			
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Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Common			
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Challenge	4	8	12	16
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Special Abilities & Qualities	<p>Create Spawn Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer disadvantage on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.</p>			
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Special Abilities & Qualities	<p>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.</p>			
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Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Resurrection Vulnerability A raise dead or similar spell cast on a wight destroys it (Wisdom save negates). Using the spell in this way does not require a material component.

Standard Actions

Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.

Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.

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

Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

Longsword



WIGHT (FROST)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	28	60	119	159
Speed	30 ft.			
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 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 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	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	-			
Resistances	-			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned Resurrection Vulnerability			
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 +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16

Special Abilities & Qualities **Create Spawn** Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer disadvantage on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.

**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 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

Resurrection Vulnerability A raise dead or similar spell cast on a wight destroys it (Wisdom save negates). Using the spell in this way does not require a material component.

Standard Actions

Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (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: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting**Spellcasting**

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Possessions

Longsword





	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, Gang (3-6x), or Warband (7-12x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	36	66	113	192
Speed	30 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	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	Cold			
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, Giant, Goblin			
Challenge	6	10	14	18
Special Abilities & Qualities	Trackless Step You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Battleaxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8x3 (1) slashing damage.</p> <p>Javelin Ranged weapon attack: +3 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.</p>	<p>Battleaxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8x3 (1) slashing damage.</p> <p>Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.</p>	<p>Battleaxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8/x3 (12) slashing damage.</p> <p>Javelin Ranged weapon attack: +5 to hit, one target. Hit 1d6+8 (12) bludgeoning damage.</p>	<p>Battleaxe Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12/x3 (22) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: +3 to hit, one target. Hit 2d6+12 (19) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Battleaxe; javelin (4x)			



WILL-O'-WISP



	Low	Moderate	Advanced	Elite
Terrain	Any Swamp			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or String (3-4x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	6	30	73	129
Speed	Fly 50 ft. (Perfect)			
Size, Type, Alignment	Tiny aberration, chaotic evil	Small aberration, chaotic evil	Small aberration, chaotic evil	Medium aberration, chaotic evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 8 (-1)
	DEX 24 (+7)	DEX 22 (+6)	DEX 24 (+7)	DEX 23 (+6)
	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Magic			
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	Aklo, Common			
Challenge	5	9	13	17
Special Abilities & Qualities	Feed on Fear Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.			
Special Abilities & Qualities	Natural Invisibility Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	Shock Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Shock Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 2d8 (9) bludgeoning damage.	Shock Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 3d8 (10) bludgeoning damage.	Shock Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 4d8 (10) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



WINTERWIGHT



	Low	Moderate	Advanced	Elite
Terrain	Any Cold Land			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary, Pair, or Incursion (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	23 (natural armor)
Hit Points	107	206	280	377
Speed	30 ft., Air Walk			

Size, Type, Alignment	Small undead, chaotic evil	Small undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
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Ability Scores / Saves	STR	20 (+5)	STR	22 (+6)	STR	27 (+8)	STR	31 (+10)
	DEX	20 (+5)	DEX	20 (+5)	DEX	18 (+4)	DEX	20 (+5)
	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	16 (+3)	WIS	16 (+3)	WIS	16 (+3)	WIS	18 (+4)
	CHA	20 (+5)	CHA	22 (+6)	CHA	22 (+6)	CHA	24 (+7)

Saving Throws	-	-	-	-
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Resistances all physical attacks except bludgeoning and good

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

Vulnerabilities Vulnerability to Fire

Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
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Languages Common

Challenge	8	14	20	24
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Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 2d10	Damage 3d10
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Cold Winterwights are surrounded by a 10-foot radius of deathly chill. Any creatures within this area during the winterwight's turn takes cold damage. All creatures of the cold subtype within this area (including the winterwight) are treated as having fast healing 10.

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

Constitution DC 18

Saving Throw

Constitution DC 21

Saving Throw

Constitution DC 22

Saving Throw

Constitution DC 24

Blightfire Whenever a winterwight damages a creature with a bite or claw, the wound erupts with tongues of black fire. For the next 5 rounds, the victim must make a Constitution saving throw at the start of its turn or take 1d6 points of Constitution drain. The winterwight gains 10 temporary hit points each time the creature fails a saving throw against blightfire. A creature cannot be affected by more than one instance of blightfire at a time. Ability damage suffered from this effect can only be restored via restoration or more potent healing magic.

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**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 5 ft., one target. Hit 2d6+12 (19) piercing damage.

Claw Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit 1d10+12 (18) slashing damage.

Bite Melee weapon attack:

+7 to hit, reach 5 ft., one target. Hit 2d6+15 (22) piercing damage.

Claw Melee weapon

attack: +7 to hit, reach 5 ft., one target. Hit 1d10+15 (20) slashing damage.

Bite Melee weapon

attack: +7 to hit, reach 5 ft., one target. Hit 2d8+15 (24) piercing damage.

Claw Melee weapon

attack: +7 to hit, reach 5 ft., one target. Hit 2d6+15 (22) slashing damage.

Bite Melee weapon

attack: +8 to hit, reach 10 ft., one target. Hit 4d8+19 (37) piercing damage.

Claw Melee weapon

attack: +8 to hit, reach 10 ft., one target. Hit 4d6+19 (33) slashing damage.

Special Actions**Damage** 1d8**Damage** 2d8**Damage** 4d8**Damage** 6d8

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.

Special Actions**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

Legendary Actions

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Innate Spellcasting*wind walk (at will); cone of cold (at will); control weather (3/day); dimension door (at will); sleet storm (at will); wall of ice (at will)***Spellcasting**

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Possessions

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WITCHCROW



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Forests or Plains			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, Covey (3-12x), or Murder (13-30x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	8	28	75	129
Speed	20 ft. Fly 50 ft. (Good)			

Size, Type, Alignment	Tiny monstrosity, chaotic evil	Tiny monstrosity, chaotic evil	Tiny monstrosity, chaotic evil	Small monstrosity, chaotic evil
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Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 13 (+1)	DEX 14 (+2)	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 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	-	-	-	-
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Resistances	Cold			
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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	Aklo, Common, Speak with Animals (birds only)			
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Challenge	3	7	11	15
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Standard Actions	Talons Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Talons Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+2 (4) slashing damage.	Talons Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.
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Legendary Actions	-			
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Innate Spellcasting	<i>detect magic (at will); (mirror image (/day); speak with animals (birds only) (at will); vanish (3/day)</i>			
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W

WITCHCROW (GREATER)



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Forests or Plains			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, Covey (3-12x), or Murder (13-30x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	30	67	127	211
Speed	20 ft. Fly 60 ft. (Good)			

Size, Type, Alignment	Small monstrosity, chaotic evil	Small monstrosity, chaotic evil	Small monstrosity, chaotic evil	Medium monstrosity, chaotic evil
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Ability Scores / Saves	STR	10 (+0)	STR	11 (+0)	STR	16 (+3)	STR	18 (+4)
	DEX	15 (+2)	DEX	16 (+3)	DEX	18 (+4)	DEX	17 (+3)
	CON	10 (+0)	CON	10 (+0)	CON	14 (+2)	CON	17 (+3)
	INT	15 (+2)	INT	15 (+2)	INT	18 (+4)	INT	18 (+4)
	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	-	-	-	-
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Resistances	Cold			
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Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Abyssal, Aklo, Auran, Common, Speak with Animals (birds only)			
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Challenge	5	9	13	17
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Special Abilities & Qualities	Apportation In large enough groupings (such as a murder), greater witchcrows can perform a cooperative form of magic once per day to open a glowing ring in one place leading to somewhere else on the planet. This always entails a raucous aerial ritual, usually centered on those that wish to make use of this ability. The ritual functions like a teleportation circle (CL 17th), except it requires 1 minute of uninterrupted casting time, the circle doesn't need to be placed on a horizontal surface, and it is not invisible or hard to detect. After coming into existence, the edges of the circle glow and the effect stays in place for 1 minute. Most witchcrows loathe using this power, but some offer it as a service to those in need of quick travel, demanding a high price for such assistance-usually something in the bargainer's possession that is cherished, extremely valuable, and almost always magical.			
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Special Abilities & Qualities	Save Wisdom DC 13	Save Wisdom DC 14	Save Wisdom DC 17	Save Wisdom DC 19
	Evil Eye The witch can cause doubt in the mind of a foe within 30 feet that you can see. The target suffers disadvantage on one of the following (witch's choice): AC (i.e., attacks made against the victim have advantage), ability checks, attack rolls, saving throws, or skill checks. This hex lasts for 8 rounds. A Wisdom save reduces this to just 1 round. This is a mind-affecting effect.			

Special Abilities & Qualities	Save Wisdom DC 13	Save Wisdom DC 14	Save Wisdom DC 17	Save Wisdom DC 19
	Misfortune For 1 round, anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Wisdom save negates this hex.			

Standard Actions	Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Talons Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	Talons Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.
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Innate Spells	<i>detect magic (at will); mirror image (1/day); speak with animals (birds only) (at will); vanish (3/day)</i>			
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WITCHFIRE



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any Swamps or Woodlands
Rarity	Rare
Role	Artillery / Solo
Organization	Solitary or Coven (3x+)
Treasure	Standard

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	18 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	71	121	191	248
Speed	Fly 50 ft. (Perfect)			
Size, Type, Alignment	Small 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 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 20 (+5)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 15 (+2)	INT 15 (+2)	INT 18 (+4)	INT 18 (+4)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, Fire, psychic, paralyzed, poisoned, unconscious, stunned			
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	Auran, Common, Giant			
Challenge	6	10	14	18

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.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Sound Mimicry The creature perfectly imitates certain sounds or even specific voices. The creature makes a Deception check opposed by the listener's Perception check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it suffers disadvantage on its Perception check. The creature has advantage on its Deception check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Special Abilities & Qualities

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 21

Saving Throw
Wisdom DC 22

Witchflame Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a Wisdom save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per faerie fire and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a break enchantment, miracle, remove curse, or wish spell - the effective caster level of the witchflame is 18. Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a Wisdom save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature.

Standard Actions

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 8d4 (8) bludgeoning damage.

Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d6 (10) bludgeoning damage.

Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d8 (12) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 16d6 (14) bludgeoning damage.

Witchflame Bolt Ranged weapon attack: +6 to hit, one target. Hit 8d4 (8) bludgeoning damage.

Witchflame Bolt Ranged weapon attack: +5 to hit, one target. Hit 8d6 (10) bludgeoning damage.

Witchflame Bolt Ranged weapon attack: +5 to hit, one target. Hit 8d8 (12) bludgeoning damage.

Witchflame Bolt Ranged weapon attack: +5 to hit, one target. Hit 16d6 (14) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

dancing lights (at will); disguise self (at will); invisibility (at will); pyrotechnics (at will); ray of enfeeblement (at will); summon (2 will-o'; -wisps 50%) (1/day)

Spellcasting

-

Possessions

-



WITCHWYRD



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary, Entourage (1x+), or Enclave (2-5x+)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	23	61	131	214
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)	CHA 19 (+4)
Saving Throws	-			
Resistances	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	Common, Draconic, Tongues			
Challenge	4	8	12	16
Special Abilities & Qualities	Absorb Force Once per round, a witchwyrd can use a free hand to “catch” a magic missile fired at it. This absorbs the missile and manifests as a glowing numbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to create a force bolt. To use this ability, the witchwyrd must be aware of incoming magic missile and cannot be flat-footed.			
Special Abilities & Qualities	Damage 1d4+1	Damage 2d4+2	Damage 3d4+3	Damage 4d4+4
	Force Bolt A witchwyrd can “throw” a magic missile (force damage) from each free hand as a free action (maximum of two per round). If it has absorbed a magic missile, it can throw an additional force bolt that round, expending the absorbed energy (maximum of two additional bolts per round).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Ranseur Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) bludgeoning damage.</p> <p>Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p>	<p>Ranseur Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d4x3 (1) bludgeoning damage.</p> <p>Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p>	<p>Ranseur Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d4+7/x3 (12) bludgeoning damage.</p> <p>Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p>	<p>Ranseur Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d4+7/x3 (12) bludgeoning damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>detect magic (at will); dimension door (3/day); dispel magic (3/day); blink (3/day); floating disk (at will); mage armor (at will); resilient sphere (1/day); protection from energy (at will); suggestion (3/day); tongues (at will); unseen servant (at will)</i>			
Spellcasting	-			
Possessions	Ranseur			



WOLF



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold or Temperate Forests			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Pack (3-12x)			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	8	43	95	160
Speed	50 ft.	50 ft.	55 ft.	55 ft.
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	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 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	-	-	-	-
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.

WOLF (CINDER)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Deserts			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Pack (5-24x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	20	47	111	186
Speed	50 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 14 (+2)	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 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	-			
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 +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
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.			
Standard Actions	Bite Melee weapon attack: +5 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+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.



WOLF (DIRE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold or Temperate Forests
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Pack (3-8x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	40	77	136	208
Speed	50 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	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 +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	5	9	13	17
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13/19-00 (24) piercing damage.

WOLF (TIMBER)



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests or Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Pack (3-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	20	70	134	222
Speed	30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 21 (+5)	STR 21 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 19 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+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	-			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+9 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+13 (18) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16/19-00 (23) piercing damage.



WOLFDOG



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Cold or Temperate Plains or Forests
Rarity	Uncommon
Role	Brute / Minion
Organization	Solitary, Pair, or Pack (2-8x) / Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	11	44	85	153
Speed	40 ft.			

Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, 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 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 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-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 +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
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Languages	-			
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Challenge	2	6	10	14
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Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) 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 5 ft., one target. Hit 1d8+9/19-00 (14) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16/19-00 (23) piercing damage.
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Legendary Actions	-			
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Innate Spellcasting	-			
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Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -



WOLF-IN-SHEEP'S-CLOTHING



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Forest
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	33	59	103	191
Speed	5 ft. Burrow 5 ft. Climb 5 ft.			
Size, Type, Alignment	Small aberration, unaligned	Small aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 15 (+2)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 10 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	All-Around Vision You can see in all directions at once. You cannot be flanked.			
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).			

U

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

Corpse Lure By setting a corpse atop its stump and riddling the body with small, extruded filaments, a wolf-in-sheep's-clothing can crudely maneuver the corpse, manipulating it like a puppet. The corpse cannot leave the stump or perform complex actions, but is instead used to lure larger prey within range of the wolf-in-sheep's-clothing's tentacles. The largest corpse a wolf-in-sheep's-clothing can manipulate in this fashion is two size categories smaller than itself (thus Tiny creatures for a Medium wolf-in-sheep's-clothing). When a wolf-in-sheep's-clothing uses a corpse like this, it gains a +8 bonus on Disguise checks beyond its normal racial bonus.

Special Abilities & Qualities

Saving Throw
Constitution DC 13

Saving Throw
Constitution DC 14

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 21

Implant A wolf-in-sheep's-clothing can infest a creature with its eggs in one of two ways. A creature that eats a carcass used by the monster as a corpse lure automatically becomes implanted. Alternatively, up to once per day, a wolf-in-sheep's-clothing can implant an egg into a helpless or pinned creature as part of a grapple action. The target can resist being implanted with a Constitution save, but if it fails, the seed gestates and becomes a self-aware creature that slowly steals nourishment from its host before finally exploding free of its host's gut. The parasite can be cut free of the host's belly with a DC 25 Heal check, which takes 1 hour and deals 3d6 slashing damage regardless of success or failure. Remove disease (or any similar effect) also kills an implanted egg. Wolf-in-Sheep's-Clothing Egg: Infestation-ingestion; save Constitution; onset 1 day; frequency 1/day; effect 1d4 Strength damage until host reaches 0, then 3d6 damage as parasite bursts free; cure 3 consecutive saves. Ability damage suffered to this condition is only recoverable via restoration or more potent healing magic, and then only once the condition is removed from the victim.

Standard Actions

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

Tentacles Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.

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

Tentacles Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.

Tentacles Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Tentacles Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

Special Actions

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.

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

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Possessions

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WOLLIPED



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Rare			
Role	Brute / 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	16	45	98	170
Speed	50 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	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	-			
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
Standard Actions	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9/19-00 (14) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+13/19-00 (20) piercing damage.

W

WOLVERINE



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Cold Forests			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	18	45	103	178
Speed	30 ft. Burrow 10 ft. Climb 10 ft.			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	13 (+1)	STR	14 (+2)	STR	17 (+3)	STR	19 (+4)
	DEX	13 (+1)	DEX	13 (+1)	DEX	17 (+3)	DEX	16 (+3)
	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	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	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 +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	3	7	11	15
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Special Abilities & Qualities	Rage A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.			
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Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +4 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.
	Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +2 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 1d6+5 (8) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.



WOLVERINE (DIRE)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Cold Forests
Rarity	Common
Role	Brute / Normal
Organization	Solitary
Treasure	None

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	38	80	140	233
Speed	30 ft. Burrow 10 ft. Climb 10 ft.			

Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	17 (+3)	STR	17 (+3)	STR	19 (+4)	STR	21 (+5)
	DEX	15 (+2)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)
	CON	15 (+2)	CON	15 (+2)	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	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	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 +13, 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 **Rage** A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9/19-00 (20) piercing damage.
	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (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 10 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.



WORG



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Plains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Pack (3-11x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	26	60	132	201
Speed	50 ft.			
Size, Type, Alignment	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	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	Common, Goblin			
Challenge	4	8	12	16
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.



WORG (WINTER WOLF)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Forests or Plains
Rarity	Rare
Role	Skirmisher / Elite
Organization	Solitary, Pair, or Pack (6-11x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	54	92	150	259
Speed	50 ft.			
Size, Type, Alignment	Large monstrosity, neutral evil	Large monstrosity, neutral evil	Large monstrosity, neutral evil	Huge monstrosity, neutral evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 21 (+5)
	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	Cold			
Vulnerabilities	Vulnerability to Fire			
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, Goblin			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Damage 3d6	Damage 4d6	Damage 6d6	Damage 8d6
	Breath Weapon 15' Cone of Cold: Cold damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
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			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

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

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.



W

WORM THAT WALKS



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary			
Treasure	Incidental			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
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Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
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Hit Points	40	69	113	202
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Speed	30 ft.			
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Size, Type, Alignment	Medium vermin, neutral evil	Medium vermin, neutral evil	Medium vermin, neutral evil	Medium vermin, neutral evil
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Ability Scores / Saves	STR	6 (-2)	STR	6 (-2)	STR	6 (-2)	STR	10 (+0)
	DEX	16 (+3)	DEX	16 (+3)	DEX	16 (+3)	DEX	18 (+4)
	CON	15 (+2)	CON	15 (+2)	CON	15 (+2)	CON	18 (+4)
	INT	17 (+3)	INT	17 (+3)	INT	17 (+3)	INT	19 (+4)
	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	-			
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Resistances	all physical attacks			
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Immunities	Critical Hits, diseased, Flanking, paralyzed, poisoned, unconscious			
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Vulnerabilities	-			
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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 +18, Blindsight 30 ft., Darkvision 60 ft.
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Languages	Abyssal, Aklo, Common, Infernal			
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Challenge	5	9	13	17
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Special Abilities & Qualities **Discorporate** A worm that walks can collapse into a shapeless swarm of worms as a free action. All held, worn, and carried items fall and its Strength score drops to 1. The worm that walks functions as a true swarm while discorporated, with a reach of 0 feet (its space remains unchanged). While discorporated, the worm that walks loses all of its defensive abilities and gains all of the standard swarm traits. It loses its slam attacks and all special abilities and special attacks, but can make a swarm attack that deals damage equal to its engulf attack. A worm that walks can reform into its true form (including equipping all gear in reach) as a full-round action as long as it has at least 1 hit point.

Special Abilities & Qualities **Fast Healing** You regain hit points at 19 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 15

Damage 2d6

Saving Throw

Constitution DC 16

Damage 3d6

Saving Throw

Constitution DC 17

Damage 4d6

Saving Throw

Constitution DC 20

Damage 6d6

Squirming Embrace If a worm that walks grapples a foe, as a swift action, it can cause a swarm of worms to squirm over the grappled creature. These worms deal automatic slashing swarm damage with no attack roll needed. If a creature takes damage from the swarm, it is also subject to the swarm's distraction ability, and must make a Constitution save or be nauseated for 1 round. A worm that walks can only have one embraced target at a time, but it does not have to continue grappling in order to maintain the embrace. If the worm that walks moves more than 5 feet from the swarm or dismisses the swarm (a free action), the swarm dies. Any area attack that damages the swarm or any severe or stronger wind effect that affects the swarm's target kills it.

Special Abilities & Qualities

Tenacious A worm that walks gains advantage on grapple checks and defensive checks in combat.

Standard Actions

Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4+0 (2) bludgeoning damage.

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

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

Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

Special Actions

Worm that Walks Traits A worm that walks has no discernible anatomy, and is not subject to critical hits or flanking. Reducing a worm that walks to 0 hit points causes it to disincorporate (see below) - a worm that walks at 0 hit points is staggered, and one at negative hit points is dying. Worms that walk are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of such spells and effects generated by the worm that walks itself, which treat the worm that walks as one single creature if it so chooses. Mind-affecting effects that target single creatures function normally against a worm that walks, since the creature's individual components share a hive mind. A worm that walks takes half again as much damage (+50%) from damaging area effects, such as fireball and splash weapons. Worms that walk are susceptible to high winds - treat a worm that walks as a Fine creature for the purposes of determining wind effects.

Innate Spellcasting

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Spellcasting

Wizard (CL 5):

project image; cloudkill; telekinesis; teleport; black tentacles; confusion; dimension door; dispel magic; fly; protection from energy; slow; stinking cloud; acid arrow; detect thoughts; fog cloud; glitterdust; invisibility; charm person; feather fall; grease; protection from evil and good; reduce person; shield; mage hand; prestidigitation; detect magic

Wizard (CL 9):

plane shift; project image; cloudkill; shadow of moil; telekinesis; teleport; black tentacles; confusion; dimension door; phantasmal killer; dispel magic; fly; protection from energy; slow; stinking cloud; acid arrow; detect thoughts; fog cloud; glitterdust; invisibility; charm person; feather fall; grease; protection from evil and good; reduce person; shield; mage hand; prestidigitation; detect magic

Wizard (CL 13):

charm monster; bigby's hand; plane shift; project image; cloudkill; shadow of moil; telekinesis; teleport; black tentacles; confusion; dimension door; phantasmal killer; dispel magic; fly; protection from energy; slow; stinking cloud; acid arrow; detect thoughts; fog cloud; glitterdust; invisibility; charm person; feather fall; grease; protection from evil and good; reduce person; shield; mage hand; prestidigitation; detect magic

Wizard (CL 17):

charm monster; bigby's hand; incendiary cloud; plane shift; project image; disintegrate; cloudkill; shadow of moil; telekinesis; teleport; black tentacles; confusion; dimension door; phantasmal killer; dispel magic; fly; protection from energy; slow; stinking cloud; acid arrow; detect thoughts; fog cloud; glitterdust; invisibility; charm person; feather fall; grease; protection from evil and good; reduce person; shield; mage hand; prestidigitation; detect magic

Possessions

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WOUNDWYRM



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
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Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	78	139	211	354
Speed	30 ft. Burrow 30 ft. Fly 60 ft. (Average) Swim 30 ft.			

Size, Type, Alignment	Large dragon, chaotic evil	Large dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil
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Ability Scores / Saves	STR	20 (+5)	STR	20 (+5)	STR	22 (+6)	STR	27 (+8)
	DEX	15 (+2)	DEX	15 (+2)	DEX	11 (+0)	DEX	13 (+1)
	CON	16 (+3)	CON	16 (+3)	CON	18 (+4)	CON	22 (+6)
	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	17 (+3)	CHA	17 (+3)	CHA	17 (+3)	CHA	19 (+4)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except good or lawful			
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Immunities	Acid, Gaze Attacks, Illusions, Magical unconscious, paralyzed, poisoned, Polymorph, unconscious, Visual Effects			
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Vulnerabilities	-			
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Senses	Passive Perception +13, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.
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Languages	Abyssal, Common, Draconic			
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Challenge	8	14	18	22
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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.			
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W

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	<p>Saving Throw DC 16</p> <p>Damage 8d6</p> <p>Breath Weapon 100-ft. line of acid, Dexterity save halves damage, usable with Recharge 2. You are immune to your own breath weapon.</p> <p>Entropic Breath Instead of a line of acid, a woundwyrms can exhale a 30-foot cone of acid fog (as the spell) that persists for 1 minute. Any creature that begins its turn within the entropic breath becomes confused (Wisdom save negates) for as long as it remains within the cloud and for 1d6 rounds thereafter.</p>	<p>Saving Throw DC 18</p> <p>Damage 12d6</p>	<p>Saving Throw DC 20</p> <p>Damage 16d6</p>	<p>Saving Throw DC 23</p> <p>Damage 20d6</p>
Special Abilities & Qualities	<p>Maw of the Abyss As a full-round action, a woundwyrms can attempt to suck creatures and unattended objects in a 15-foot cone into a vortex in its maw. Creatures must make a Strength check to resist the effect or be pulled toward the Woundwyrms. Objects and structures suffer a hit as though they were being attacked by the creature's Claw attack. Creatures and objects alike take sonic damage each round within the cone.</p>			
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+7 (10) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p> <p>Wing Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+8 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+8 (12) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p> <p>Wing Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+12 (16) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+10 (14) slashing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+10 (19) bludgeoning damage.</p> <p>Wing Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15 (26) slashing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+15 (33) bludgeoning damage.</p> <p>Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>freedom of movement (1/day); polymorph any object (1/day)</i>			
Spellcasting	-			
Possessions	-			



WRAITH



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	48	90	145	195
Speed	Fly 60 ft. (Good)			

Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil
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Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	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 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)

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	Sunlight Powerlessness A wraith caught in sunlight cannot attack and is staggered.			
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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.
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Languages	Common, Infernal			
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Challenge	5	9	13	17
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Special Abilities & Qualities	<p>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> <p>Lifesense A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.</p>			
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Special Abilities & Qualities	<p>Saving Throw Constitution DC 17</p>	<p>Saving Throw Constitution DC 18</p>	<p>Saving Throw Constitution DC 20</p>	<p>Saving Throw Constitution DC 21</p>
	<p>Constitution Drain Creatures hit by a wraith's touch attack must succeed on a Constitution save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. Ability damage suffered to this effect can only be recovered via restoration or more potent healing magic.</p>			

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

Create Spawn A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a disadvantage on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

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.

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 1d8 (8) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Special Actions

Unnatural Aura Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



WYSP (AETHER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elemental Planes or Ethereal Plane)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	26	56	109	173
Speed	Fly 60 ft. (Good)			

Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
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Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	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 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	-	-	-	-
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Resistances	-			
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Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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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, Auran, Ignan, Terran			
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Challenge	3	7	11	15
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Special Abilities & Qualities	Lesser Telekinesis By extending its strands of aether, an aether wysp can move small objects at a distance, as per mage hand except that lesser telekinesis is a supernatural ability and can move magical or nonmagical objects weighing up to 10 pounds.			
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Special Abilities & Qualities	Living Battery As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.			
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Resonance A wisp's natural resonance strengthens the power of its element. The wisp grants advantage on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wisp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form).

Special Abilities & Qualities

Servitor A wisp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wisp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

Standard Actions

Tendrils Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.

Tendrils Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Tendrils Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.

Tendrils Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

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WYSP (AIR)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elemental Planes or Ethereal Plane)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	14	43	88	156
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	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 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	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, 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	Auran			
Challenge	3	7	11	15

Special Abilities & Qualities **Living Battery** As an immediate action, a wisp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wisp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.

Special Abilities & Qualities **Resonance** A wisp's natural resonance strengthens the power of its element. The wisp grants advantage on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wisp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form).

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

Servitor A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wisp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

Standard Actions

Tendrils Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.

Tendrils Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Tendrils Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.

Tendrils Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



WYSP (EARTH)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elemental Planes or Ethereal Plane)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	15 (natural armor ⁴)	17 (natural armor ⁶)	17 (natural armor ⁶)
Hit Points	30	61	119	203
Speed	20 ft. Burrow 20 ft.			

Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
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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 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 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)

Saving Throws	-	-	-	-
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Resistances	all physical attacks			
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Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft.
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Languages	Terran			
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Challenge	3	7	11	15
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Special Abilities & Qualities	Living Battery As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.			
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Special Abilities & Qualities	Resonance A wysp's natural resonance strengthens the power of its element. The wysp grants advantage on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form).			
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☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Servitor A wisp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wisp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

Standard Actions

Tendrils Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+2 (4) bludgeoning damage.

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

Tendrils Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.

Tendrils Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

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WYSP (FIRE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elemental Planes or Ethereal Plane)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	24	44	92	170
Speed	60 ft. Fly 20 ft. (Poor)			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	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 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	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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 +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Ignan			
Challenge	3	7	11	15

Special Abilities & Qualities **Living Battery** As an immediate action, a wisp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wisp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.

Special Abilities & Qualities **Resonance** A wisp's natural resonance strengthens the power of its element. The wisp grants advantage on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wisp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form).

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Servitor A wisp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wisp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

Special Abilities & Qualities

Saving Throw

Dexterity 12

Damage 1d4

Saving Throw

Dexterity 13

Damage 1d6

Saving Throw

Dexterity 16

Damage 2d4

Saving Throw

Dexterity 18

Damage 2d6

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 1d6 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.

Standard Actions

Tendrils Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.

Tendrils Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Tendrils Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.

Tendrils Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



WYSP (WATER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elemental Planes or Ethereal Plane)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)			
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	34	60	101	172
Speed	30 ft. Swim 90 ft.			

Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
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Ability Scores / Saves	STR	11 (+0)	12 (+1)	17 (+3)	19 (+4)
	DEX	10 (+0)	10 (+0)	14 (+2)	12 (+1)
	CON	12 (+1)	12 (+1)	16 (+3)	18 (+4)
	INT	8 (-1)	8 (-1)	12 (+1)	12 (+1)
	WIS	11 (+0)	11 (+0)	15 (+2)	15 (+2)
	CHA	11 (+0)	11 (+0)	15 (+2)	15 (+2)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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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	Aquan			
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Challenge	3	7	11	15
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Special Abilities & Qualities	Living Battery As an immediate action, a wisp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wisp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.			
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Special Abilities & Qualities	Resonance A wisp's natural resonance strengthens the power of its element. The wisp grants advantage on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wisp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form).			
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Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Servitor A wisp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wisp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

Special Abilities & Qualities

Drench A water wisp's touch puts out Large or smaller nonmagical flames. The creature can dispel magical fire it touches as per dispel magic (caster level = the wisp's HD).

Standard Actions

Tendrils Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.

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

Tendrils Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.

Tendrils Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-



WYVERN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Hills			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Flight (3-65x)			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	70	115	196	306
Speed	20 ft. Fly 60 ft. (Poor)			
Size, Type, Alignment	Large dragon, unaligned	Large dragon, unaligned	Large dragon, unaligned	Huge dragon, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 19 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	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 +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Draconic			
Challenge	7	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
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
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.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Crush Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Wing Melee weapon attack: +4 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+5 (12) piercing damage.</p> <p>Crush Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+5 (16) bludgeoning damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Wing Melee weapon attack: +4 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 2d6+7 (14) piercing damage.</p> <p>Crush Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Wing Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Crush Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) bludgeoning damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Wing Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



XACARBA



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land (The Abyss)
Rarity	Rare
Role	Lurker / Solo
Organization	Solitary
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	67	110	206	334
Speed	40 ft. Climb 20 ft.			

Size, Type, Alignment	Huge fiend, chaotic evil	Huge fiend, chaotic evil	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil
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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	15 (+2)	CON	15 (+2)	CON	18 (+4)	CON	22 (+6)
	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	19 (+4)	CHA	19 (+4)	CHA	19 (+4)	CHA	21 (+5)

Saving Throws	-	-	-	-
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Resistances	Acid, all physical attacks except good
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Immunities	Electricity, poisoned
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Vulnerabilities	-
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Senses	Passive Perception +17, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.	Passive Perception +20, Darkvision 120 ft.	Passive Perception +22, Darkvision 120 ft.
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Languages	Abyssal, Common, Draconic, Telepathy 100 ft.
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Challenge	8	14	20	24
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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.

True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Change Shape You have the ability to assume the appearance of a humanoid with one serpentine feature, 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 alter self, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Since one serpentine feature is retained, the bonus to Disguise checks is negated.

Special Abilities & Qualities

Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
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Poison Choice One of three types of poison is chosen with the bite:
Fiendish Bile: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Strength damage, also 2d8 damage if good-aligned; cure 2 consecutive saves.
Mysterious Blood: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity and 1d4 Wisdom damage plus confusion for 1 round; cure 2 consecutive saves.
Vile Disjunction: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect targeted greater dispel magic (CL 18th) on creature; cure 2 consecutive saves.
 Ability damage suffered from any of these poisons must be restored via restoration or more potent healing magic.

Special Abilities & Qualities

Redirect Spell Any creature that attempts to cast a spell within 30 feet of a xacarba must cast the spell defensively. If the caster fails the concentration check to do so (or if the caster opts to not cast defensively), the xacarba can choose the target of the spell as a swift action. The new target must be a legal target - if there's no legal alternative target to choose from, this ability cannot be used.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d8+9 (22) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 9d6+14 (46) piercing damage.
Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Tail Slap Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+4 (13) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+7 (25) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

arcane sight (at will); charm monster (3/day); detect thoughts (at will); invisibility (at will); scrying (3/day); suggestion (at will); summon monster (1 hezrou or 1d4 succubi, 50%) (1/day); symbol of pain (3/day); true seeing (at will)

Spellcasting

-

Possessions

-



XANTHOS



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Skirmisher / Solo
Organization	Solitary or Gang (2-5x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	69	116	188	321
Speed	60 ft.			

Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
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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	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	21 (+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	11 (+0)	CHA	11 (+0)	CHA	11 (+0)	CHA	15 (+2)

Saving Throws	-	-	-	-
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Resistances	Electricity
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Immunities	Cold
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Vulnerabilities	-
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Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
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Languages	Aklo, Telepathy 5 ft.
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Challenge	8	13	17	21
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Special Abilities & Qualities **Exploit Stellar Conjunction** A xanthos can sense the alignment of stellar objects (planets, comets, asteroids, and so on) and when they form conjunctions that allow it to use its magic for interplanetary travel. During these conjunctions, the xanthos can use its teleport spell-like ability as interplanetary teleport to reach any other world in its current solar system, or as plane shift to reach any known plane. A conjunction remains viable for only 10d10 hours, after which it could be days, weeks, or even months before another conjunction occurs that would once again allow travel between those two locations.

Special Abilities & Qualities **Hold Breath** The creature can hold its breath for 168 minutes before it risks drowning.

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

Telepathy You can mentally communicate with any other creature within 5 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: +5 to hit, reach 10 ft., one target. Hit 1d10+6 (12) piercing damage.

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

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+6 (12) piercing damage.

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

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) piercing damage.

Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+12 (26) piercing damage.

Hoof Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+6 (16) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+6 (20) bludgeoning damage.

Legendary Actions

-

Innate

cate creature (3/day); purify food and drink (5/day); teleport (3/day)

Spellcasting**Spellcasting**

-

Possessions

-



XENOPTERID



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Underground			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Hive (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	12	44	92	200
Speed	40 ft. Climb 20 ft. Fly 20 ft. (Clumsy)			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	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 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
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	Damage 1	Damage 1d2	Damage 1d3	Damage 1d4
	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 Constitution damage. Ability damage suffered in this manner can be restored via restoration or more powerful healing magic.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 13****Check DC 14****Check DC 17****Check DC 20**

Entangling Slime A xenopterid can produce a sticky, slimy secretion it uses to protect its territory and eggs. The xenopterid can slime up to a 10-foot-square area per day at a rate of 1 square foot per minute. For 1 week thereafter, any creature coming in direct contact with the slime must succeed at a Strength check or be entangled and glued to it as if it had failed its save against a tanglefoot bag.

Special Abilities & Qualities**Saving Throw****Saving Throw****Saving Throw****Saving Throw**

Constitution DC 13

Constitution DC 14

Constitution DC 17

Constitution DC 20

Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 2 consecutive saves. Ability damage suffered to this effect is recovered following a long rest.

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: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+9-00 (210) slashing damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+9-00 (210) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+9-00 (310) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



XIAO



	Low	Moderate	Advanced	Elite
Terrain	Warm Mountains or Forests			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Troupe (3-12x), or Flock (13-30x) / Companion			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	28	64	123	219
Speed	30 ft. Fly 30 ft. (Good)			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	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 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 +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	Common (cannot speak)			
Challenge	3	7	11	15
Standard Actions	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage. Slam Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 2d6+0 (7) piercing damage. Slam Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) bludgeoning damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 2d6 (7) piercing damage. Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.	Bite Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 3d6+3 (14) piercing damage. Slam Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 2d6+3 (10) bludgeoning damage.





Low



Moderate



Advanced



Elite

**Legendary
Actions** -

Innate *burning hands (3/day); spark (3/day)*

Spellcasting

Spellcasting -

Possessions -



XILL



Low

Moderate

Advanced

Elite

Terrain	Any (Ethereal Plane)
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Gang (3-6x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor, shield)	16 (natural armor, shield)	18 (natural armor, shield)	19 (natural armor, shield)
Hit Points	47	79	129	198
Speed	40 ft., Planewalk			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	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 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	-			
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			
Challenge	5	9	13	17
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.			



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

Implant As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Constitution damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Special Abilities & Qualities

Multiweapon Mastery A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Special Abilities & Qualities

Saving Throw
Constitution DC 14

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Paralysis You can render your victims immobile for 1d4 hours with a successful Bite attack; the victim may resist with a Constitution save.

Standard Actions

Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

Shortsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) slashing damage.

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

Shortsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) slashing damage.

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

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

Swortsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) slashing damage.

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

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

Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8/x3 (8) piercing damage.

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

Swortsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) slashing damage.

Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Special Actions

Planewalk A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

Innate Spellcasting

-

Spellcasting

-

Possessions

Longbow; arrows (20x); shortsword; shield



XORN



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Cluster (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	66	109	186	269
Speed	20 ft. Burrow 20 ft., Earth Glide			

Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
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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 15 (+2)	CON 15 (+2)	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 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)

Saving Throws	-	-	-	-
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Resistances	Electricity, all physical attacks except bludgeoning			
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Immunities	Cold, Fire, Flanking			
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Vulnerabilities	-			
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Senses	Passive Perception +12, 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.
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Languages	Common, Terran			
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Challenge	7	11	15	19
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Special Abilities & Qualities	All-Around Vision You can see in all directions at once. You cannot be flanked.			
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Special Abilities & Qualities	Earth Glide A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A move earth spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
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☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Bite Melee weapon
attack: +2 to hit, reach 5
ft., one target. Hit 4d6+3
(17) piercing damage.

Claw Melee weapon
attack: +2 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 4d8+4
(22) 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
5 ft., one target. Hit
4d8+6 (24) piercing
damage.

Claw Melee weapon
attack: +4 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
8d6+8 (36) piercing
damage.

Claw Melee weapon
attack: +4 to hit, reach
10 ft., one target. Hit
1d8+8 (12) slashing
damage.



Illustration 9: Xorn

XTABAY



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, Copse (3-5x), or Garden (6-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	5	49	110	191
Speed	5 ft.			
Size, Type, Alignment	Small plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 15 (+2)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	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	Acid, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 30 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Damage 1d2	Damage 1d4	Damage 1d6	Damage 2d4
	Acid Sting A xtabay's sting does additional acid damage.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Devour While a creature is under the effects of a xtabay's soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature and slowly sap the life from it. Every round the xtabay uses this ability, the creature must make Constitution save or take 1d2 Constitution damage. This feeding is curiously painless, and normally isn't enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new Wisdom save to awaken.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
Standard Actions	Sting Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3+0 (2) piercing damage.	Sting Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	Sting Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



YAK



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary, Pair, or Herd (3-30x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	15	50	100	175
Speed	30 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	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 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
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
Standard Actions	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

U

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

YAOGUAI



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Rare
Role	Brute / Normal
Organization	Solitary
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	37	77	137	236
Speed	40 ft.			

Size, Type, Alignment	Large monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR	17 (+3)	STR	18 (+4)	STR	21 (+5)	STR	24 (+7)
	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	9 (-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	6 (-2)	CHA	6 (-2)	CHA	10 (+0)	CHA	10 (+0)

Saving Throws	-	-	-	-
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Resistances all physical attacks

Immunities Nauseated, Sickened

Vulnerabilities **Polymorph Susceptibility** A yaoguai is immune to polymorph effects or effects that otherwise change its shape, but the attempt to alter its shape causes it great pain and it must attempt a saving throw if the effect allows it. If it fails its save or the effect doesn't allow a saving throw, the yaoguai is staggered and loses its resistances and fast healing for 1d4 rounds.

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 -

Challenge	4	8	12	16
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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 **Fortification** The monster has an 50% chance to treat any critical hit or sneak attack as a normal hit.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 3d6**Damage** 4d6

Quills A creature attacking the yaoguai with a melee weapon, an unarmed strike, or a natural weapon takes piercing damage from the yaoguai's quills. Melee weapons with reach do not endanger their users in this way.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+4 (10) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.

Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6 (13) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+6 (10) slashing damage.

Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.

Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+11 (25) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+11 (22) slashing damage.

Tentacle Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+6 (16) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



YELLOW MUSK CREEPER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forests or Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Patch (1x+)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	22	62	109	173
Speed	5 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	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 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-			
Resistances	-			
Immunities	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	7	11	15

Special Abilities & Qualities **Yellow Musk Creeper Zombie** As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie. Ability damage suffered in this manner is restored following a long rest.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 14 Pollen Spray As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a ranged touch attack to strike the target (use the Tendril attack bonus), who must then succeed on a Wisdom save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain.	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
Standard Actions	Tendril Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Tendril Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Tendril Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.	Tendril Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13 (18) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



YETH HOUND



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Pack (6-11x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	31	63	105	175
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	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 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except silver			
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	Abyssal, Cannot Speak			
Challenge	4	8	12	16

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 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
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Bay When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a Wisdom save or become panicked for 2d4 rounds. This is a sonic mindaffecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Sinister Bite A yeth hound's bite is treated as evil-aligned for the purpose of overcoming resistances. In addition, a good-aligned creature bitten by a yeth hound must make a Wisdom save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect.			
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+13 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



YETI



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Mountains
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Tribe (3-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	49	82	151	246
Speed	40 ft. Climb 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 20 (+5)	STR 22 (+6)
	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 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	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
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	Aklo			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Cold A yeti's body generates intense cold, dealing cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.			
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
Special Abilities & Qualities	Frightful Gaze Creatures within 30 feet that meet a yeti's gaze must succeed on a Wisdom save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 3d6**Damage** 4d6**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.**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****Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.**Claw** Melee weapon attack: +5 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 2d6+9 (16) slashing damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



YITHIAN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Leader / Normal
Organization	Solitary, Pair, Band (3-9x), or Enclave (10-100x)
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	41	68	117	238
Speed	20 ft. Climb 10 ft.			
Size, Type, Alignment	Medium aberration, lawful neutral	Medium aberration, lawful neutral	Large aberration, lawful neutral	Huge aberration, lawful neutral
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 20 (+5)
	INT 19 (+4)	INT 19 (+4)	INT 19 (+4)	INT 21 (+5)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)
	CHA 16 (+3)	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 60 ft.
Languages	Aklo, Common, Yithian, Telepathy 100 ft.			
Challenge	6	10	14	18

Special Abilities & Qualities

All-Around Vision You can see in all directions at once. You cannot be flanked.

Fast Healing A calikang 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.

**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 21

Amnesia Once per day as a standard action, a yithian can attempt to inflict amnesia on a target it is able to communicate telepathically with. A target can resist this attack with a Wisdom save. If the target fails its save, it takes a permanent disadvantage on Wisdom saving throws and all skill checks, and loses all memories save for those the yithian chooses to leave intact. This effect can be cured by heal or greater restoration. This is a mind-affecting insanity effect.

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**

Wisdom DC 16

Saving Throw

Wisdom DC 17

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 21

Mind Swap As a full-round action, a yithian can trade minds with another living creature it is able to communicate telepathically with. This functions as magic jar, except the two minds trade bodies. An unwilling target can resist the mind swap with a Wisdom save, after which that particular yithian cannot attempt to swap minds with that creature again for 24 hours. The yithian can end the effect of this mind swap at any time and over any distance as a full-round action, instantly returning both minds to the proper bodies-if the yithian wishes, it may attempt to use its amnesia power on the other mind as a free action when it ends the mind swap in this way. This is a mind-affecting effect.

Standard Actions

Pincers Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Pincers Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Pincers Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+6/19-00 (15) bludgeoning damage.

Pincers Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+10/19-00 (28) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

astral projection (self only) (at will); detect thoughts (at will); paralyze (at will); modify memory (at will)

Spellcasting

-

Possessions

-



YPOTRYLL



	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes, Hills, or Coasts			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Herd (3-16x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	61	146	273	419
Speed	60 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 21 (+5)	STR 23 (+6)	STR 28 (+9)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 9 (-1)
	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 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	8	14	22	26
Special Abilities & Qualities	Bloody-Minded A ypotryll is not easily swayed from its bloody business. It gains advantage on saves against charm and compulsion effects.			
Special Abilities & Qualities	Destructive Charge A ypotryll's charge attack reduces the effective AC of an inanimate object it is attacking by up to 1 point for each 5 feet charged.			
	Unstoppable Force A ypotryll gains advantage on attack rolls and checks when it charges. A ypotryll may charge over difficult terrain, provided the terrain does not cost more than 2 squares to enter.			

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

Constitution DC 15

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 21

Saving Throw

Constitution DC 24

Push After making a successful melee strike, you may attempt another strike using the same attack bonus. If successful, this check pushes a creature directly away. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature. Any creature moved by a this push attack must make a Constitution saving throw or be Stunned for 1 round.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 15

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 21

Saving Throw

Dexterity DC 24

Damage 1d8**Damage 2d8****Damage 3d8****Damage 4d8**

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 10 ft., one target. Hit 4d6+10 (24) piercing damage.

Gore Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage.

Gore Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 4d8+11 (29) piercing damage.

Gore Melee weapon

attack: +8 to hit, reach 20 ft., one target. Hit 12d6+15 (57) piercing damage.

Hoof Melee weapon

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

Hoof Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Hoof Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d8+6 (15) bludgeoning damage.

Hoof Melee weapon

attack: +8 to hit, reach 20 ft., one target. Hit 4d8+8 (26) bludgeoning damage.

Tail Slap Melee weapon

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

Tail Slap Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 1d10+13 (18) bludgeoning damage.

Tail Slap Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) bludgeoning damage.

Tail Slap Melee weapon

attack: +8 to hit, reach 20 ft., one target. Hit 4d6+15 (29) bludgeoning damage.

Special Actions

Unstoppable Force A ypotryll gains advantage on attack rolls and checks when it charges. A ypotryll may charge over difficult terrain, provided the terrain does not cost more than 2 squares to enter.

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



YRTHAK



	Low	Moderate	Advanced	Elite
Terrain	Temperate Deserts, Hills, or Mountains			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary, Pair, or Clutch (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	27	63	117	215
Speed	20 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 24 (+7)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Gaze Attacks, Sight-Based Attacks, Sonic, Visual Effects and Illusions			
Vulnerabilities	Blind			
Senses	Passive Perception +13, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Blind A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement - beyond 120 feet, it is considered blind. A deaf yrthak is effectively blinded as well except against adjacent foes - its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.			
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 4d6	Damage 5d6
	Explosion As a standard action, a yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within 60 feet to create an explosion. This attack deals piercing damage to all within 10 feet of the effect's center.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 4d6	Damage 6d6	Damage 8d6	Damage 10d6
	Sonic Lance Once per round, a yrthak can focus sonic energy in a 60-foot ray that deals sonic damage to one target.			
Standard Actions	<p>Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d6+7 (10) slashing damage.</p> <p>Sonic Lance Ranged weapon attack: +4 to hit, one target. Hit 8d4 (8) piercing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 1d10+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 1d6+7 (10) slashing damage.</p> <p>Sonic Lance Ranged weapon attack: +3 to hit, one target. Hit 8d4 (8) piercing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+7 (12) slashing damage.</p> <p>Sonic Lance Ranged weapon attack: +0 to hit, one target. Hit 8d6 (10) piercing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+11 (25) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage.</p> <p>Sonic Lance Ranged weapon attack: +1 to hit, one target. Hit 16d6 (14) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



YUKI-ONNA



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Cold			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	56	93	161	208
Speed	Fly 30 ft. (Perfect)			
Size, Type, Alignment	Small 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 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 15 (+2)	INT 15 (+2)	INT 18 (+4)	INT 18 (+4)
	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	-	-	-	-
Resistances	-			
Immunities	Cold, 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			
	Snow Dependency A yuki-onna is staggered if she is ever in an area without snow while her snowstorm aura is suppressed or otherwise not functioning.			
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	Common			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 21
	Damage 1d6	Damage 2d4	Damage 2d6	Damage 3d6
	Chilling Touch A yuki-onna's touch causes cold damage. Whenever a creature takes cold damage in this manner, it must make a Constitution save to avoid being staggered by the supernatural cold for 1 round. This duration stacks.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21
Special Abilities & Qualities	Fascinating Gaze One target; fascinated for 1d4 rounds, range 30 feet, Wisdom save negates the effect.			
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	Snowstorm A yuki-onna is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 200-foot-radius spread. Within this area, the snowfall and wind gusts cause disadvantage on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the yuki-onna, and functions as severe wind. A yuki-onna is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as control weather or control winds) cancels the snowstorm effect entirely.			
Standard Actions	Touches Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 4d4 (6) bludgeoning damage.	Touches Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 4d6 (8) bludgeoning damage.	Touches Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 4d8 (10) bludgeoning damage.	Touches Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 8d6 (10) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>blur (at will); cone of cold (3/day); ice storm (3/day)</i>			
Spellcasting	-			
Possessions	-			



YZOBU



	Low	Moderate	Advanced	Elite
Terrain	Cold Hills or Plains			
Rarity	Uncommon			
Role	Brute / Minion			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	16	56	106	174
Speed	40 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, 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 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	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 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
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
Standard Actions	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.

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ZEBRA



	Low	Moderate	Advanced	Elite
Terrain	Any Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Herd (3-30x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	9	47	98	172
Speed	50 ft.	55 ft.	55 ft.	55 ft.
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+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 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
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+3 (5) piercing damage. Hoof Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage. Hoof Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+10 (14) piercing damage. Hoof Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.



ZELUSHKAR OF THE BITTER FLAME



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Unique (Daemon, Harbinger)			
Role	Brute / Solo			
Organization	Solitary			
Treasure	Triple			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	22 (natural armor)	22 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	99	230	382	560
Speed	20 ft. Fly 40 ft. (Clumsy)			

Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil	Huge fiend, neutral evil
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Ability Scores / Saves	STR	20 (+5)	STR	22 (+6)	STR	24 (+7)	STR	28 (+9)
	DEX	20 (+5)	DEX	20 (+5)	DEX	18 (+4)	DEX	18 (+4)
	CON	20 (+5)	CON	21 (+5)	CON	23 (+6)	CON	27 (+8)
	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	18 (+4)	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	Cold			
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Immunities	Acid, Charm, Compulsion, diseased, Fire, poisoned			
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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 +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
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Languages	Abyssal, Common, Ignan, Infernal, Telepathy 300 ft.			
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Challenge	8	16	24	28
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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.

Daemonic Harbinger A daemonic harbinger is a powerful daemon that has not yet made the full transition from unique daemon to a horseman. The harbinger's natural weapons, as well as any weapon it wields, are treated as evil and lawful for the purpose of overcoming resistances and immunities.

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

Bitter Flames Whenever Zelishkar deals fire damage, half the damage is untyped damage. Any creatures that fail a save against any fire effect are sickened for 1 minute. Those damaged by melee attacks or fire effects that allow no save are instead sickened for 1 round.

Special Abilities & Qualities

Save Wisdom DC 18 **Save** Wisdom DC 20 **Save** Wisdom DC 23 **Save** Wisdom DC 26

Corpse Cremation Whenever Zelishkar reduces a living creature to negative hit points, as a swift action he can turn its body to ashes and feed upon the target's life force (Wisdom save negates). Whenever Zelishkar slays a creature with any attack or ability, the creature's corpse is reduced to ashes.

Special Abilities & Qualities

Damage 1d6 **Damage** 2d6 **Damage** 3d6 **Damage** 4d6

Fire Damage Additional fire damage is added to every bite and claw attack.

Standard Actions

<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9/19-00 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+11/19-00 (14) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+11/19-00 (14) slashing damage.</p>
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Special Actions

Incandescent Body As a free action, Zelishkar can cause his body to erupt into white-hot flame. He sheds light as bright as a daylight spell, and dazzles any creature that does not avert its gaze.

Special Actions

Incendiary Grasp If Zelishkar hits a target with more than one natural weapon in the same round, the fire damage from each hit is combined as if from a single attack for the purpose of overcoming effects that provide resistance to fire. In addition, if Zelishkar succeeds at a grapple combat maneuver, as a swift action he can suppress any fire resistance or immunity the target possesses until the beginning of Zelishkar's next turn.

Special Actions

Rake Against a grappled opponent, you may make two additional Bite 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 Actions

Summon 1/day, Zelishkar can summon 2 fiendish elder fire elementals or any daemon of 20 Hit Dice or fewer with 100% certainty. This acts as a 9th level spell.

Legendary Actions

-

Innate Spellcasting

blistering invective (at will); blur (at will); charm monster (at will); dispel evil and good (at will); fire shield (at will); fire storm (3/day); incendiary cloud (3/day); true seeing (at will)



ZHYEN (AIR)



Low

Moderate

Advanced

Elite

Terrain	Any Desert or Elemental Plane
Rarity	Rare
Role	Skirmisher / Minion
Organization	Solitary or Gang (1x+)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	8	24	63	111
Speed	10 ft. Fly 30 ft. (Perfect)			

Size, Type, Alignment	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Small monstrosity, unaligned
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Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 12 (+1)
	DEX 12 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)

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 +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Aquan, Auran, Common, Ignan, Terran
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Challenge	2	6	10	14
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Standard Actions	Melee Touch Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.
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Legendary Actions	-
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Innate Spellcasting	<i>mage hand (at will); mending (at will)</i>
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ZHYEN (EARTH)



	Low	Moderate	Advanced	Elite
Terrain	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Gang (1x+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	13	25	68	133
Speed	10 ft. Fly 30 ft. (Perfect)			
Size, Type, Alignment	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Small monstrosity, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 12 (+1)
	DEX 12 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	-			
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	Aquan, Auran, Common, Ignan, Terran			
Challenge	2	6	10	14
Standard Actions	Melee Touch Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>mage hand (at will); mending (at will)</i>			



ZHYEN (FIRE)



	Low	Moderate	Advanced	Elite
Terrain	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Gang (1x+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	2	23	71	129
Speed	10 ft. Fly 30 ft. (Perfect)			
Size, Type, Alignment	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Small monstrosity, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 9 (-1)	STR 13 (+1)
	DEX 12 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	Acid			
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 +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aquan, Auran, Common, Ignan, Terran			
Challenge	2	6	10	14
Standard Actions	Melee Touch Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>mage hand (at will); mending (at will)</i>			



ZHYEN (WATER)



	Low	Moderate	Advanced	Elite
Terrain	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Gang (1x+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	7	27	64	117
Speed	10 ft. Fly 30 ft. (Perfect)			
Size, Type, Alignment	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Small monstrosity, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	-			
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	Aquan, Auran, Common, Ignan, Terran			
Challenge	2	6	10	14
Standard Actions	Melee Touch Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>mage hand (at will); mending (at will)</i>			



ZOMBIE



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Uncommon
Role	Brute / Minion
Organization	Any
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	14 (natural armor)	14 (natural armor ⁴)	16 (natural armor ⁵)	18 (natural armor ⁶)
Hit Points	14	35	75	106
Speed	30 ft.			

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	15 (+2)	STR	16 (+3)	STR	18 (+4)	STR	21 (+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	8 (-1)	WIS	8 (-1)	WIS	12 (+1)	WIS	12 (+1)
	CHA	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	12 (+1)

Saving Throws	-	-	-	-
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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 +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
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Languages -

Challenge	2	6	10	14
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Special Abilities & Qualities **Staggered** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+17 (22) bludgeoning damage.
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ZOMBIE (JUJU)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Brute / Minion			
Organization	Any			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	14 (natural armor ₆)	16 (natural armor ₈)	18 (natural armor ₈)
Hit Points	19	54	102	129
Speed	30 ft.			

Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil
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Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 19 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+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	-			
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Resistances	Fire, all physical attacks except magic and slashing			
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Immunities	Cold, diseased, Electricity, exhaustion, fatigued, Magic Missile, psychic, paralyzed, poisoned, unconscious, stunned			
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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	Common			
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Challenge	2	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.			
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Standard Actions	Swortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+19-00 (310) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+8 (10) bludgeoning damage.	Swortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+19-00 (310) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.	Swortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+13 (16) bludgeoning damage.	Swortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9/19-00 (12) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+13 (16) bludgeoning damage.
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ZOMBIE (VOID)



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Brute / Minion
Organization	Any
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	2	6	16	23
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-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 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except slashing			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerable to Critical Hits			
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	2	6	10	14
Special Abilities & Qualities	Blood Drain If a void zombie hits a living creature with its tongue attack, it drains blood from the creature, inflicting 2 points of Strength damage before the tongue detaches. Ability damage suffered in this manner is recovered following a long rest.			
Special Abilities & Qualities	Vulnerable to Critical Hits a void zombie does not enjoy the typical undead immunity to critical hits and sneak attacks			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12 (16) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ZOMBIE LORD (MINOTAUR)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Cult (3-6x)			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	38	47	102	128
Speed	30 ft.			
Size, Type, Alignment	Large undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil	Huge undead, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	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 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
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 +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	Giant			
Challenge	6	10	14	18
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	Natural Cunning You possess an innate cunning and logical ability granting an immunity to maze spells and prevents you from ever becoming lost. You are never caught flat-footed or by surprise.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
	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	<p>Greataxe Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+7/x3 (18) slashing damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9/x3 (20) slashing damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12/x3 (22) slashing damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+18/x3 (32) bludgeoning damage.</p> <p>Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+21 (32) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greataxe			

ZOMOK



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Forests (Primal Land of Fey)			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary			
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	89	156	253	398
Speed	40 ft. Fly 100 ft. (Poor)			
Size, Type, Alignment	Huge plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned	Gargantuan plant, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 29 (+9)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 11 (+0)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	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 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, Sonic, 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 +17, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +20, Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +22, Darkvision 120 ft., Tremorsense 60 ft.
Languages	Common, Sylvan, Terran			
Challenge	8	12	17	21
Special Abilities & Qualities	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 22	Saving Throw Dexterity DC 25
	Damage 4d6	Damage 6d6	Damage 8d6	Damage 10d6

Breath Weapon A zomok's breath weapon is a cone of flying dirt, bark, stones, and moss, which takes root as soon as it touches the ground. Creatures may attempt a Dexterity saving throw for half damage. Any creature that fails its save and is touching the ground is entangled for 1d6 rounds by this material. A creature can break free with a DC 32 Strength or Escape Artist check.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Forest Step A zomok in a forest area may teleport up to 120 feet by moving the essence of its being to another forested area. The zomok is cured of 60 points of damage when it does this. It may use this ability with Recharge 1 but no more than three times per day. If the zomok has swallowed a foe, the foe is left behind when the zomok teleports.

Special Abilities & Qualities

Saving Throw DC 18	Saving Throw DC 19	Saving Throw DC 22	Saving Throw DC 25
Damage 2d6	Damage 4d6	Damage 6d6	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.

Special Abilities & Qualities

Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 22	Saving Throw Dexterity DC 25
Damage 3d6	Damage 5d6	Damage 7d6	Damage 10d6

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

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+12 (22) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+17 (38) piercing damage.
Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+7 (12) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+10 (16) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+12 (19) slashing damage.	Claw Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+17 (31) slashing damage.
Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Tail Slap Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d8+6 (15) bludgeoning damage.	Tail Slap Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+9 (27) bludgeoning damage.
Wing Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+4 (10) bludgeoning damage.	Wing Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+5 (10) bludgeoning damage.	Wing Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Wing Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+9 (23) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

entangle (3/day); pass without trace (at will); plant growth (at will); wall of thorns (3/day)

Spellcasting

-

Possessions

-



Zoog



Low

Moderate

Advanced

Elite

Terrain	Any Forest
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary, Pair, Gang (3-14x), or Tribe (15x+)
Treasure	Incidental

Low

Moderate

Advanced

Elite

Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	6	34	87	131
Speed	30 ft. Climb 30 ft.			

Size, Type, Alignment	Tiny monstrosity, chaotic neutral	Tiny monstrosity, chaotic neutral	Tiny monstrosity, chaotic neutral	Small monstrosity, chaotic neutral
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Ability Scores / Saves	STR	4 (-3)	4 (-3)	9 (-1)	14 (+2)
	DEX	13 (+1)	14 (+2)	17 (+3)	16 (+3)
	CON	8 (-1)	8 (-1)	12 (+1)	16 (+3)
	INT	3 (-4)	3 (-4)	7 (-2)	7 (-2)
	WIS	10 (+0)	10 (+0)	14 (+2)	14 (+2)
	CHA	3 (-4)	3 (-4)	7 (-2)	7 (-2)

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	Aklo
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Challenge	2	6	10	14
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Special Abilities & Qualities	Damage 1	Damage 1d2	Damage 1d3	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.			

Special Abilities & Qualities	Otherworldly Touch A zoog's natural attacks can strike incorporeal creatures as if they were not incorporeal.
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Spell Sight A zoog's eyes radiate normal light in a 15-foot cone and increase the light level by one step for an additional 15 feet beyond that area. Any magic effect in this area glows faintly. This glow does not reveal the magic effect's school or strength. A zoog can quell or renew this light as a swift action.

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.

Claw Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.

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

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

Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4/19-00 (4) piercing damage.

Claw Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3/19-00 (4) slashing damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) piercing damage.

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (2/10) slashing damage.

Legendary Actions

-

Innate*detect magic (at will); speak with animals (at will)***Spellcasting****Spellcasting**

-

Possessions

-

ZUVEMBIE



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Leader / Minion			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	32	49	101	140
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
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 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	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 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	all physical attacks except piercing			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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 (cannot speak)			
Challenge	5	9	13	17
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.			



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

Wisdom DC 14

Saving Throw

Wisdom DC 15

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 19

Corpse Call Zuvembies cannot speak, but their strange calls and whistles captivate the minds of those who hear them. Once per day, a zuvembie may call out, and all living creatures with an Intelligence score of 3 or higher within a 100-foot spread must succeed at a Wisdom save or move toward the zuvembie using the most direct means possible. If this path leads them into a dangerous area such as through fire or off a cliff, the creatures receive 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 zuvembie simply stands and offers no resistance to the zuvembie's attacks. This effect continues for as long as the zuvembie continues its call as a standard action each round. This is a sonic mind-affecting charm effect, and has no effect on deaf creatures.

Standard Actions**Claw** Melee weapon

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

Claw Melee weapon

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

Claw Melee weapon

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

Claw Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.

Legendary Actions

-

Innate Spellcasting

darkness (at will); animate dead (1/day); ray of exhaustion (1/day); summon (level 3, 1d4 bat or bird swarms, 1d2 constrictor snakes, 1d3 venomous snakes, or 1d4 wolves 100%) (1/day)

Spellcasting

-

Possessions

-

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