

Aquilae: Bestiary of the Realm

volume **1**

Abaia to Clockwork Familiar



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

January 2020

Table of Contents

Colophon	2	Ant Lion (Giant Adult).....	174
Foreward	5	Ant Lion (Giant).....	176
Table of Contents	6	Aoandon.....	178
About Infinium Game Studio	8	Ape (Dire).....	180
FlexTale	9	Ape (Gorilla).....	182
Introduction	11	Apostasy Wraith.....	184
The Campaign World	19	Arcanotheign.....	186
FlexAI	21	Aranea.....	188
Aasimar.....	42	Archon (Harbinger).....	190
Abaia.....	44	Archon (Hound).....	192
Aballonian.....	46	Archon (Lantern).....	194
Aboleth.....	48	Archon (Legion).....	196
Achaierai.....	50	Archon (Shield).....	198
Adaro.....	52	Archon (Spyglass).....	200
Adherer.....	54	Archon (Stag).....	202
Adlet.....	56	Archon (Star).....	204
Aeon (Akhana).....	58	Archon (Trumpet).....	206
Aeon (Bythos).....	60	Arctic Fox.....	208
Aeon (Paracletus).....	62	Arctic Hare.....	210
Aeon (Pleroma).....	64	Arctic Tern.....	211
Aeon (Theletos).....	66	Argus.....	212
Agathion (Avalor).....	68	Armadillo.....	214
Agathion (Cervapral).....	70	Armorfish.....	215
Agathion (Cervinal).....	72	Ascomoid.....	216
Agathion (Cetaceal).....	74	Assassin Bug.....	218
Agathion (Draconal).....	76	Assassin Vine.....	220
Agathion (Leonal).....	78	Astomoi.....	222
Agathion (Silvanshee).....	80	Astral Leviathan.....	224
Agathion (Vulpinal).....	82	Asura (Adhukait).....	226
Ahuizotl.....	84	Asura (Aghasura).....	228
Akaruzug.....	86	Asura (Asurendra).....	230
Akata.....	88	Asura (Tripurasura).....	232
Akhlut.....	90	Asura (Upasunda).....	234
Allip.....	92	Ataxian.....	236
Almiraj.....	94	Athach.....	238
Alpluachra.....	96	Atomie.....	240
Alarune.....	98	Attic Whisperer.....	242
Aluum.....	100	Aurumvorax.....	244
Amoeba (Giant).....	102	Axe Beak.....	246
Amoeba Swarm.....	104	Axe Beak (Terror Bird).....	248
Amphisbaena.....	106	Axiomite.....	250
Android.....	108	Azata (Bralani).....	252
Anemone (Blue-Haired).....	110	Azata (Brijidine).....	254
Anemone (Coffin).....	112	Azata (Ghaele).....	256
Anemone (Common).....	114	Azata (Lillend).....	258
Anemone (Darkforest).....	116	Azata (Veranallia).....	260
Anemone (Deep Tiger).....	118	Azata (Lyrakien).....	262
Anemone (Giant Sea).....	120	Azer.....	264
Anemone (Siren's Bed).....	122	Azruverda.....	266
Angazhani.....	124	Badger.....	268
Angel (Astral Deva).....	126	Badger (Dire).....	270
Angel (Balisse).....	128	Bakejukira.....	272
Angel (Cassisian).....	130	Baku.....	274
Angel (Choral).....	132	Bandersnatch.....	276
Angel (Iophanite).....	134	Banshee.....	278
Angel (Monadic Deva).....	136	Baregara.....	280
Angel (Movanic Deva).....	138	Barghest.....	282
Angel (Planetar).....	140	Barghest (Greater).....	284
Angel (Solar).....	142	Barometz.....	286
Anglerfish.....	144	Barracuda (Swamp).....	288
Animate Dream.....	146	Basidiron.....	290
Animated Object (Colossal).....	148	Basilisk.....	292
Animated Object (Gargantuan).....	150	Basileus.....	294
Animated Object (Huge).....	152	Bat.....	296
Animated Object (Large).....	154	Bat (Dire).....	298
Animated Object (Medium).....	156	Bat (Mobat).....	300
Animated Object (Small).....	158	Bat (Skaveling).....	302
Animated Object (Tiny).....	160	Bat (Sootwing).....	304
Ankheg.....	162	Bat Swarm.....	306
Ankou.....	164	Baykok.....	308
Ant (Army Swarm).....	166	Bear (Dire).....	310
Ant (Giant).....	168	Bear (Grizzly).....	312
Ant (Queen).....	170	Bear (Polar).....	314
Ant (Worker).....	172		

Bear (Polar, Dire)	316	Catfolk	468
Bebilith	318	Caterpillar (Giant)	470
Bee (Giant Queen)	320	Catoblepas	472
Bee (Giant)	322	Cattle	474
Bee-Man of Bellis	324	Caulborn	476
Beetle (Fire)	326	Cave Fisher	478
Beetle (Giant Stag)	328	Cayhound	480
Beetle (Goliath Stag)	330	Cave Salamander	482
Beetle (Scarab)	332	Caypup	484
Beetle (Slicer)	334	Cecaelia	486
Beetle (Stalk)	336	Centaur	488
Beheaded	338	Centipede (Giant Whiptail)	490
Beheaded (Belching, Flaming, Grabbing, Screaming)	340	Centipede (Giant)	492
Beheaded (Familiar)	342	Centipede (Great Forest)	494
Beheaded (Swarming)	344	Centipede (Hisser)	496
Behemoth (Tempest)	346	Centipede (House)	498
Behemoth (Thalassic)	348	Centipede (Sewer)	500
Behemoth (Thunder)	350	Centipede (Titan)	502
Behir	352	Centipede Swarm	504
Belker	354	Cephalophore	506
Berbalang	356	Ceratioidi	508
Bhole	358	Cerberi	510
Bhuta	360	Cerebric Fungus	512
Black Claw Elite	362	Ceru	514
Black Magga	364	Chained Spirit	516
Black Pudding	366	Chalkost	518
Blast Shadow	368	Chalicotherium	520
Blighted Fey Satyr	370	Chanegue	522
Blindheim	372	Chaos Beast	524
Blink Dog	374	Charau-Ka	526
Boar	376	Charda	528
Boar (Dire)	378	Charnel Colossus	530
Boar (Sargavan)	380	Charybdis	532
Bodak	382	Chemnosit (The Monarch Worm)	534
Bodythief	384	Chicken	536
Bogeyman	386	Chimera (Black-Headed)	538
Boggard	388	Chimera (Blue-Headed)	540
Boilborn (Abyssal)	390	Chimera (Green-Headed)	542
Boilborn (Blindborn)	392	Chimera (Red-Headed)	544
Boilborn (Infernal)	394	Chimera (White-Headed)	546
Boilborn (Plagueborn)	396	Chimpanzee	548
Boilborn	398	Choker	550
Bonestorm	400	Chupacabra	552
Botfly (Giant)	402	Chuspiki	554
Botfly Swarm	404	Chuul	556
Brain Mole	406	Cloaker	558
Brain Ooze	408	Clockwork Dragon (Adamantine, Acid)	560
Brethedan	410	Clockwork Dragon (Adamantine, Acid, Infiltrator)	562
Brownie	412	Clockwork Dragon (Adamantine, Acid, Destroyer)	564
Bugbear	414	Clockwork Dragon (Adamantine, Fire)	566
Buggane	416	Clockwork Dragon (Adamantine, Flaming Tar)	568
Bulette	418	Clockwork Dragon (Adamantine, Rust)	570
Bumblebee (Giant)	420	Clockwork Dragon (Adamantine, Sleep)	572
Bunyip	422	Clockwork Dragon (Mithral, Acid)	574
Burleev	424	Clockwork Dragon (Mithral, Infiltrator)	576
Bustard	426	Clockwork Dragon (Mithral, Destroyer)	578
Butterfly	428	Clockwork Dragon (Mithral, Fire)	580
Cactus (Hunting)	430	Clockwork Dragon (Mithral, Flaming Tar)	582
Cactus (Sniper)	431	Clockwork Dragon (Mithral, Rust)	584
Calikang	432	Clockwork Dragon (Mithral, Sleep)	586
Caligni	434	Clockwork Familiar	588
Calligraphy Wurm	436	Open Gaming License (OGL)	590
Cameroceas	438		
Candlestone Courtier	440		
Capybara	442		
Carbuncle	444		
Carnivorous Blob	446		
Carnivorous Crystal	448		
Carrionstorm	450		
Caryatid Column	452		
Cat	454		
Cheetah	456		
Cat (Leopard)	458		
Cat (Margay)	460		
Cat (Saber-Toothed)	462		
Cat (Sea)	464		
Cat Sith	466		

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 *Aquillae: 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 *Aquillae: Bestiary of the Realm*. It would be nearly

impossible to create CR-compliant listings for each monster.

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

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

Common Creature Features

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

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

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

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

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

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

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

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

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

drink, require rest, breathe, and so on.

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

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

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

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

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

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

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

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

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

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

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

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


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

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


Notes & Conventions

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

Player Descriptive Text


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

GM-Only Notes

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

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

Designer's Soapbox

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


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


Quests

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

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

Quest: Rats in the Cellar (example)

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


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

 **Locations:** Bar.

 **Key NPCs:** Bartender.

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

 **Description:**

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


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


Obstacles


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

Locked Secret Door (example)

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


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

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

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

Skill Checks

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

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



Skill Challenges



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

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

Falling Timbers (example)


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

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

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


Rewards

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

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


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


Secret Closet Chest

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

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

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

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

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

Traps

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

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

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

♁ Acid Arrow Chest Trap

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

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

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

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

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

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

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

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

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

Items

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

📖 Adventurer's Chronicle (example)

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

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

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

NPCs and Monsters

Crunch time!

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

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

game system you are playing.

Variable Challenge

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

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

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

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

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

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

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

Experience Points and Reward Nuggets

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

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

I Want Candy

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

However, I also gave out candy for good roleplaying,

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

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

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

Candy as XP

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

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

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

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

Namely: to have fun!


Reward Stars: The Formalized Approach

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

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

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

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

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

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

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

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

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

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

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

Stay In Character... Or Else

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

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

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

Converting Reward Stars to XP

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

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

XP reward.

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

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

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

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

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

Table 2: Converting Reward Stars to XP

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

“Quadded” Stat Blocks

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

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

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

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

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

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

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

Quadded Challenge Blocks

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

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

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

Locked Secret Wooden Door

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

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

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

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


The Campaign World

Overview

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 *Aquiline: 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.

 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.

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

AI FlexTables

Full Edition vs. Bestiary

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

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

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

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

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



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

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

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

Brute / Fresh



Contexts

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

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

FlexTable 2: Brute Role; Fresh Stance: Action

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

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

FlexTable 3: Brute Role; Fresh Stance: Targeting

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

Soldier / Fresh



Contexts

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

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

FlexTable 4: Soldier Role; Fresh Stance: Action

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

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

FlexTable 5: Soldier Role; Fresh Stance: Targeting

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

Artillery / Fresh



Contexts

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

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

FlexTable 6: Artillery Role; Fresh Stance: Action

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

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

FlexTable 7: Artillery Role; Fresh Stance: Targeting

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

Skirmisher / Fresh



Contexts

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

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

FlexTable 8: Skirmisher Role; Fresh Stance: Action

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

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

FlexTable 9: Skirmisher Role; Fresh Stance: Targeting

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

Lurker / Fresh



Contexts

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

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

FlexTable 10: Lurker Role; Fresh Stance: Action

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

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

FlexTable 11: Lurker Role; Fresh Stance: Targeting

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

Controller / Fresh



Contexts

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

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

FlexTable 12: Controller Role; Fresh Stance: Action

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

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

FlexTable 13: Controller Role; Fresh Stance: Targeting

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

Leader / Fresh



Contexts

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

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

FlexTable 14: Leader Role; Fresh Stance: Action

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

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

FlexTable 15: Leader Role; Fresh Stance: Targeting

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

Monster Reference


Crunch and Fluff

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

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

You can have a great deal of fun at either end of the spectrum, or anywhere in between!

Quadded Stat Blocks and Default Language

Any of 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.

AASIMAR



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (scale mail)	15 (scale mail)	17 (scale mail)	18 (scale mail)
Hit Points	11	40	85	138
Speed	20 ft.			
Size, Type, Alignment	Medium celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 17 (+3)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 15 (+2)	WIS 16 (+3)	WIS 18 (+4)	WIS 19 (+4)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-			
Resistances	Acid			
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	Celestial, Common, Draconic			
Challenge	1	5	9	13
Special Abilities & Qualities	1x/day	3x/day	6x/day	10x/day
Special Abilities & Qualities	<p>Touch of Good You can touch a creature as a standard action, granting giving it advantage on attack rolls, skill checks, ability checks, and saving throws for 1 round. You can use this ability 10 times per day.</p> <p>Spontaneous Casting You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can “lose” any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with “Cure” in its name).</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Light Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Heavy Mace Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8+0 (4) bludgeoning damage.</p>	<p>Heavy Mace Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: -1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p>	<p>Heavy Mace Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: +2 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p>	<p>Heavy Mace Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: +0 to hit, one target. Hit 2d6/19-00 (620) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>Daylight 1/day</i>			
Spellcasting	<p>Cleric (CL 1st): <i>detect evil and good; protection from evil and good; detect magic; guidance</i></p>	<p>Cleric (CL 6th): <i>calm emotions; bless; command; cure wounds; detect evil and good; protection from evil and good; detect magic; guidance</i></p>	<p>Cleric (CL 10th): <i>calm emotions; bless; command; cure wounds; detect evil and good; protection from evil and good; detect magic; guidance</i></p>	<p>Cleric (CL 13th): <i>bestow curse; calm emotions; bless; command; cure wounds; detect evil and good; protection from evil and good; detect magic; guidance</i></p>
Possessions	Light crossbow; crossbow bolts (10x); heavy mace; scale mail	Light crossbow; crossbow bolts (10x); heavy mace; scale mail	Light crossbow; crossbow bolts (10x); heavy mace; scale mail	Light crossbow; crossbow bolts (10x); heavy mace; scale mail

ABAIA



	Low	Moderate	Advanced	Elite
Terrain	Warm Lakes			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	54	91	146	282
Speed	20 ft. Swim 80 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
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 15 (+2)	INT 15 (+2)	INT 15 (+2)	INT 18 (+4)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aquan, Sylvan, Speak with Animals			
Challenge	6	10	14	18

Special Abilities & Qualities

Eldritch Gizzard Creature can store magical items in its gizzard and activate them as if holding them. Creature is automatically attuned to any such item. It can swallow or regurgitate an item as a standard action.

Wave Rider When moving onto land brings a sheath of water with it, allowing it to swim on land. Its swim speed drops by 10 feet at the start of its turn if it is out of the water, and the sheath dissipates entirely when the abai's swim speed reaches 20 feet. An abai's wave riding on land retains its spell resistance but loses its bonus to Stealth.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9/19-20 (16) piercing</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 6d4+9 (24) bludgeoning</p>	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9/19-20 (16) piercing</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 6d4+9 (24) bludgeoning</p>	<p>Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+8/19-20 (18) piercing</p> <p>Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 6d6+4 (25) bludgeoning</p>	<p>Bite Melee weapon attack: +11 to hit, reach 20 ft., one target. Hit 6d6+12/19-20 (33) piercing</p> <p>Tail Slap Melee weapon attack: +11 to hit, reach 20 ft., one target. Hit 12d6+6 (48) bludgeoning</p>
Special Actions	<p>Constrict Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+12 bludgeoning damage. The target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the creature can't constrict another target.</p> <p>Endless Coils As a full-round action, the creature may make a Constrict attack against up to two Large or four Medium or smaller creatures within its reach.</p>	<p>Constrict Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+12 bludgeoning damage. The target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the creature can't constrict another target.</p> <p>Endless Coils As a full-round action, the creature may make a Constrict attack against up to two Large or four Medium or smaller creatures within its reach.</p>	<p>Constrict Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+12 bludgeoning damage. The target is grappled (escape DC 19). Until this grapple ends, the creature is restrained, and the creature can't constrict another target.</p> <p>Endless Coils As a full-round action, the creature may make a Constrict attack against up to two Large or four Medium or smaller creatures within its reach.</p>	<p>Constrict Melee weapon attack: +11 to hit, reach 10 ft., one target. Hit 6d6+12 bludgeoning damage. The target is grappled (escape DC 21). Until this grapple ends, the creature is restrained, and the creature can't constrict another target.</p> <p>Endless Coils As a full-round action, the creature may make a Constrict attack against up to two Large or four Medium or smaller creatures within its reach.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	<i>arcane sight (at will); control water (1x/day); control weather (1x/day); speak with animals (at will)</i>	<i>arcane sight (at will); control water (1x/day); control weather (1x/day); speak with animals (at will)</i>	<i>arcane sight (at will); control water (1x/day); control weather (1x/day); speak with animals (at will)</i>	<i>arcane sight (at will); control water (1x/day); control weather (1x/day); speak with animals (at will)</i>
Spellcasting Possessions	-	-	-	-

ABALLONIAN



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Network (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	41	80	105	135
Speed	40 ft.; Climb 20 ft.			
Size, Type, Alignment	Small construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	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 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	all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Sunlight Dependency: Aballonians gain their energy from light. In areas of darkness, they gain the sickened condition.			
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			
Challenge	5	10	14	18



Low



Moderate



Advanced



Elite

Special Abilities / Qualities

Rebuild Aballonian machines are capable of improving and adapting their designs. Each Aballonian starts out with one of the abilities listed below. For every two additional abilities it possesses, its CR increases by +1. Aballonians may also add the customizable abilities of animated objects, increasing their CRs by +1 for every 2 Construction Points spent in this way. (They are already considered metal.) Aballonians may adapt of their own volition, but it takes 1 day to add each additional ability beyond the first, and they must also possess the rare materials necessary to make such improvements. An ability can only be gained once unless stated otherwise.

Gain a plasma cutter that deals 1d6 points of fire damage on a melee touch attack.

Gain advanced treads that increase base speed to 60 feet.

Modify chassis to gain a burrow, climb, or swim speed of 60 feet. This ability may be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new movement type.

Add a radar dish that grants blindsight 120 feet.

Gain an additional claw or slam melee attack (1d6 damage).

Lengthen arms to extend reach by 5 feet.

Gain the rend special attack (2 claws, 1d8+6).

Add armor plating to gain a +4 natural armor bonus to AC.

Harden systems to gain resistance 10 against a single energy type (acid, cold, electricity, or fire). This ability may be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new energy type.

Shortwave An Aballonian can communicate with nearby Aballonians via invisible waves. This functions as telepathy 100 ft., but only with other Aballonians. In combat, if any allied Aballonians within range can act in a surprise round, all of them can.

Standard Actions

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+2/19-20 (4) slashing

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4/19-20 (6) slashing

Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+6/19-20 (10) slashing

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9/19-20 (14) slashing

Special Actions

Spark As a standard action, an Aballonian can launch an arc of electricity at a nearby creature. This attack has a range of 20 feet with no range increment. Effect 2d6 electricity damage.

Spark As a standard action, an Aballonian can launch an arc of electricity at a nearby creature. This attack has a range of 20 feet with no range increment. Effect 2d8 electricity damage.

Spark As a standard action, an Aballonian can launch an arc of electricity at a nearby creature. This attack has a range of 20 feet with no range increment. Effect 2d10 electricity damage.

Spark As a standard action, an Aballonian can launch an arc of electricity at a nearby creature. This attack has a range of 20 feet with no range increment. Effect 2d12 electricity damage.

Legendary Actions

Innate Spellcasting

Spellcasting

Possessions

ABOLETH



	Low	Moderate	Advanced	Elite
Terrain	Ocean (Cold)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Brood (3-6x) or Shoal (7-19x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	54	94	159	240
Speed	10 ft. Swim 60 ft.			
Size, Type, Alignment	Large aberration, lawful evil	Huge aberration, lawful evil	Huge aberration, lawful evil	Gargantuan aberration, lawful evil
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aboleth, Aklo, Aquan, Undercommon			
Challenge	6	8	12	16

Special Abilities & Qualities

Slime A creature hit by an aboleth's tentacle must succeed on a DC 16 Constitution save or his skin and flesh transform into a clear, slimy membrane over the course of 1d8 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 2 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d6 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal. Immunity to disease offers protection from this attack.

Slime A creature hit by an aboleth's tentacle must succeed on a DC 17 Constitution save or his skin and flesh transform into a clear, slimy membrane over the course of 16 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 3 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d8 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal. Immunity to disease offers protection from this attack.

Slime A creature hit by an aboleth's tentacle must succeed on a DC 19 Constitution save or his 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 it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim 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.

Slime A creature hit by an aboleth's tentacle must succeed on a DC 21 Constitution save or his 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 6 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 2d10 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.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Standard Actions

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

Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning

Special Actions

Mucus Cloud While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 16 Constitution save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

Tail Sweep Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning

Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+3 (8) bludgeoning

Mucus Cloud While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 17 Constitution save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

Tail Sweep Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+7 (12) bludgeoning

Tentacle Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning

Mucus Cloud While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 19 Constitution save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

Tail Sweep Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+10 (20) bludgeoning

Tentacle Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+5 (16) bludgeoning

Mucus Cloud While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 21 Constitution save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

Innate Spellcasting

dominate (1x/day); hypnotic pattern (at will); project image (at will); veil (at will); mirage arcane (at will); major image (at will)

dominate (1x/day); hypnotic pattern (at will); project image (at will); veil (at will); mirage arcane (at will); major image (at will)

dominate (3x/day); hypnotic pattern (at will); project image (at will); veil (at will); mirage arcane (at will); major image (at will)

dominate (5x/day); hypnotic pattern (at will); project image (at will); veil (at will); mirage arcane (at will); major image (at will)



Illustration 1: Aboleth

ACHAIERAI



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Planar; Hell)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Flock (5-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	27	41	111	175
Speed	50 ft.			
Size, Type, Alignment	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)	DEX 15 (+2)
	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+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 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Infernal			
Challenge	7	7	12	16
Special Abilities & Qualities	Constitution save DC 13, poison damage 2d4	Constitution save DC 15, poison damage 2d6	Constitution save DC 17, poison damage 2d8	Constitution save DC 19, poison damage 2d12

Black Cloud An achaierai can exhale a cloud of choking, toxic smoke 3x/day. All creatures within 10 feet of the achaierai immediately take damage as their flesh melts and rots away. The cloud erodes sanity as well as flesh, and anyone who takes damage from the black cloud must also make a Constitution save or become Confused. Every round, the victim may attempt another Constitution save to recover from the Confusion; otherwise it persists, lasting indefinitely until the condition is removed or the victim eventually makes her saving throw. The confusion element of a black cloud is a mind-affecting effect. This is a poison effect. Achaierais are immune to this ability.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing</p> <p>Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d4+3 (6) slashing</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing</p>	<p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing</p>	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing</p>
Special Actions	-			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



Illustration 2: Achaierai

ADARO



	Low	Moderate	Advanced	Elite
Terrain	Warm Oceans			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Hunting Party (2-6x), or Tribe (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	29	669	133	197
Speed	10 ft. Swim 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 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	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 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blind, Blindsight 30 ft., Darkvision 60 ft., Keen Smell	Passive Perception +10, Blind, Blindsight 30 ft., Darkvision 60 ft., Keen Smell	Passive Perception +12, Blind, Blindsight 30 ft., Darkvision 60 ft., Keen Smell	Passive Perception +12, Blind, Blindsight 30 ft., Darkvision 60 ft., Keen Smell
Languages	Aquan, Common, Speak with Sharks			
Challenge	4	8	12	16

Special Abilities & Qualities	Nettlefin Toxin Saving Throw Constitution DC 13	Nettlefin Toxin Saving Throw Constitution DC 14	Nettlefin Toxin Saving Throw Constitution DC 17	Nettlefin Toxin Saving Throw Constitution DC 19
	Amphibious The creature can breathe air and/or water.			
	Nettlefin Toxin Injury ; Effect poisoned and paralyzed for 1 minute; affected creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.			
Rain Frenzy Adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, adaros act as though affected by the haste spell. An adaro gains this benefit even if it is underwater, but only as long as it remains within a move action away from the water's surface (50 feet for most adaros).				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Spear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4/x3 (8) piercing</p> <p>Spear Ranged weapon attack: +4 to hit, one target. Hit 1d8+3/x3 (8) piercing</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target.</p>	<p>Spear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4/x3 (8) piercing</p> <p>Spear Ranged weapon attack: +3 to hit, one target. Hit 1d8+3/x3 (8) piercing</p> <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target.</p>	<p>Spear Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10/x3 (14) piercing</p> <p>Spear Ranged weapon attack: +6 to hit, one target. Hit 1d8+7/x3 (12) piercing</p> <p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target</p>	<p>Spear Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+14/x3 (18) piercing</p> <p>Spear Ranged weapon attack: +4 to hit, one target. Hit 1d8+10/x3 (14) piercing</p> <p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target</p>
Special Actions	-	-	-	-
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	Spear (5x)	Spear (5x)	Spear (5x)	Spear (5x)

ADHERER



	Low	Moderate	Advanced	Elite
Terrain	Forest (Temperate/Warm)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Gang (2-5x), or Nest (6-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	27	49	112	188
Speed	30 ft. Climb 10 ft.			
Size, Type, Alignment	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
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 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (+2)	INT 6 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	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	Aklo			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw DC 13 Dexterity	Saving Throw DC 14 Dexterity	Saving Throw DC 17 Dexterity	Saving Throw DC 19 Dexterity
	<p>Adhesive A weapon that strikes an adherer becomes stuck fast to the creature's adhesive flesh unless the wielder succeeds at a Dexterity save. A creature adjacent to the adherer can attempt to pry off a stuck weapon with a DC 17 Strength check, but doing so provokes an attack of opportunity from the adherer. The adherer's adhesive flesh gives it advantage on grapple/grab checks. Fire can temporarily burn away an adherer's adhesive coating—whenever an adherer takes at least 10 points of fire damage, it loses its adhesive special quality for 1d4 rounds. Universal solvent, alchemical solvent, or a similar fluid removes an adherer's adhesive quality for 1 hour if it fails a Dexterity save, or for 1d4 rounds if it makes the save. The adherer's skin loses its adhesive quality 1 hour after the adherer dies. An adherer can release anything stuck to it as a free action. The save DCs are Constitution-based.</p>			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning

Low Moderate Advanced Elite

Special
Actions -

Legendary
Actions -

Innate
Spellcasting -

Spellcasting
Possessions -

ADLET



	Low	Moderate	Advanced	Elite
Terrain	Plains / Hills / Mountains (Cold)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Pack (3-18x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	33	60	118	189
Speed	40 ft.			
Size, Type, Alignment	Small humanoid, chaotic neutral	Small humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 19 (+4)	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	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	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
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	Adlet, Common			
Challenge	7	11	15	19

Special Abilities & Qualities

Arctic Stride An adlet can move through any sort of difficult terrain at its normal speed while within arctic or snowy terrain. Magically altered terrain affects an adlet normally.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Spear Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit +1d8+2/x3 (0) piercing</p> <p>Spear Ranged weapon attack: +7 to hit, one target. Hit 1d8+2/x3 (6) piercing</p> <p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit</p>	<p>Spear Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit +1d8+2/x3 (0) piercing</p> <p>Spear Ranged weapon attack: +10 to hit, one target. Hit 1d8+2/x3 (6) piercing</p> <p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hi</p>	<p>Spear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/x3 (12) piercing</p> <p>Spear Ranged weapon attack: +8 to hit, one target. Hit 1d8+5/x3 (10) piercing</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target.</p>	<p>Spear Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+12/x3 (16) piercing</p> <p>Spear Ranged weapon attack: +8 to hit, one target. Hit 1d8+9/x3 (14) piercing</p> <p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target</p>
Special Actions	<p>Saving Throw Constitution DC 14</p>	<p>Saving Throw Constitution DC 15</p>	<p>Saving Throw Constitution DC 18</p>	<p>Saving Throw Constitution DC 20</p>
	<p>Frozen Breath An adlet's breath is supernaturally cold, and deals an additional 1d6 points of cold damage with its bite as a result. Recharge 2, it can exhale, filling a 10-foot-radius spread around it with frigid air that deals 2d6 points of cold damage and staggers those in the area with numbing cold. A Constitution save negates the staggered effect but not the cold damage.</p>			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Spear	Spear	Spear	Spear

AEON (AKHANA)



	Low	Moderate	Advanced	Elite
Terrain	Any (Outer Planes)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Collective (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	76	141	226	337
Speed	30 ft. Fly 40 ft. (Poor)			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 20 (+5)	DEX 18 (+4)	DEX 21 (+5)	DEX 20 (+5)
	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)	WIS 20 (+5)
	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Electricity			
Immunities	Cold, Critical Hits, Poisoned			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 6 ft.	Passive Perception +18, Darkvision 6 ft.	Passive Perception +20, Darkvision 6 ft.	Passive Perception +21, Darkvision 6 ft.
Languages	Envisaging			
Challenge	7	11	15	19
Special Abilities & Qualities	<p>Envisaging Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a non-verbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.</p>			
Standard Actions	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+4 (6) slashing	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing	Claw Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing	Claw Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d8+10 (14) slashing



Low



Moderate



Advanced



Elite

**Special
Actions**Saving Throw
Constitution DC 17Saving Throw
Constitution DC 19Saving Throw
Constitution DC 21Saving Throw
Constitution DC 23

Soul Siphoning As a standard action, an akhana can use its tail to siphon life essence from a grabbed foe. At the start of the aeon's turn, the victim loses 4d4 from their maximum HP until their next long rest (a Constitution save negates and grants immunity to this akhana's soul siphoning ability for 24 hours). If this effect reduces a victim's maximum HP to 0 or less, or to less than their current hit point total, or reduces their current HP to zero or less, the target's soul tears free from its mortal body and gets stored within the body of the akhana as a trap the soul spell. The victim's body remains preserved as if via a gentle repose spell for as long as the soul is held by the akhana. The akhana can keep the soul indefinitely, or can release it as a full-round action. Upon doing so, the released soul immediately returns to its body if the body is within 300 feet, at which point the body returns to life and any negative levels imparted to it by the akhana are removed. If the body is not within 300 feet (or if it has been destroyed), then the creature dies when its soul is released. A miracle, limited wish, or wish can force a displaced soul to return to its proper body. If an akhana is slain, any soul it contains is released automatically. An akhana can only hold one soul at a time.

**Legendary
Actions**

-

**Innate
Spellcasting**

cure serious wounds (at will); gentle repose (at will); inflict wounds (at will); lesser restoration (1/day); sanctuary (at will)

cure serious wounds (at will); gentle repose (at will); inflict wounds (at will); raise dead (1/day); lesser restoration (3/day); sanctuary (at will)

cure serious wounds (at will); gentle repose (at will); inflict wounds (at will); raise dead (1/day); lesser restoration (3/day); sanctuary (at will); power word kill (1/day)

cure serious wounds (at will); gentle repose (at will); inflict wounds (at will); raise dead (1/day); lesser restoration (3/day); sanctuary (at will); power word kill (3/day)

Spellcasting

-

Possessions

-

AEON (BYTHOS)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Outer Planes)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Tribunal (3x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	23 (natural armor)
Hit Points	80	115	194	338
Speed	Fly 40 ft. (Good)			
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 17 (+3)	DEX 18 (+4)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 18 (+4)	INT 19 (+4)	INT 19 (+4)	INT 21 (+5)
	WIS 19 (+4)	WIS 21 (+5)	WIS 21 (+5)	WIS 23 (+6)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Electricity			
Immunities	Cold, Critical Hits, Poisoned			
Vulnerabilities	-			
Senses	Passive Perception +17, Blind, Blindsight 60 ft., Darkvision 90 ft.	Passive Perception +19, Blind, Blindsight 60 ft., Darkvision 90 ft.	Passive Perception +21, Blind, Blindsight 60 ft., Darkvision 90 ft.	Passive Perception +23, Blind, Blindsight 60 ft., Darkvision 90 ft.
Languages	Envisaging			
Challenge	8	12	18	22

Special Abilities & Qualities

Envisaging Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a non-verbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.

Extension of All Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.



Low



Moderate



Advanced



Elite

Aging StrikeSaving Throw
Constitution DC 17Saving Throw
Constitution DC 18Saving Throw
Constitution DC 20Saving Throw
Constitution DC 23

Aging Strike If a bythos strikes a living target with two slam attacks in a single round, the bythos ages the creature if it fails a Constitution save. The victim gains all of the penalties from this aging and none of the bonuses. A venerable victim targeted by this ability dies if it fails the save. This process is reversible with greater restoration, limited wish, miracle, or wish.

Standard Actions

Slams (4x) Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning

Slams (4x) Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning

Slams (4x) Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning

Slams (4x) Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning

Special ActionsSaving Throw
Constitution DC 17Saving Throw
Constitution DC 18Saving Throw
Constitution DC 20Saving Throw
Constitution DC 23

Confusion Gaze Confusion for 1d4 rounds, 30 feet, Constitution negates.

Special ActionsSaving Throw
Constitution DC 17Saving Throw
Constitution DC 18Saving Throw
Constitution DC 20Saving Throw
Constitution DC 23

Temporal Strike As a standard action, a bythos can touch a creature or object to displace it from time. If the target fails a save, it disappears from the present moment and reappears in the same location 1d4 rounds later as if no time had passed. If an object occupies that space, the creature appears in the closest available space to its original location-this displacement does not cause the creature any additional harm.

Innate Spellcasting

augury (at will); haste (1/day); slow (at will); teleport (1/day)

augury (at will); haste (3/day); plane shift (1/day); slow (at will); teleport (3/day)

augury (at will); haste (3/day); plane shift (1/day); slow (at will); teleport (at will)

augury (at will); haste (3/day); plane shift (3/day); slow (at will); teleport (at will)

Spellcasting Possessions

-

-

AEON (PARACLETUS)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any (Outer Planes)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Commune (3-12x)			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	8	32	65	141
Speed	Fly 40 ft. (Good)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 7 (-2)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	Electricity			
Immunities	Cold, Critical Hits, Poisoned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 6 ft.	Passive Perception +13, Darkvision 6 ft.	Passive Perception +16, Darkvision 6 ft.	Passive Perception +17, Darkvision 6 ft.
Languages	Envisaging			
Challenge	3	7	11	15

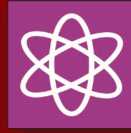
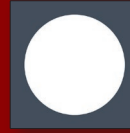
Special Abilities & Qualities

Envisaging Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a non-verbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.

Extension of All Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3-1 (1) bludgeoning	Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4-1 (1) bludgeoning	Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning
Special Actions	+1d4 electricity damage	+1d6 electricity damage	+2d4 electricity damage	+2d6 electricity damage
Legendary Actions	Electricity On each successful Slam attack, the creature inflicts additional electricity damage.			
Innate Spellcasting	<i>calm emotions</i> (2/day); <i>sanctuary</i> (at will)	<i>calm emotions</i> (3/day); <i>sanctuary</i> (at will)	<i>calm emotions</i> (5/day); <i>sanctuary</i> (at will)	<i>calm emotions</i> (at will); <i>sanctuary</i> (at will)
Spellcasting	-			
Possessions	-			

AEON (PLEROMA)



	Low	Moderate	Advanced	Elite
Terrain	Any (Outer Planes)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary or Tribunal (1x plus other Aeons)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	125	174	325	493
Speed	Fly 60'			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 23 (+6)
	DEX 20 (+5)	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 20 (+5)	INT 20 (+5)	INT 20 (+5)	INT 22 (+6)
	WIS 20 (+5)	WIS 22 (+6)	WIS 22 (+6)	WIS 24 (+7)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-			
Resistances	Electricity			
Immunities	Cold, Critical Hits, Poisoned			
Vulnerabilities	-			
Senses	Passive Perception +19, Blindsight 120 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 120 ft., Darkvision 120 ft.	Passive Perception +23, Blindsight 120 ft., Darkvision 120 ft.	Passive Perception +25, Blindsight 120 ft., Darkvision 120 ft.
Languages	Envisaging			
Challenge	12	16	24	27

Special Abilities & Qualities

Envisaging Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a non-verbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.

Extension of All Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

Energy Touch A pleroma's touch deals positive or negative energy, depending upon which type of energy would harm the creature touched. A pleroma's touch never heals damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Touch Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 20d6 (16) bludgeoning	Touch Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 20d6 (16) bludgeoning	Touch Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 20d8 (18) bludgeoning	Touch Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 60d6 (36) bludgeoning
Special Actions	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22	Saving Throw Constitution DC 25
Special Actions	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22	Saving Throw Constitution DC 25
Innate Spellcasting	<i>create food and water (at will); daylight (3/day); darkness (3/day); fabricate (3/day); freedom of movement (5/day); abidalmazim's horrid wilting (3/day); mage's disjunction (1/day); creation (3/day); mending (at will); plant growth (3/day); stone shape (at will); true seeing (at will);</i>	<i>create food and water (at will); daylight (3/day); darkness (3/day); disintegrate (1/day); fabricate (3/day); freedom of movement (5/day); abidalmazim's horrid wilting (3/day); mage's disjunction (1/day); creation (3/day); mending (at will); plant growth (3/day); stone shape (at will); true seeing (at will);</i>	<i>create food and water (at will); daylight (3/day); darkness (3/day); disintegrate (3/day); fabricate (3/day); freedom of movement (5/day); abidalmazim's horrid wilting (3/day); mage's disjunction (1/day); creation (3/day); mending (at will); plant growth (3/day); stone shape (at will); true seeing (at will); wish (1/week)</i>	<i>create food and water (at will); daylight (3/day); darkness (3/day); disintegrate (3/day); fabricate (3/day); freedom of movement (5/day); abidalmazim's horrid wilting (3/day); mage's disjunction (1/day); creation (3/day); mending (at will); plant growth (3/day); stone shape (at will); true seeing (at will); wish (1/day)</i>
Diving Spellcasting	Cleric (CL 6th): 2nd -enthrall; zone of truth 1st -detect evil and good; detect evil and good 0th -create food and water; detect magic; guidance	Cleric (CL 8th): 4th -order's wrath; lesser restoration 3rd -magic circle; 2nd -enthrall; zone of truth 1st -detect evil and good; detect evil and good 0th -create food and water; detect magic; guidance	Cleric (CL 12th): 6th -banishment; forbiddance; geas 5th -dispel evil and good; scrying 4th -order's wrath; lesser restoration 3rd -magic circle; 2nd -enthrall; zone of truth 1st -detect evil and good; detect evil and good 0th -create food and water; detect magic; guidance	Cleric (CL 18th): 9th -astral projection; gate; 8th -holy aura; shield; summon greater demon 6th -banishment; forbiddance; geas 5th -dispel evil and good; scrying 4th -order's wrath; lesser restoration 3rd -magic circle; 2nd -enthrall; zone of truth 1st -detect evil and good; detect evil and good 0th -create food and water; detect magic; guidance
Possessions				

Sphere of Creation 3/day, the pleroma can manifest a 2-foot-diameter sphere of white energy that hovers above its left hand. By concentrating, the pleroma can control this sphere, causing it to fly slowly at a speed of 10 feet per round. The sphere can travel in any direction, but must remain within 300 feet of the pleroma or it immediately dissipates. Wherever the sphere travels, it leaves behind a 5-foot-wide path of new matter, creating either new terrain (such as swamp, tundra, desert, or forest) or a 10-foot-square wall composed of a single natural substance (such as clay, wood, or stone). Any existing matter, either living or nonliving that comes in contact with the sphere must make a Constitution save or be absorbed and incorporated into the new substance (only freedom, miracle, or wish can rescue creatures so trapped). Creatures that save are pushed to the nearest unoccupied location adjacent to the newly created substance. The sphere is highly unstable and only lasts 1d4 minutes before exploding with a blinding flash. All creatures within 30 feet of the flash must make a Constitution save or be permanently blinded.

Sphere of Oblivion Three times per day, the pleroma can manifest a 2-foot-diameter sphere of complete and utter darkness that hovers above its right hand. The sphere is an empty void similar to a sphere of annihilation. Any matter (living or nonliving) that touches the sphere must succeed on a Constitution save or be sucked into the sphere and destroyed. Larger objects (such as ships or buildings) are destroyed at a rate of one 10-foot cube per round of contact with the sphere. By concentrating, the pleroma can control this sphere, causing it to fly slowly at a speed of 10 feet per round. The sphere can travel in any direction, but must remain within 300 feet of the pleroma or it immediately dissipates. The sphere is highly unstable and only lasts 1d4 minutes before harmlessly imploding upon itself. Alternatively, the pleroma may hurl the sphere as a ranged touch attack (with a 10-foot range increment) against a single creature. When thrown in this manner, the sphere implodes immediately after the attack is resolved.

AEON (THELETOS)



	Low	Moderate	Advanced	Elite
Terrain	Any (Outer Planes)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Collective (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	36	82	160	235
Speed	30 ft. Fly 30 ft. (Poor)			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	Electricity			
Immunities	Cold, Critical Hits, 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	Envisgaing			
Challenge	5	9	13	17

Special Abilities & Qualities

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Low



Moderate



Advanced



Elite

Fate Drain**Saving Throw**

Wisdom 13

Saving Throw

Wisdom 16

Saving Throw

Wisdom 19

Saving Throw

Wisdom 21

Fate Drain You possess a pair of flexible crystalline tentacles with which you can drain a creature's sense of fate and destiny. Whenever you strikes a foe with these tentacles, the creature struck must make a Wisdom save or take 1d4 points of Charisma damage. Until a creature's Charisma damage from this ability is healed (via a long rest, restoration or greater magic), the victim takes a -2 penalty on all saving throws (regardless of the actual total amount of Charisma damage it takes).

Standard Actions

Slam Melee weapon attack: +4 to hit, reach 5 ft., two targets. Hit 1d4+3 (6) bludgeoning

Tentacles Melee weapon attack: +4 to hit, reach 5 ft., two targets. Hit 1d3+3 (5) bludgeoning

Slam Melee weapon attack: +6 to hit, reach 5 ft., two targets. Hit 1d6+4 (8) bludgeoning

Tentacles Melee weapon attack: +6 to hit, reach 5 ft., two targets. Hit 1d4+2 (4) bludgeoning

Slam Melee weapon attack: +7 to hit, reach 5 ft., two targets. Hit 1d8+6 (10) bludgeoning

Tentacles Melee weapon attack: +7 to hit, reach 5 ft., two targets. Hit 1d6+3 (6) bludgeoning

Slam Melee weapon attack: +8 to hit, reach 10 ft., two targets. Hit 2d6+8 (15) bludgeoning
Tentacles Melee weapon attack: +8 to hit, reach 10 ft., two targets. Hit 1d8+4 (8) bludgeoning

Special Actions**Saving Throw**

Wisdom 13

Saving Throw

Wisdom 16

Saving Throw

Wisdom 19

Saving Throw

Wisdom 21

Wreath of Fate As a full-round-action (Recharge 2), you can release a 60-foot cone of energy from your chest. Any intelligent creature struck by this cone must make a Wisdom save or become nearly overwhelmed with the knowledge of various fates that destiny has in store for him. There is no way to make sense of these myriad dooms and boons, and as a result, the victim is Staggered. As long as this condition persists, the victim may choose to make two rolls when attempting an attack roll, a saving throw, or a skill check, he must accept the worse of the two rolls, but in so doing the wreath of fate passes from his soul and he is no longer staggered by this ability. Wreath of fate is a curse effect, and as such can be affected by remove curse or similar magic; the effective caster level of this curse is equal to the CR of this creature.

Legendary Actions

-

Innate Spellcasting

augury (at will); charm monster (1/day); command (at will); dispel magic (1/day); enthrall (1/day); remove curse (1/day); sanctuary (at will); suggestion (1/day)

augury (at will); bestow curse (1/day); charm monster (1/day); command (at will); dispel magic (1/day); enthrall (1/day); geas (1/day); remove curse (1/day); sanctuary (at will); suggestion (1/day)

augury (at will); bestow curse (3/day); charm monster (1/day); command (at will); dispel magic (3/day); enthrall (3/day); geas (1/day); remove curse (3/day); sanctuary (at will); suggestion (3/day)

augury (at will); bestow curse (5/day); charm monster (3/day); command (at will); dispel magic (5/day); enthrall (5/day); geas (1/day); remove curse (5/day); sanctuary (at will); suggestion (5/day)

Spellcasting

-

Possessions

-

AGATHION (AVORAL)



	Low	Moderate	Advanced	Elite
Terrain	Any Air (Nirvana)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Squad (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	43	89	151	236
Speed	40 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Small celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 20 (+5)	DEX 18 (+4)	DEX 21 (+5)	DEX 20 (+5)
	CON 14 (+2)	CON 17 (+3)	CON 21 (+4)	CON 21 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 19 (+3)	INT 19 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except evil or silver			
Immunities	Electricity, Petrification			
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	Celestial, Draconic, Infernal, Speak with Animals, Truespeech			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage Healed/Inflicted 2d4	Damage Healed/Inflicted 2d6	Damage Healed/Inflicted 2d8	Damage Healed/Inflicted 2d12
	<p>Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 5 times per day. With one use of this ability, you can heal damage. Using this ability is a standard action. You need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 2d6 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.</p> <p>Truespeech All agathions can speak with any creature that has a language, as if using a tongues spell (caster level 5). This ability is always active.</p>			
Fear Aura	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
	Fear Aura 20 ft., Frightened for 1d4 rounds, Will save negates. The aura functions like the <i>fear</i> spell. A fear aura is an area effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+1 (6) slashing</p> <p>Wing Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+1 (6) bludgeoning</p>	<p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+3 (10) slashing</p> <p>Wing Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+1 (8) bludgeoning</p>	<p>Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d6+5 (16) slashing</p> <p>Wing Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d6+2 (12) bludgeoning</p>	<p>Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+8 (22) slashing</p> <p>Wing Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+4 (18) bludgeoning</p>
Special Actions	-	-	-	-
Legendary Actions	-	-	-	-
Innate Spellcasting	<p><i>aid (at will); blur (self only) (at will); command (at will); detect magic (at will); dimension door (at will); dispel magic (at will); magic missile (at will); gust of wind (at will); light (at will); magic circle (self only) (at will); see invisibility (at will)</i></p>	<p><i>aid (at will); blur (self only) (at will); command (at will); detect magic (at will); dimension door (at will); dispel magic (at will); magic missile (at will); gust of wind (at will); hold person (at will); light (at will); lightning bolt (1/day); magic circle (self only) (at will); see invisibility (at will)</i></p>	<p><i>aid (at will); blur (self only) (at will); command (at will); detect magic (at will); dimension door (at will); dispel magic (at will); magic missile (at will); gust of wind (at will); hold person (at will); light (at will); lightning bolt (3/day); magic circle (self only) (at will); see invisibility (at will)</i></p>	<p><i>aid (at will); blur (self only) (at will); command (at will); detect magic (at will); dimension door (at will); dispel magic (at will); magic missile (at will); gust of wind (at will); hold person (at will); light (at will); lightning bolt (5/day); magic circle (self only) (at will); see invisibility (at will)</i></p>
Spellcasting	-	-	-	-
Possessions	-	-	-	-

AGATHION (CERVAPRAL)



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Nirvana)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Order (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	46	94	156	256
Speed	50 ft. Sprint Once per minute, a cervapral can move at 10 times its normal speed (500 feet) when it makes a charge.			

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 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)

Saving Throws	-	-	-	-
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Resistances	Cold, all physical attacks except evil or silver			
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Immunities	Electricity, Petrification			
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Vulnerabilities	-			
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Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Celestial, Draconic, Infernal, Speak with Animals, Truespeech			
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Challenge	6	10	14	18
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Special Abilities & Qualities	Damage Healed/Inflicted 3d4	Damage Healed/Inflicted 3d6	Damage Healed/Inflicted 3d8	Damage Healed/Inflicted 3d12
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Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 5 times per day. With one use of this ability, you can heal damage. Using this ability is a standard action. You need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 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. This ability also functions as a *remove disease* spell.

Truespeech All agathions can speak with any creature that has a language, as if using a *tongues* spell (caster level 5). This ability is always active.

Freedom of Movement You can use *Freedom of Movement*, as per the spell, as a constant ability.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Rapier Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2/18-20 (6) piercing Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning	Rapier Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2/18-20 (6) piercing Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning	Rapier Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4/18-20 (8) piercing Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning	Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9/18-20 (14) bludgeoning Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning
Special Actions	Extra Damage 2d4 Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.	Extra Damage 2d6	Extra Damage 2d8	Extra Damage 2d12
Legendary Actions	-			
Innate Spellcasting	<i>freedom of movement (at will); knock (1/day); message (at will); protection from evil and good (1/day); lesser restoration (at will)</i>	<i>freedom of movement (at will); knock (3/day); message (at will); protection from evil and good (3/day); lesser restoration (at will)</i>	<i>freedom of movement (at will); knock (3/day); message (at will); protection from evil and good (3/day); lesser restoration (at will); seeming (1/day)</i>	<i>freedom of movement (at will); knock (5/day); message (at will); protection from evil and good (5/day); lesser restoration (at will); seeming (3/day)</i>
Spellcasting Possessions	-			

AGATHION (CERVINAL)



	Low	Moderate	Advanced	Elite
Terrain	Any (Nirvana)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Collective (2-3x), or Herd (4-6x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	89	154	290	445
Speed	30 ft.; Gallop When this creature uses a full-round action to run, it may move up to six times its speed.			
Size, Type, Alignment	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good	Huge celestial, neutral good
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)
	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 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)
	WIS 19 (+4)	WIS 19 (+4)	WIS 19 (+4)	WIS 21 (+5)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
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 +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Speak with Animals, Truespeech			
Challenge	8	14	21	25

Special Abilities & Qualities

Damage Healed/Inflicted 4d4

Damage Healed/Inflicted 4d6

Damage Healed/Inflicted 4d8

Damage Healed/Inflicted 4d12

Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 5 times per day. With one use of this ability, you can heal damage. Using this ability is a standard action. You need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 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. This ability also functions as a *remove disease* spell.

Truespeech All agathions can speak with any creature that has a language, as if using a *tongues* spell (caster level 5). This ability is always active.

Freedom of Movement You can use *Freedom of Movement*, as per the spell, as a constant ability.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Slam Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d4+10 (12) bludgeoning</p> <p>Hoof Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d10+10 (16) bludgeoning</p>	<p>Slam Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d4+12 (14) bludgeoning</p> <p>Hoof Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d10+12 (18) bludgeoning</p>	<p>Slam Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning</p> <p>Hoof Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning</p>	<p>Slam Melee weapon attack: +12 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning</p> <p>Hoof Melee weapon attack: +12 to hit, reach 15 ft., one target.</p>
Special Actions	<p>Additional Damage 2d6+4 piercing</p> <p>Staggered Saving Throw Constitution DC 17</p>	<p>Additional Damage 2d8+8 piercing</p> <p>Staggered Saving Throw Constitution DC 19</p>	<p>Additional Damage 2d10+12 piercing</p> <p>Staggered Saving Throw Constitution DC 22</p>	<p>Additional Damage 4d10+16 piercing</p> <p>Staggered Saving Throw Constitution DC 25</p>
	<p>Staggering Charge The creature can make a special charge combat maneuver, dealing piercing gore damage and possibly staggering his opponent. Any creature that takes damage from the creature's charge attack must succeed at a Constitution save or be staggered for 1 round.</p>			
Legendary Actions	-			
Innate Spellcasting	<p><i>clairvoyance (1/day); cure wounds (1/day); freedom of movement (at will); light (at will); message (at will); scrying (1/day); see invisibility (at will)</i></p>	<p><i>clairvoyance (1/day); cure wounds (1/day); dispel magic (1/day); freedom of movement (at will); light (at will); message (at will); scrying (1/day); see invisibility (at will); teleport (at will)</i></p>	<p><i>clairvoyance (1/day); cure wounds (3/day); dispel magic (1/day); freedom of movement (at will); light (at will); message (at will); plane shift (1/day); scrying (1/day); see invisibility (at will); teleport (at will)</i></p>	<p><i>clairvoyance (3/day); cure wounds (5/day); dispel magic (3/day); freedom of movement (at will); light (at will); message (at will); plane shift (3/day); scrying (1/day); see invisibility (at will); teleport (at will)</i></p>
Spellcasting	-			
Possessions	-			

AGATHION (CETACEAL)



	Low	Moderate	Advanced	Elite
Terrain	Any Water (Nirvana)			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Pod (3-6x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	89	154	290	445
Speed	30 ft.			
Size, Type, Alignment	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good	Huge celestial, neutral good
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 22 (+8)
	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 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)
	WIS 19 (+4)	WIS 19 (+4)	WIS 19 (+4)	WIS 21 (+5)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
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 +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Speak with Animals, Truespeech			
Challenge	8	12	17	21

Special Abilities & Qualities

Damage Healed/Inflicted 4d4

Damage Healed/Inflicted 4d6

Damage Healed/Inflicted 4d8

Damage Healed/Inflicted 4d12

Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 5 times per day. With one use of this ability, you can heal damage. Using this ability is a standard action. You need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 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. This ability also functions as a *remove disease* spell.

Truespeech All agathions can speak with any creature that has a language, as if using a *tongues* spell (caster level 5). This ability is always active.

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

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 the creature. 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 8). The defensive benefits from the circle are not included in the above stat block.

Standard Actions

Slam Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d4+10 (12) bludgeoning

Hoof Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d10+10 (16) bludgeoning

Slam Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d4+12 (14) bludgeoning

Hoof Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d10+12 (18) bludgeoning

Slam Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning

Hoof Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning

Slam Melee weapon attack: +12 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning

Hoof Melee weapon attack: +12 to hit, reach 15 ft., one target.

Special Actions

Total Damage 12d4

Saving Throw
Dexterity DC 17

Total Damage 12d6

Saving Throw
Dexterity DC 19

Total Damage 12d8

Saving Throw
Dexterity DC 22

Total Damage 12d10

Saving Throw
Dexterity DC 15

Shockwave Once per day, you can release a 100-foot-radius burst of energy. All creatures in the area take damage; half of this damage is cold, and half is electricity (Dexterity save halves).

Special Actions

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 19

Saving Throw
Constitution DC 22

Saving Throw
Constitution DC 25

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.

Innate Spellcasting

awaken (1/day); cone of cold (1/day); cure wounds (3/day); detect thoughts (at will); heal (3/day); hold monster (at will); light (at will); lightning bolt (at will); message (at will); neutralize poison (3/day); lesser restoration (3/day); teleport (self plus lbs. of objects only) (1x/day)

awaken (1/day); cone of cold (1/day); cure wounds (3/day); detect thoughts (at will); heal (3/day); hold monster (at will); light (at will); lightning bolt (at will); message (at will); neutralize poison (3/day); lesser restoration (3/day); summon greater demon (water elementals only) (1/day); teleport (self plus lbs. of objects only) (at will)

awaken (1/day); cone of cold (3/day); cure wounds (3/day); detect thoughts (at will); heal (3/day); hold monster (at will); light (at will); lightning bolt (at will); message (at will); neutralize poison (5/day); lesser restoration (5/day); summon greater demon (water elementals only) (1/day); teleport (self plus lbs. of objects only) (at will)

awaken (1/day); cone of cold (3/day); cure wounds (3/day); detect thoughts (at will); heal (3/day); hold monster (at will); light (at will); lightning bolt (at will); message (at will); neutralize poison (7/day); lesser restoration (7/day); summon greater demon (water elementals only) (3/day); teleport (self plus lbs. of objects only) (at will)

Spellcasting Possessions

-
+1 shortspear

+1 shortspear

+1 shortspear

+1 shortspear

AGATHION (DRACONAL)



	Low	Moderate	Advanced	Elite
Terrain	Any Air (Nirvana)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Flight (3-6x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
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Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
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Hit Points	108	169	312	477
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Speed	40 ft. Fly 120 ft. (Average)			
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Size, Type, Alignment	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good	Huge celestial, neutral good
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Ability Scores / Saves	STR	19 (+4)	STR	21 (+5)	STR	25 (+7)	STR	30 (+10)
	DEX	17 (+3)	DEX	17 (+3)	DEX	13 (+1)	DEX	15 (+2)
	CON	17 (+3)	CON	18 (+4)	CON	20 (+5)	CON	24 (+7)
	INT	17 (+3)	INT	19 (+4)	INT	19 (+4)	INT	21 (+5)
	WIS	17 (+3)	WIS	19 (+4)	WIS	19 (+4)	WIS	21 (+5)
	CHA	18 (+4)	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	Cold, all physical attacks except evil and silver			
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Immunities	Electricity, Fire, Petrification			
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Vulnerabilities	-			
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Senses	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.
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Languages	Celestial, Draconic, Infernal, Speak with Animals, Truespeech			
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Challenge	12	16	24	27
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Special Abilities & Qualities	Damage Healed/Inflicted 6d4	Damage Healed/Inflicted 6d6	Damage Healed/Inflicted 6d8	Damage Healed/Inflicted 6d12
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Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 5 times per day. With one use of this ability, you can heal damage. Using this ability is a standard action. You need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 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. This ability also functions as a *remove disease* spell.

Truespeech All agathions can speak with any creature that has a language, as if using a *tongues* spell (caster level 5). This ability is always active.

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 your 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.
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☒ 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 a +4 resistance bonus on saving throws to anyone within 20 feet of the creature. 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 8). The defensive benefits from the circle are not included in the above stat block.

Fire Creature inflicts an extra 1d6 fire damage with each successful bite and claw attack.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+10 (16) piercing

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

Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d10+13 (18) piercing

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

Bite Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing

Claw Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing

Bite Melee weapon attack: +13 to hit, reach 15 ft., one target. Hit 4d6+17 (31) piercing

Claw Melee weapon attack: +13 to hit, reach 15 ft., one target. Hit 3d6+8 (18) slashing

Special Actions

Saving Throw
Dexterity DC 18;

Damage 10d6

Saving Throw
Dexterity DC 19

Damage 14d6

Saving Throw
Dexterity DC 22;

Damage 16d6

Saving Throw
Dexterity DC 25;

Damage 20d6

Fire Breath 120-ft. line, fire damage, Dexterity save halves damage, Recharge 2

Legendary Actions

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Innate Spellcasting

command (at will); control water (1/day); control weather (1/day); control winds (1/day); cure wounds (1/day); detect thoughts (at will); gust of wind (at will); hold monster (at will); identify (at will); light (at will); lightning bolt (at will); mage hand (at will); message (at will); neutralize poison (1/day); plane shift (1/day); lesser restoration (1/day); teleport (self plus lbs. of objects only) (at will)

command (at will); control water (1/day); control weather (1/day); control winds (1/day); cure wounds (3/day); detect thoughts (at will); gust of wind (at will); heal (1/day); hold monster (at will); identify (at will); light (at will); lightning bolt (at will); mage hand (at will); message (at will); neutralize poison (3/day); plane shift (1/day); lesser restoration (3/day); teleport (self plus lbs. of objects only) (at will)

command (at will); control water (3/day); control weather (3/day); control winds (3/day); cure wounds (5/day); detect thoughts (at will); gust of wind (at will); heal (3/day); hold monster (at will); identify (at will); light (at will); lightning bolt (at will); mage hand (at will); message (at will); neutralize poison (5/day); plane shift (1/day); lesser restoration (5/day); teleport (self plus lbs. of objects only) (at will)

command (at will); control water (5/day); control weather (5/day); control winds (5/day); cure wounds (7/day); detect thoughts (at will); gust of wind (at will); heal (3/day); hold monster (at will); identify (at will); light (at will); lightning bolt (at will); mage hand (at will); message (at will); neutralize poison (7/day); plane shift (3/day); lesser restoration (7/day); teleport (self plus lbs. of objects only) (at will)

Spellcasting Possessions

Cleric (CL 20th): *abcd*

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AGATHION (LEONAL)



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Nirvana)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Pride (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	86	157	239	336
Speed	60 ft.			
Size, Type, Alignment	Small celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 17 (+3)	STR 20 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	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	Cold, all physical attacks except evil and silver			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Speak with Animals, Truespeech			
Challenge	10	14	18	22

Special Abilities & Qualities	Damage Healed/Inflicted 6d4	Damage Healed/Inflicted 6d6	Damage Healed/Inflicted 6d8	Damage Healed/Inflicted 6d12
Lay on Hands	You can heal wounds (your own or those of others) by touch. Each day you can use this ability 5 times per day. With one use of this ability, you can heal damage. Using this ability is a standard action. You need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 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. This ability also functions as a <i>remove disease</i> spell.			
Truespeech	All agathions can speak with any creature that has a language, as if using a <i>tongues</i> spell (caster level 5). This ability is always active.			
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 the creature. 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 8). The defensive benefits from the circle are not included in the above stat block.			
Fire	Creature inflicts an extra 1d6 fire damage with each successful bite and claw attack.			



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 a +4 resistance bonus on saving throws to anyone within 20 feet of the creature. 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 8). The defensive benefits from the circle are not included in the above stat block.

Fire Creature inflicts an extra 1d6 fire damage with each successful bite and claw attack.

Standard Actions

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

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

Bite Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing

Claw Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d6+8 (12) slashing

Bite Melee weapon attack: +9 to hit, reach 5 ft., one target. Hit 2d6+11 (18) piercing

Claw Melee weapon attack: +9 to hit, reach 5 ft., one target. Hit 1d8+11 (16) slashing

Bite Melee weapon attack: +11 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing

Claw Melee weapon attack: +11 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing

Special Actions

Saving Throw
Constitution DC 16

Sonic Damage 1d6

Saving Throw
Constitution DC 18

Sonic Damage 2d6

Saving Throw
Constitution DC 20

Sonic Damage 4d6

Saving Throw
Constitution DC 22

Sonic Damage 8d6

Roar Up to three times per day, this creature can emit a powerful roar as a standard action. Each roar affects a 60-foot cone; non-good creatures in that area must make a Constitution save or be Deafened. Separately, creatures in this area suffer sonic damage (separate Constitution save negates). This is a sonic effect.

Legendary Actions

-

Innate Spellcasting

cure wounds (3/day); detect thoughts (at will); fireball (1/day); heal (1/day); hold monster (1/day); lesser restoration (1/day); wall of force (3/day)

cure wounds (3/day); detect thoughts (at will); fireball (3/day); heal (1/day); hold monster (3/day); lesser restoration (3/day); wall of force (3/day)

cure wounds (3/day); detect thoughts (at will); fireball (5/day); heal (1/day); hold monster (5/day); lesser restoration (3/day); wall of force (3/day)

cure wounds (3/day); detect thoughts (at will); fireball (at will); heal (1/day); hold monster (at will); lesser restoration (3/day); wall of force (3/day)

Spellcasting Possessions

-

-

AGATHION (SILVANSHEE)



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Nirvana)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Clowder (3-10x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	12 ⁵ (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	11	42	87	151
Speed	30 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Tiny celestial, neutral good	Tiny celestial, neutral good	Tiny celestial, neutral good	Small celestial, neutral good
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 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	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 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except evil or silver			
Immunities	Electricity, Petrification			
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	Celestial, Draconic, Infernal, Speak with Animals, Truespeech			
Challenge	2	6	10	14

Special Abilities & Qualities

Damage Healed/Inflicted 2d4

Damage Healed/Inflicted 4d6

Damage Healed/Inflicted 6d6

Damage Healed/Inflicted 6d8

Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 5 times per day. With one use of this ability, you can heal damage. Using this ability is a standard action. You need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 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. This ability also functions as a *remove disease* spell.

Truespeech All agathions can speak with any creature that has a language, as if using a *tongues* spell (caster level 5). This ability is always active.

Heroic Strength Once per day, a silvanshee can grant itself a +8 enhancement bonus to Strength for one minute.

Cat's Luck Once per day as a standard action, creature may grant one ally within 30 feet a +1 luck bonus on all its saving throws for 10 minutes.

Spectral Mist This creature can assume an eerie, mist-like form roughly the size and shape of a cat. This ability has the same effect as a gaseous form spell, except the silvanshee retains its own abilities and can move at its normal speed. It can remain in mist form up to 5 minutes per day. This duration does not have to be consecutive, but it must be used in 1-minute increments.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3-4 (3) piercing</p> <p>Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2-4 (4) slashing</p>	<p>Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4-3 (2) piercing</p> <p>Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3-3 (2) slashing</p>	<p>Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4-1 (1) piercing</p> <p>Claw Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3-1 (1) slashing</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing</p>
Innate Spellcasting	<p><i>commune (1/week); dancing lights (at will); dimension door (self plus lbs. of objects only) (1/day); know direction (at will); prestidigitation (at will); (at will)</i></p>	<p><i>commune (1/week); dancing lights (at will); dimension door (self plus lbs. of objects only) (1/day); know direction (at will); prestidigitation (at will); (at will)</i></p>	<p><i>commune (1/week); dancing lights (at will); dimension door (self plus lbs. of objects only) (1/day); know direction (at will); prestidigitation (at will); (at will)</i></p>	<p><i>commune (1/week); dancing lights (at will); dimension door (self plus lbs. of objects only) (1/day); know direction (at will); prestidigitation (at will); (at will)</i></p>
Spellcasting	-	-	-	-
Possessions	-	-	-	-

AGATHION (VULPINAL)



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

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	55	90	161	245
Speed	30 ft.			
Size, Type, Alignment	Small celestial, neutral good	Small celestial, neutral good	Small celestial, neutral good	Medium celestial, neutral good
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except evil or silver			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Celestial, Common, Draconic, Infernal, Speak with Animals, Truespeech			
Challenge	7	11	15	19

Special Abilities & Qualities

Damage Healed/Inflicted 2d4

Damage Healed/Inflicted 4d6

Damage Healed/Inflicted 6d6

Damage Healed/Inflicted 6d8

Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 5 times per day. With one use of this ability, you can heal damage. Using this ability is a standard action. You need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 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. This ability also functions as a *remove disease* spell.

Truespeech All agathions can speak with any creature that has a language, as if using a *tongues* spell (caster level 5). This ability is always active.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 15 Calm Emotions Aura A vulpinal's aura acts like a calm emotions spell with a radius of 30 feet. Any creature entering this area must make a Wisdom save to resist the effect. A creature that makes its save is immune to that vulpinal's aura for 24 hours.	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing
Legendary Actions	-	-	-	-
Innate Spellcasting	<i>charm monster (1/day); detect evil and good (at will); dimension door (self plus lbs. of objects only) (1/day); dispel evil and good (1/day); flame arrow (1/day); invisibility (self only) (at will); mage armor (at will); major image (1/day); lesser restoration (1/day)</i>	<i>charm monster (2/day); detect evil and good (at will); dimension door (self plus lbs. of objects only) (2/day); dispel evil and good (1/day); flame arrow (2/day); invisibility (self only) (at will); mage armor (at will); major image (1/day); lesser restoration (2/day)</i>	<i>charm monster (3/day); detect evil and good (at will); dimension door (self plus lbs. of objects only) (3/day); dispel evil and good (3/day); flame arrow (3/day); invisibility (self only) (at will); mage armor (at will); major image (1/day); lesser restoration (3/day)</i>	<i>charm monster (5/day); detect evil and good (at will); dimension door (self plus lbs. of objects only) (5/day); dispel evil and good (3/day); flame arrow (3/day); invisibility (self only) (at will); mage armor (at will); major image (1/day); lesser restoration (3/day)</i>
Spellcasting Possessions	-	-	-	-

AHUIZOTL



	Low	Moderate	Advanced	Elite
Terrain	Warm Lakes, Rivers, or Swamps			
Rarity	Rare			
Role	Skirmisher / 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	26	70	118	199
Speed	30 ft. Swim 50 ft.			
Size, Type, Alignment	Medium monstrosity, neutral evil	Large monstrosity, neutral evil	Large monstrosity, neutral evil	Huge monstrosity, neutral evil
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	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 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
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			
Challenge	4	8	12	16

Special Abilities & Qualities

Saving Throw
Constitution DC 15

Damage 1d6

Voice Mimicry An ahuizotl can perfectly mimic the sound of humanoid sobbing and can even attempt to mimic voices it has heard. When mimicking a voice, an ahuizotl must make a Deception check opposed by its listener's Perception check. If the listener has never heard the voice the ahuizotl is attempting to mimic, the listener takes a -8 penalty on the check.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+3/19-20 (6) slashing

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5/19-20 (8) slashing

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

Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+7/19-20 (10) slashing

Bite Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing

Claw Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 1d8+10/19-20 (14) slashing

AKARUZUG



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Uncommon			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	58	114	192	228
Speed	Fly 40 ft. (Perfect)			
Size, Type, Alignment	Medium construct, lawful evil	Medium construct, lawful evil	Large construct, lawful evil	Huge construct, lawful evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 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	-	-	-	-
Resistances	all physical attacks except good			
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.
Languages	-			
Challenge	8	20	32	36
Standard Actions	Claw Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d6+10 (14) slashing damage. Wing Slam Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage. Body Slam Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+12 (16) slashing damage. Wing Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage. Body Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Claw Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage. Wing Slam Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage. Body Slam Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 2d8+5 (14) bludgeoning damage.	Claw Melee weapon attack: +12 to hit, reach 15 ft., one target. Hit 3d6+14 (24) slashing damage. Wing Slam Melee weapon attack: +12 to hit, reach 15 ft., one target. Hit 3d6+7 (18) bludgeoning damage. Body Slam Melee weapon attack: +12 to hit, reach 15 ft., one target. Hit 4d8+7 (25) bludgeoning damage.



Low



Moderate



Advanced



Elite

**Special
Actions****Saving Throw**
Constitution DC 13**Hit Point Reduction** 2d4**Saving Throw**
Constitution DC 16**Hit Point Reduction** 2d6**Saving Throw**
Constitution DC 19**Hit Point Reduction** 2d8**Saving Throw**
Constitution DC 19**Hit Point Reduction** 2d12

Soul Steal An akaruzug can attempt to draw additional soul energy into it. One victim within melee range must succeed in a Constitution save or have its maximum hit points and current hit points reduced. This penalty can be removed after a long rest.

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

AKATA



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Pack (3-30x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	12	40	94	158
Speed	40 ft. Climb 20 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	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 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-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	Fire			
Immunities	Cold, diseased, poisoned			
Vulnerabilities	Deaf, Vulnerable to Salt Water			
Senses	Passive Perception +10, Darkvision 120 ft.	Passive Perception +10, Darkvision 120 ft.	Passive Perception +12, Darkvision 120 ft.	Passive Perception +12, Darkvision 120 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Damage 1d2	Damage 1d2	Damage 1d3	Damage 1d4
Void Bite Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young - all other creature types are immune to this parasitic infection. The disease itself is known as void death. Disease: Void Death: Bite - injury; save Constitution; onset 1 hour; frequency 1/day; effect Dex and Con damage; an infected creature who dies rises as a void zombie 2d4 hours later; cure 2 consecutive saves. Ability score damage is healed in full following a full rest.				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.</p> <p>Tentacle Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Tentacle Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

AKHLUT



	Low	Moderate	Advanced	Elite
Terrain	Cold Lakes, Plains, or Oceans			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	57	84	174	297
Speed	40 ft. Swim 60 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
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	Aquan (cannot speak)			
Challenge	8	12	18	22
Special Abilities & Qualities	Snow Vision An akhlut can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snowy weather.			
	Snow Walking An akhlut can walk on snow or thin sheets of ice as though affected by water walk. It only leaves a trail on such surfaces when it wants to.			
Standard Actions	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d8+9 (27) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d8+12 (30) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 4d8+10/19-20 (28) piercing damage.	Bite Melee weapon attack: +11 to hit, reach 20 ft., one target. Hit 4d8+15/19-20 (33) piercing damage.



Low



Moderate



Advanced



Elite

Special Actions

Shore Storming An akhlut automatically transforms into an orca whenever it is fully immersed in water, losing its legs and fur. Likewise, when an akhlut emerges from the water, it automatically transforms into its wolf-orca hybrid form. If an akhlut moves from water to land (or vice versa) on the round before initiating combat, it gains advantage on its initiative check. This initial attack resolves as a charge. An akhlut has the same statistics in both forms.

Special Actions**Cold Damage** 2d6**Cold Damage** 4d6**Cold Damage** 6d6**Cold Damage** 8d6

Swallow Whole The creature makes one bite Attack against a Medium or smaller target. 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.

Legendary Actions

-

Innate*control weather 1/day**control weather 1/day**control weather 3/day**control weather 5/day***Spellcasting****Spellcasting**

-

Possessions

-

ALLIP



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	30	68	127	167
Speed	Fly 30 ft. (Perfect)			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 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 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aklo, Common			
Challenge	4	8	12	16
Special Abilities & Qualities	Wisdom Damage 1d2	Wisdom Damage 1d3	Wisdom Damage 1d4	Wisdom Damage 1d6
	Madness Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes points of Wisdom damage. This damage is undone via a long rest.			
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
	Wisdom Damage 1d2	Wisdom Damage 1d3	Wisdom Damage 1d4	Wisdom Damage 1d6
	Touch of Insanity The touch of an allip deals Wisdom damage (Wisdom save negates). With each successful attack, an allip regains 5 lost hit points.			

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

ALMIRAJ



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills, Plains, or Forests			
Rarity	Rare			
Role	Brute / Minion			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	17	36	90	159
Speed	30 ft. Burrow 10 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	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 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	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 +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	Sylvan (cannot speak)			
Challenge	2	6	10	14

Special Abilities & Qualities

Magic Horn While on the creature's head, an almiraj's horn is treated as a +1 weapon. Any living creature slain by an almiraj's gore attack immediately turns to stone (as if by the flesh to stone spell, with no saving throw, and the creature is still dead). A severed almiraj horn retains a wisp of its former magic, and counts as a weapon if used to create a magical dagger or similar small piercing weapon.

Standard Actions

Gore Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 2d4-1 (1) bludgeoning damage.	Gore Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 2d6-1 (1) bludgeoning damage.	Gore Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 2d6+1 (8) bludgeoning damage.	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 3d6+4 (14) bludgeoning damage.
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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

ALPLUACHRA



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Fresh Water			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	5	29	65	123
Speed	10 ft. Swim 10 ft.			
Size, Type, Alignment	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 12 (+1)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-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	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aklo			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Numbing Slime Any creature that deals damage to an alpluachra with a natural attack or an unarmed strike, comes into contact with an alpluachra, or is host to an alpluachra must succeed at a Constitution save or take a -4 penalty on all tactile Perception checks, as well as other skill checks requiring tactile senses (i.e., any Dexterity-related check or skill) for 24 hours. A host creature that fails this saving throw takes the penalty to detect the alpluachra implanted inside it. If the host creature succeeds at the saving throw, it can't be affected by the same alpluachra's numbing slime for another 24 hours.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2-3 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2-3 (2) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+3 (6) piercing damage.



Low



Moderate



Advanced



Elite

**Special
Actions**

Implant As a full-round action, an alpluachra can crawl into the mouth of a helpless creature (no more than three size categories larger than itself) and implant itself into the creature's throat. Once implanted, anything that the creature ingests is instead consumed by the alpluachra, including such substances as elixirs and potions or ingested alchemical items, diseases, drugs, or poisons. Once the alpluachra is implanted, the host creature begins suffering the effects of starvation and thirst. Due in part to its numbing slime, an implanted alpluachra is difficult to detect. Each time the host creature ingests anything, it gains an automatic Perception check against the alpluachra's Stealth. After the newtlike fey is detected, it can be removed either by consuming at least half a pound of salt or a gallon of salt water, by a remove disease spell cast on the host creature, or by treating the host with a successful DC 15 Heal check. When a Heal check made for this purpose fails by 5 or more, the host creature takes 1d6 points of damage. If the host attempts to remove the alpluachra by eating salt or drinking salt water, it must succeed at a DC 12 Constitution save or become sickened for 1d8 hours from the reaction with the alpluachra. If the alpluachra dies or becomes unconscious, it is immediately detected by the host creature, and can be removed safely as a full-round action. While implanted, an alpluachra is considered helpless.

**Legendary
Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

ALARUNE



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests
Rarity	Rare
Role	Controller / Normal
Organization	Solitary
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	69	103	197	331
Speed	40 ft.			
Size, Type, Alignment	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil	Huge plant, neutral evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 24 (+7)
	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 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	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	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Aklo, Common, Elvish, Sylvan			
Challenge	8	12	19	23
Special Abilities & Qualities	Medicine Check DC 17	Medicine Check DC 18	Medicine Check DC 20	Medicine Check DC 23
	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 23
	Calming Fragrance A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must make a Wisdom save at the start of its turn to avoid falling under the effects of calm emotions for 1 round. Creatures that could be attracted to the alraune's current apparent gender are at disadvantage on this Wisdom save. This is a mind-affecting effect.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Feed An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence damage, and the alraune heals 3d6 points of damage. The victim's ability score damage is restored only via lesser restoration or more powerful healing magic.

Standard Actions

Vines Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

Vines Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

Vines Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.

Vines Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+11 (24) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

ALUUM



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Squad (3-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	45	72	103	137
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 14 (+2)	DEX 14 (+2)	DEX 10 (+0)	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 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	all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, Magic, 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	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
	Paralysis The touch of an aluum paralyzes living creatures that fail a Constitution save for 1d4 minutes.			

Standard Actions	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d10+8 (19) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+13 (40) bludgeoning damage.
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Actions	Saving Throw Wisdom DC 13 Sonic Damage 4d6	Saving Throw Wisdom DC 13 Sonic Damage 6d6	Saving Throw Wisdom DC 13 Sonic Damage 8d6	Saving Throw Wisdom DC 13 Sonic Damage 10d6
	Soul Shriek As a free action (recharge 1), the aluum's enslaved souls may emit a keening wail in a 15-ft. cone. Creatures in the cone take sonic damage and are stunned for 1 round. A Will save halves the damage and negates the stun effect. This is a sonic mind-affecting effect.			
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

AMOEBA (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Underground			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary or Colony (2-9x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	12 (natural armor)	13 (natural armor)	14 (natural armor)
Hit Points	16	46	110	184
Speed	10 ft. Climb 10 ft. Swim 20 ft.			
Size, Type, Alignment	Small ooze, unaligned	Small ooze, unaligned	Small ooze, unaligned	Medium ooze, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	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 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, 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	2	6	10	14
Special Abilities & Qualities	Acid Damage 1d3	Acid Damage 1d4	Acid Damage 1d6	Acid Damage 2d4
	Acid The giant amoeba does acid damage on its slam attack.			

Standard Actions	Low	Moderate	Advanced	Elite
Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

AMOEBA SWARM



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Underground			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Colony (2-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	14	43	81	161
Speed	10 ft. Climb 10 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny ooze, unaligned	Tiny ooze, unaligned	Tiny ooze, unaligned	Tiny ooze, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 8 (-1)	CON 8 (-1)	CON 14 (+2)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned, Weapon Damage			
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	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 12	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	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: -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: -5 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 2d6 (7) bludgeoning damage.

Low Moderate Advanced Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

AMPHISBAENA



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills or Underground			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary or Pack (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	59	85	149	212
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 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 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Petrification			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 20
	Constitution Damage 1	Constitution Damage 1d2	Constitution Damage 1d4	Constitution Damage 1d6
Standard Actions	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect Constitution damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			
	Bite Melee weapon attack: +1 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: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+7 (18) piercing damage.

Low Moderate Advanced Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

ANDROID



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (leather armor)	16 (leather armor)	18 (leather armor)	18 (leather armor)
Hit Points	11	58	109	165
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 16 (+3)	STR 20 (+5)
	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 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-			
Resistances	-			
Immunities	-			
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, Hallit, Varisian			
Challenge	1	6	10	14
Special Abilities & Qualities	<p>Constructed For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), androids count both as humanoids and as constructs. Androids gain advantage on all saving throws against mind-affecting effects, paralysis, poison, and stun effects. They are not subject to fatigue or exhaustion, and are immune to disease and sleep effects.</p>			
Special Abilities & Qualities	<p>Emotionless Androids can never gain morale bonuses and are immune to fear effects and emotion effects. They have problems processing emotions properly, and thus suffer disadvantage on Investigation checks.</p>			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Nanite Surge An android's body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting her advantage on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a torch for 1 round.

Standard Actions

Rapier Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/18-00 (3/10) piercing damage.

Rapier Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/18-00 (3/10) piercing damage.

Rapier Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6/18-00 (10) piercing damage.

Rapier Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11/15+00 (16) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Rapier; leather armor

ANEMONE (BLUE-HAIRED)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	13 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	3	7	16	33
Speed	5 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 1 (-5)	CON 1 (-5)	CON 2 (-4)	CON 6 (-2)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Gaze Attacks, psychic, poisoned, Immunity to vision-based attacks			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Anchored As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains an advantage on all checks to resist being physically affected by opponents aside from suffering melee damage. The creature can unanchor itself as a full-round action.			
Standard Actions	Tentacles Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d3-5 (4) bludgeoning damage.	Tentacles Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d4-4 (2) bludgeoning damage.	Tentacles Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4-2 (1) bludgeoning damage.	Tentacles Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Actions	Saving Throw Dexterity 7	Saving Throw Dexterity 8	Saving Throw Dexterity 10	Saving Throw Dexterity 13
	Swallow Whole The creature makes one bite Attack against a Medium or smaller target. 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.			
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANEMONE (COFFIN)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	13 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	8	17	43	86
Speed	5 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 4 (-3)	DEX 4 (-3)	DEX 8 (-1)	DEX 6 (-2)
	CON 2 (-4)	CON 2 (-4)	CON 6 (-2)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 2 (-4)	WIS 2 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Gaze Attacks, psychic, poisoned, Immunity to vision-based attacks			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 8	Saving Throw Constitution DC 9	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15
	Dexterity Damage 1d2	Dexterity Damage 1d3	Dexterity Damage 1d4	Dexterity Damage 1d6
	<p>Poison Tentacle - injury; save Constitution; frequency 1/round for 6 rounds; effect Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing</p> <p>Anchored As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains a advantage on all checks to resist being physically affected by opponents aside from suffering melee damage. The creature can unanchor itself as a full-round action.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Tentacles Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d4-5 (4) bludgeoning damage.	Tentacles Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6-4 (2) bludgeoning damage.	Tentacles Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6-2 (1) bludgeoning damage.	Tentacles Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d8+1 (6) bludgeoning damage.
Special Actions	Saving Throw Dexterity 8	Saving Throw Dexterity 9	Saving Throw Dexterity 12	Saving Throw Dexterity 15
	Swallow Whole The creature makes one bite Attack against a Medium or smaller target. 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.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANEMONE (COMMON)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	3	7	20	49
Speed	5 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 5 (-3)	STR 10 (+0)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 1 (-5)	CON 1 (-5)	CON 3 (-4)	CON 7 (-2)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 2 (-4)	WIS 2 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Gaze Attacks, psychic, poisoned, Immunity to vision-based attacks			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Anchored As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains an advantage on all checks to resist being physically affected by opponents aside from suffering melee damage. The creature can unanchor itself as a full-round action.			
Special Abilities & Qualities	Saving Throw Constitution DC 7	Saving Throw Constitution DC 8	Saving Throw Constitution DC 10	Saving Throw Constitution DC 13
	Damage 1d2	Damage 1d3	Damage 1d4	Damage 1d6
	Poison Tentacle - injury; save Constitution; frequency 1/round for 6 rounds; effect Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Tentacles Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2-5 (4) bludgeoning damage.	Tentacles Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3-4 (3) bludgeoning damage.	Tentacles Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3-2 (1) bludgeoning damage.	Tentacles Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.
Special Actions	Saving Throw Dexterity 7	Saving Throw Dexterity 8	Saving Throw Dexterity 10	Saving Throw Dexterity 13
	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.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANEMONE (DARKFOREST)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	13 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	6	28	67	128
Speed	5 ft.			
Size, Type, Alignment	Huge vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 1 (-5)	DEX 1 (-5)	DEX 4 (-3)	DEX 2 (-4)
	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 1 (-5)	WIS 1 (-5)	WIS 2 (-4)	WIS 2 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-			
Resistances	-			
Immunities	Gaze Attacks, psychic, poisoned, Immunity to vision-based attacks			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	<p>Anchored As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains an advantage on all checks to resist being physically affected by opponents aside from suffering melee damage. The creature can unanchor itself as a full-round action.</p> <p>Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.</p>			
Special Abilities & Qualities	<p>Saving Throw Constitution DC 12 Damage 1d2</p>	<p>Saving Throw Constitution DC 13 Damage 1d3</p>	<p>Saving Throw Constitution DC 16 Damage 1d4</p>	<p>Saving Throw Constitution DC 18 Damage 1d6</p>
	Poison Tentacle - injury; save Constitution; frequency 1/round for 6 rounds; effect Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Tentacles Melee weapon attack: -4 to hit, reach 15 ft., one target. Hit 1d8-2 (1) bludgeoning damage.	Tentacles Melee weapon attack: -5 to hit, reach 15 ft., one target. Hit 2d6-2 (1) bludgeoning damage.	Tentacles Melee weapon attack: -1 to hit, reach 15 ft., one target. Hit 2d6+1 (8) bludgeoning damage.	Tentacles Melee weapon attack: +2 to hit, reach 20 ft., one target. Hit 3d6+3 (14) bludgeoning damage.
Special Actions	Saving Throw Dexterity 12	Saving Throw Dexterity 13	Saving Throw Dexterity 16	Saving Throw Dexterity 18
	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.			
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANEMONE (DEEP TIGER)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	60	89	173	260
Speed	5 ft.			
Size, Type, Alignment	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 1 (-5)	DEX 1 (-5)	DEX 1 (-5)	DEX 1 (-5)
	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 1 (-5)	WIS 1 (-5)	WIS 1 (-5)	WIS 2 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Gaze Attacks, psychic, poisoned, Immunity to vision-based attacks			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	8	12	19	23
Special Abilities & Qualities	Anchored As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains an advantage on all checks to resist being physically affected by opponents aside from suffering melee damage. The creature can unanchor itself as a full-round action.			
	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	Saving Throw Constitution DC 15 Damage 1d2	Saving Throw Constitution DC 16 Damage 1d3	Saving Throw Constitution DC 19 Damage 1d4	Saving Throw Constitution DC 21 Damage 1d6
	Poison Tentacle - injury; save Constitution; frequency 1/round for 6 rounds; effect Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Tentacles Melee weapon attack: -3 to hit, reach 20 ft., one target. Hit 2d6 (7) bludgeoning damage.	Tentacles Melee weapon attack: -3 to hit, reach 20 ft., one target. Hit 2d6 (7) bludgeoning damage.	Tentacles Melee weapon attack: +1 to hit, reach 30 ft., one target. Hit 2d8+2 (11) bludgeoning damage.	Tentacles Melee weapon attack: +4 to hit, reach 30 ft., one target. Hit 3d8+4 (18) bludgeoning damage.
Special Actions	Saving Throw Dexterity 15	Saving Throw Dexterity 16	Saving Throw Dexterity 19	Saving Throw Dexterity 21
	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.			
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANEMONE (GIANT SEA)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	13 (natural armor)	14 (natural armor)	15 (natural armor)
Hit Points	14	35	72	124
Speed	5 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge arge vermin, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 2 (-4)	DEX 2 (-4)	DEX 6 (-2)	DEX 4 (-3)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 2 (-4)	WIS 2 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	Gaze Attacks, psychic, poisoned, Immunity to vision-based attacks			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Anchored As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains an advantage on all checks to resist being physically affected by opponents aside from suffering melee damage. The creature can unanchor itself as a full-round action.			
	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	Saving Throw Constitution DC 10	Saving Throw Constitution DC 11	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17
	Damage 1d2	Damage 1d3	Damage 1d4	Damage 1d6
	Poison Tentacle - injury; save Constitution; frequency 1/round for 6 rounds; effect Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Tentacles Melee weapon attack: -7 to hit, reach 10 ft., one target. Hit 2d6-4 (1) bludgeoning damage.	Tentacles Melee weapon attack: -7 to hit, reach 10 ft., one target. Hit 3d6-4 (1) bludgeoning damage.	Tentacles Melee weapon attack: -4 to hit, reach 10 ft., one target. Hit 3d6-1 (1) bludgeoning damage.	Tentacles Melee weapon attack: -1 to hit, reach 15 ft., one target. Hit 4d6+1 (15) bludgeoning damage.
Special Actions	Saving Throw Dexterity 10	Saving Throw Dexterity 11	Saving Throw Dexterity 14	Saving Throw Dexterity 17
	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.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANEMONE (SIREN'S BED)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Oceans or Coastlines
Rarity	Uncommon
Role	Lurker / Minion
Organization	Solitary, Pair, or Cluster (2-10x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	26	47	93	156
Speed	5 ft.			
Size, Type, Alignment	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)
	DEX 2 (-4)	DEX 2 (-4)	DEX 1 (-5)	DEX 1 (-5)
	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 1 (-5)	WIS 1 (-5)	WIS 1 (-5)	WIS 1 (-5)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	Gaze Attacks, psychic, poisoned, Immunity to vision-based attacks			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Anchored As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains an advantage on all checks to resist being physically affected by opponents aside from suffering melee damage. The creature can unanchor itself as a full-round action.			
	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	Saving Throw Constitution DC 13 Damage 1d2	Saving Throw Constitution DC 14 Damage 1d3	Saving Throw Constitution DC 17 Damage 1d4	Saving Throw Constitution DC 19 Damage 1d6
	Poison Tentacle - injury; save Constitution; frequency 1/round for 6 rounds; effect Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Tentacles Melee weapon attack: -5 to hit, reach 15 ft., one target. Hit 1d10-2 (1) bludgeoning damage.	Tentacles Melee weapon attack: -5 to hit, reach 15 ft., one target. Hit 1d10-2 (1) bludgeoning damage.	Tentacles Melee weapon attack: -2 to hit, reach 20 ft., one target. Hit 2d6 (7) bludgeoning damage.	Tentacles Melee weapon attack: +1 to hit, reach 30 ft., one target. Hit 4d6+2 (16) bludgeoning damage.
Special Actions	Saving Throw Dexterity 13	Saving Throw Dexterity 14	Saving Throw Dexterity 17	Saving Throw Dexterity 19
	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.			
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANGAZHANI



	Low	Moderate	Advanced	Elite
Terrain	Warm Jungle			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Tribe, or Empire			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	21 (natural armor)
Hit Points	35	71	123	233
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 22 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	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	Acid, all physical attacks except cold iron or good			
Immunities	Electricity, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft. Passive Perception +18, Darkvision 60 ft.	-
Languages	Abyssal, Common, Polyglot			
Challenge	4	8	12	16
Special Abilities & Qualities	See Invisibility You can See Invisibility, as per the spell, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated as a swift action.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Axe, Throwing Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.</p> <p>Axe, Throwing Ranged weapon attack: +5 to hit, one target. Hit 1d8+3 (8) slashing damage.</p> <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Axe, Throwing Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.</p> <p>Axe, Throwing Ranged weapon attack: +5 to hit, one target. Hit 1d8+3 (8) slashing damage.</p> <p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Axe, Throwing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.</p> <p>Axe, Throwing Ranged weapon attack: +1 to hit, one target. Hit 1d8+5 (10) slashing damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.</p>	<p>Axe, Throwing Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit +X (0) slashing damage.</p> <p>Axe, Throwing Ranged weapon attack: +3 to hit, one target. Hit 1d8+12 (16) slashing damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+10 (14) slashing damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

ANGEL (ASTRAL DEVA)



	Low	Moderate	Advanced	Elite
Terrain	Planar (Any Good-Aligned)			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary, Pair, or Squad (3-6x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	53	121	169	240
Speed	50 ft. Fly 100 ft. (Good)			
Size, Type, Alignment	Small celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)
	DEX 18 (+4)	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)
	CON 15 (+2)	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)
	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 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except evil			
Immunities	Acid, Cold, Petrification			
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, Draconic, Infernal, Truespeech			
Challenge	7	11	15	18
Special Abilities & Qualities	<p>Uncanny Dodge You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.</p> <p>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.</p> <p>Protective Aura Against attacks made or effects created by evil creatures, this ability provides advantage to AC and 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 7).</p> <p>Change Shape Can change own shape, per the <i>alter self</i> spell, at will.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Warhammer Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+11/x3 (16) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d3+9 (11) bludgeoning damage.</p>	<p>Warhammer Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10/x3 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+12 (14) bludgeoning damage.</p>	<p>Warhammer Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+10/x3 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+12 (14) bludgeoning damage.</p>	<p>Warhammer Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+12/x3 (16) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+15 (18) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<p><i>aid (1/day); blade barrier (1/day); continual flame (1/day); cure wounds (3/day); detect evil and good (1/day); dispel evil and good (1/day); dispel magic (1/day); heal (1/day); holy aura (1/day); (1/day); (1/day); invisibility (self only) (1/day); plane shift (1/day); remove curse (1/day); lesser restoration (1/day); see invisibility (1/day)</i></p>	<p><i>aid (3/day); blade barrier (1/day); continual flame (3/day); cure wounds (7/day); detect evil and good (3/day); (3/day); dispel evil and good (3/day); dispel magic (3/day); heal (1/day); holy aura (3/day); (3/day); (3/day); invisibility (self only) (3/day); plane shift (3/day); remove curse (3/day); lesser restoration (3/day); see invisibility (3/day)</i></p>	<p><i>aid (5/day); blade barrier (1/day); continual flame (5/day); cure wounds (7/day); detect evil and good (5/day); (5/day); dispel evil and good (5/day); dispel magic (5/day); heal (1/day); holy aura (5/day); (5/day); (5/day); invisibility (self only) (5/day); plane shift (5/day); remove curse (5/day); lesser restoration (5/day); see invisibility (5/day)</i></p>	<p><i>aid (at will); blade barrier (1/day); continual flame (at will); cure wounds (7/day); detect evil and good (at will); (at will); dispel evil and good (at will); dispel magic (at will); heal (1/day); holy aura (at will); (at will); (at will); invisibility (self only) (at will); plane shift (at will); remove curse (at will); lesser restoration (at will); see invisibility (at will)</i></p>
Spellcasting Possessions	- +2 warhammer			



Illustration 3: Angel

ANGEL (BALISSE)



	Low	Moderate	Advanced	Elite
Terrain	Planar (any Good-aligned)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	30	74	149	225
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	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 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except evil			
Immunities	Acid, Cold, Petrification			
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	Celestial, Draconic, Infernal, Truespeech			
Challenge	6	10	14	18

Special Abilities & Qualities

Protective Aura Against attacks made or effects created by evil creatures, this ability provides advantage to AC and to 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 6).

Standard Actions	Flaming Heavy Mace	Flaming Heavy Mace	Flaming Heavy Mace	Flaming Heavy Mace
	Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 2d6+11 (18) bludgeoning damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Actions	Saving Throw Wisdom 16	Saving Throw Wisdom 17	Saving Throw Wisdom 19	Saving Throw Wisdom 21
	Brand of the Impenitent Three times per day, a balisse angel can brand a judged individual within 30 feet. The target must succeed at a Wisdom save or be branded with a painless, glowing icon on its chest-usually the holy symbol of the deity or empyreal lord the balisse angel serves. This brand lasts for 6 days. Anyone who attacks the branded target gains advantage on weapon attack and damage rolls.			
Legendary Actions	-			
Innate Spellcasting	<i>aid (1/day); cure wounds (1/day); detect evil and good (1/day); dispel evil and good (1/day); dispel magic (1/day); hold person (1/day); invisibility (self only) (1/day); plane shift (1/day); remove curse (1/day); lesser restoration (1/day)</i>	<i>aid (3/day); cure wounds (3/day); detect evil and good (3/day); dispel evil and good (3/day); dispel magic (3/day); hold person (3/day); invisibility (self only) (3/day); plane shift (3/day); remove curse (3/day); lesser restoration (3/day)</i>	<i>aid (5/day); cure wounds (3/day); detect evil and good (5/day); dispel evil and good (5/day); dispel magic (5/day); hold person (3/day); invisibility (self only) (5/day); plane shift (5/day); remove curse (5/day); lesser restoration (5/day)</i>	<i>aid (at will); cure wounds (3/day); detect evil and good (at will); dispel evil and good (at will); dispel magic (at will); hold person (3/day); invisibility (self only) (at will); plane shift (at will); remove curse (at will); lesser restoration (at will)</i>
Spellcasting Possessions	-	-	-	-
	+1 flaming heavy mace	+1 flaming heavy mace	+1 flaming heavy mace	+3 flaming heavy mace

ANGEL (CASSISIAN)



	Low	Moderate	Advanced	Elite
Terrain	Planar (any Good-aligned)			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Pair, or Squad (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	14	37	88	159
Speed	Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small celestial, neutral good	Small celestial, neutral good	Small celestial, neutral good	Medium celestial, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 9 (-1)	DEX 9 (-1)	DEX 15 (+2)	DEX 13 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 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	Electricity, all physical attacks except cold iron or evil			
Immunities	Acid, Cold, Petrification			
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	Celestial, Draconic, Infernal, Truespeech			
Challenge	2	6	10	14
Special Abilities & Qualities	<p>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.</p> <p>Perfect Memory Though they are not particularly intelligent, cassisians have perfect memories and remember everything they see or hear. They can faultlessly recite conversations they heard hundreds of years before. They also have the power to erase portions of their own memories, which they do (usually under orders from superior angels) to protect sensitive information.</p> <p>Lesser Protective Aura A cassisian has a lesser form of the protective aura possessed by more powerful angels. This protective aura grants the cassisian advantage on AC against evil foes, and advantage on all saving throws made against evil effects or spells cast by evil creatures. This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the cassisian at any one time. A cassisian's protective aura is fragile, and as soon as an evil creature successfully strikes the cassisian, or as soon as the cassisian fails a saving throw against an evil source, its protective aura fades away and is no longer applicable. The cassisian can reactivate its protective aura by spending 1 minute concentrating upon the task.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d3-4 (3) bludgeoning damage.	Slam Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d4-3 (2) bludgeoning damage.	Slam Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4-1 (1) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.
Special Actions	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 Actions	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18
	Breath Weapon 15-ft. line, 1d6 cold or 1d6 fire, Dexterity save halves damage, recharge 2.			
Legendary Actions	-			
Innate Spellcasting	<i>aid (1/day); commune (1/week); daylight (1/day); detect evil and good (at will)</i>	<i>aid (1/day); commune (1/week); daylight (3/day); detect evil and good (at will)</i>	<i>aid (3/day); commune (1/week); daylight (3/day); detect evil and good (at will)</i>	<i>aid (3/day); commune (1/week); daylight (3/day); detect evil and good (at will)</i>
Spellcasting	-			
Possessions	-			

ANGEL (CHORAL)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Planar (any Good-aligned)
Rarity	Rare
Role	Artillery / Normal
Organization	Solitary, Duet, or Ensemble (3-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	31	76	137	218
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Tiny celestial, neutral good	Small celestial, neutral good	Small celestial, neutral good	Medium celestial, neutral good
Ability Scores / Saves	STR 7 (-2)	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)
	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 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except evil			
Immunities	Acid, Cold, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	5	8	12	16
Special Abilities & Qualities	<p>Protective Aura Against attacks made or effects created by evil creatures, this ability provides advantage to AC and to 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 6).</p> <p>Harmonize When choral angels work together, they can use their complementary voices to create mystical harmonies. Two or more choral angels within 60 feet of one another can use calm emotions as a spelllike ability, four or more choral angels can use hold person, and six or more choral angels can use charm monster. All angels involved use an action to do so.</p> <p>Countersong A choral angel can counter magic effects that depend on sound. This ability functions as the bard ability of the same name.</p> <p>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.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d2-1 (1) bludgeoning damage.	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.
Special Actions	Saving Throw Constitution DC 15	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
Legendary Actions	- Piercing Hymn As a standard action, a choral angel can launch a concentrated blast of sonic energy from its mouth. This attack has a range of 90 feet with no range increment. Any creature struck by a choral angel's piercing hymn must succeed at a Constitution save or be deafened for 1d4 minutes.			
Innate Spellcasting	<i>aid (1/day); cure wounds (1/day); detect evil and good (1/day); dispel evil and good (1/day); dispel magic (1/day); (1/day); invisibility (self only) (1/day); plane shift (1/day); remove curse (1/day); lesser restoration (1/day)</i>	<i>aid (3/day); cure wounds (3/day); detect evil and good (3/day); dispel evil and good (3/day); dispel magic (3/day); (3/day); invisibility (self only) (3/day); plane shift (3/day); remove curse (3/day); lesser restoration (3/day)</i>	<i>aid (5/day); cure wounds (3/day); detect evil and good (5/day); dispel evil and good (5/day); dispel magic (5/day); (5/day); invisibility (self only) (5/day); plane shift (5/day); remove curse (5/day); lesser restoration (5/day)</i>	<i>aid (at will); cure wounds (3/day); detect evil and good (at will); dispel evil and good (at will); dispel magic (at will); (at will); invisibility (self only) (at will); plane shift (at will); remove curse (at will); lesser restoration (at will)</i>
Spellcasting Possessions	-			

ANGEL (IOPHANITE)



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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	29	55	108	187
Speed	Fly 40 ft. (Perfect)			
Size, Type, Alignment	Medium celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good	Large celestial, lawful good
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 14 (+2)	STR 19 (+4)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	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 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except magic			
Immunities	Acid, Cold, Fire, Petrification			
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 +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Celestial, Infernal, Truespeech			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Damage 1d4	Damage 1d4	Damage 1d6	Damage 1d8

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Protective Aura Against attacks made or effects created by evil creatures, this ability provides disadvantage to attacks against its 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 17).			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Radiance An iophanite usually glows with a golden light equivalent to that of a candle. In battle, its glow increases, filling the area within 5 feet. An iophanite can suppress or resume this glow as a free action. Additionally, as a standard action at will an iophanite can intensify its glow to reproduce the effects of the spell Flare. A creature can resist this effect with a Constitution save, though evil creatures suffer disadvantage on their saves.			
Special Abilities & Qualities	Shield Form Once per day, an iophanite can transform into a +1 spiked Shield sized for a Small or Medium creature. An iophanite cannot communicate or use any of its other abilities while in this form. Once it transforms, it cannot change back for 24 hours, though the spell Break Enchantment can end the transformation early. An iophanite regains its full hit points when it shifts back into its normal form. If the shield is destroyed, the iophanite is killed.			
Standard Actions	Blade Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.	Blade Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+1 (8) bludgeoning damage.	Blade Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+3 (10) bludgeoning damage.	Blade Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.
Special Actions	Truespeech All agathions can speak with any creature that has a language, as if using a tongues spell (caster level 5). This ability is always active.			
Innate Spellcasting	<i>burning hands (3/day); expeditious retreat (1/day); mage hand (at will); scorching ray (3/day)</i>			
Spellcasting	-			
Possessions	-			

ANGEL (MONADIC DEVA)



	Low	Moderate	Advanced	Elite
Terrain	Planar (any Good-aligned)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Squad (3-6x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	69	143	221	313
Speed	40 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Small celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Acid, Cold, Electricity, Fire, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	10	14	18	22
Special Abilities & Qualities	<p>Protective Aura Against attacks made or effects created by evil creatures, this ability provides advantage to AC and to 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 6).</p> <p>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.</p> <p>Solid Blow If a monadic deva strikes an opponent twice in 1 round with its mace, that creature takes extra bludgeoning damage.</p>			

Standard Actions	Low	Moderate	Advanced	Elite
	Morningstar Melee weapon attack: +3 to hit, reach 5 ft., two targets. Hit 1d6+5 (8) piercing, bludgeoning damage.	Morningstar Melee weapon attack: +5 to hit, reach 5 ft., two targets. Hit 1d8+8 (12) piercing, bludgeoning damage.	Morningstar Melee weapon attack: +5 to hit, reach 5 ft., two targets. Hit 1d8+12 (16) piercing, bludgeoning damage.	Morningstar Melee weapon attack: +6 to hit, reach 10 ft., two targets. Hit 1d8+15 (20) piercing, bludgeoning damage.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Legendary Actions

-

Innate Spellcasting

aid (1/day); charm monster (elementals only) (1/day); cure wounds (1/day); detect evil and good (1/day); (1/day); dispel evil and good (1/day); dispel magic (1/day); heal (1/day); hold monster (1/day); holy aura (1/day); (1/day); invisibility (self only) (1/day); mirror image (/day); plane shift (1/day); remove curse (1/day); lesser restoration (1/day)

aid (3/day); charm monster (elementals only) (3/day); cure wounds (3/day); detect evil and good (3/day); (3/day); dispel evil and good (3/day); dispel magic (3/day); heal (1/day); hold monster (1/day); holy aura (1/day); (3/day); invisibility (self only) (3/day); mirror image (/day); plane shift (3/day); remove curse (3/day); lesser restoration (3/day)

aid (5/day); charm monster (elementals only) (5/day); cure wounds (3/day); detect evil and good (5/day); (5/day); dispel evil and good (5/day); dispel magic (5/day); heal (1/day); hold monster (1/day); holy aura (1/day); (3/day); invisibility (self only) (5/day); mirror image (/day); plane shift (5/day); remove curse (5/day); lesser restoration (5/day)

aid (at will); charm monster (elementals only) (at will); cure wounds (3/day); detect evil and good (at will); (at will); dispel evil and good (at will); dispel magic (at will); heal (1/day); hold monster (1/day); holy aura (1/day); (3/day); invisibility (self only) (at will); mirror image (/day); plane shift (at will); remove curse (at will); lesser restoration (at will)

Spellcasting

-

Possessions

morningstar

morningstar

morningstar

morningstar

ANGEL (MOVANIC DEVA)



	Low	Moderate	Advanced	Elite
Terrain	Planar (any Good-aligned)			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitar, Pair, or Squad (3-6x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	69	125	206	292
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 15 (+2)	INT 15 (+2)	INT 18 (+4)	INT 18 (+4)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Acid, Cold, Electricity, Fire, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	8	12	16	20
Special Abilities & Qualities	<p>Protective Aura Against attacks made or effects created by evil creatures, this ability provides advantage to AC and to 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 6).</p> <p>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.</p> <p>Protected Life Force Movanic devas are never harmed by enervation or necrotic damage inflicted as an aspect of a plane in which they travel.</p> <p>Nature's Pacifism Animals and plant creatures do not willingly attack a movanic deva, though they can be forced to do so by magic. If the deva attacks a plant or animal, its protection against that creature ends.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Greatsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/19-20 (8) slashing damage.	Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7/19-20 (14) slashing damage.	Greatsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+12/19-20 (19) slashing damage.	Greatsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+16/19-20 (23) slashing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	<i>aid (1/day); antimagic field (1/day); awaken (1/day); cure wounds (7/day); detect evil and good (1/day); (1/day); dispel evil and good (1/day); dispel magic (1/day); holy aura (1/day); (1/day); invisibility (self only) (1/day); plane shift (1/day); remove curse (1/day); lesser restoration (1/day)</i>	<i>aid (3/day); antimagic field (3/day); awaken (1/day); cure wounds (7/day); detect evil and good (3/day); (3/day); dispel evil and good (3/day); dispel magic (3/day); holy aura (1/day); (3/day); invisibility (self only) (3/day); plane shift (3/day); remove curse (3/day); lesser restoration (3/day)</i>	<i>aid (5/day); antimagic field (3/day); awaken (1/day); cure wounds (7/day); detect evil and good (5/day); (5/day); dispel evil and good (5/day); dispel magic (5/day); holy aura (1/day); (5/day); invisibility (self only) (5/day); plane shift (5/day); remove curse (5/day); lesser restoration (5/day)</i>	<i>aid (at will); antimagic field (3/day); awaken (1/day); cure wounds (7/day); detect evil and good (at will); (at will); dispel evil and good (at will); dispel magic (at will); holy aura (1/day); (at will); invisibility (self only) (at will); plane shift (at will); remove curse (at will); lesser restoration (at will)</i>
Spellcasting	-	-	-	-
Possessions	+1 flaming greatsword	+1 flaming greatsword	+1 flaming greatsword	+1 flaming greatsword

ANGEL (PLANETAR)



	Low	Moderate	Advanced	Elite
Terrain	Planar (any Good-aligned plane)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary or Pair			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	108	175	228	297
Speed	30 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Medium celestial, neutral good	Large celestial, neutral good	Large celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)
	DEX 18 (+4)	DEX 17 (+3)	DEX 17 (+3)	DEX 18 (+4)
	CON 17 (+3)	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except evil			
Immunities	Acid, Cold, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Discern Lies, Truespeech			
Challenge	9	13	17	19

Special Abilities & Qualities

Protective Aura Against attacks made or effects created by evil creatures, this ability provides advantage to AC and to 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 6).

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.

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

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 your 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
Standard Actions	<p>Greatsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8/19-20 (8) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.</p>	<p>Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+15/19-20 (26) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+12 (16) bludgeoning damage.</p>	<p>Greatsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+15/19-20 (26) slashing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) bludgeoning damage.</p>	<p>Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+18/19-20 (28) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+15 (18) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<p><i>blade barrier (1/day); charm monster (mass) (1/day); continual flame (1/day); detect evil and good (1/day); (1/day); dispel magic (1/day); earthquake (1/day); flame strike (1/day); (1/day); invisibility (self only) (1/day); power word stun (1/day); raise dead (1/day); remove curse (1/day); lesser restoration (1/day); speak with dead (1/day); true seeing (1/day)</i></p>	<p><i>blade barrier (3/day); charm monster (mass) (1/day); continual flame (3/day); detect evil and good (3/day); (3/day); (3/day); dispel magic (3/day); earthquake (1/day); flame strike (3/day); (3/day); invisibility (self only) (3/day); power word stun (3/day); raise dead (3/day); remove curse (3/day); lesser restoration (3/day); speak with dead (3/day); true seeing (3/day)</i></p>	<p><i>blade barrier (3/day); charm monster (mass) (1/day); continual flame (5/day); detect evil and good (5/day); (5/day); dispel magic (5/day); earthquake (1/day); flame strike (3/day); (5/day); invisibility (self only) (5/day); power word stun (3/day); raise dead (3/day); remove curse (5/day); lesser restoration (5/day); speak with dead (5/day); true seeing (5/day)</i></p>	<p><i>blade barrier (3/day); charm monster (mass) (1/day); continual flame (at will); detect evil and good (at will); (at will); dispel magic (at will); earthquake (1/day); flame strike (3/day); (at will); invisibility (self only) (at will); power word stun (3/day); raise dead (3/day); remove curse (at will); lesser restoration (at will); speak with dead (at will); true seeing (at will)</i></p>
Spellcasting	<p>Cleric (CL 6th): <i>dispel magic; heal; dispel evil and good(2); plane shift; death ward; lesser restoration; summon lesser demon(2); daylight; wind wall(2); (2); bless(2); cure wounds(3); shield of faith; detect magic; purify food and drink</i></p>	<p>Cleric (CL 8th): <i>banishment; dispel magic; heal; dispel evil and good(2); plane shift; death ward; lesser restoration; summon lesser demon(2); daylight; wind wall(2); (2); bless(2); cure wounds(3); shield of faith; detect magic; purify food and drink</i></p>	<p>Cleric (CL 12th): <i>fire storm; regenerate; banishment; dispel magic; heal; dispel evil and good(2); plane shift; death ward; lesser restoration; summon lesser demon(2); daylight; wind wall(2); (2); bless(2); cure wounds(3); shield of faith; detect magic; purify food and drink</i></p>	<p>Cleric (CL 16th): <i>earthquake; fire storm; regenerate(2); banishment; dispel magic; heal; dispel evil and good(2); plane shift; death ward; lesser restoration; summon lesser demon(2); daylight; wind wall(2); (2); bless(2); cure wounds(3); shield of faith; detect magic; purify food and drink</i></p>
Possessions	+3 holy greatsword	+3 holy greatsword	+3 holy greatsword	+3 holy greatsword

ANGEL (SOLAR)



	Low	Moderate	Advanced	Elite
Terrain	Planar (any Good-aligned plane)			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary or Pair			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	150	225	303	376
Speed	35 ft. Fly 100 ft. (Good)			
Size, Type, Alignment	Medium celestial, neutral good	Large celestial, neutral good	Large celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 19 (+4)	STR 21 (+5)	STR 21 (+5)	STR 21 (+5)
	DEX 19 (+4)	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)
	CON 20 (+5)	CON 22 (+6)	CON 22 (+6)	CON 22 (+6)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except epic and evil			
Immunities	Acid, Cold, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Discern Lies, Truespeech			
Challenge	10	14	18	22
Special Abilities & Qualities	<p>Protective Aura Against attacks made or effects created by evil creatures, this ability provides advantage to AC and to 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 6).</p> <p>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.</p> <p>True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.</p> <p>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 your 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> <p>Slaying Arrow A solar's bow needs no ammunition, and automatically creates an arrow of slaying of the solar's choice when drawn.</p> <p>Change Shape Can change own shape, per the alter self spell, at will.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Composite Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) piercing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+10 (12) bludgeoning damage.</p> <p>Greatsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12/19-20 (19) slashing damage.</p>	<p>Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 2d6x3 (1) piercing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+13 (16) bludgeoning damage.</p> <p>Greatsword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16/19-20 (26) slashing damage.</p>	<p>Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 2d6x3 (1) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+13 (16) bludgeoning damage.</p> <p>Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+17/19-20 (28) slashing damage.</p>	<p>Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 2d6+14/x3 (21) piercing damage.</p> <p>Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+18/19-20 (28) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+13 (16) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<p><i>aid (1/day); animate objects (1/day); blade barrier (1/day); charm monster (mass) (1/day); commune (/day); continual flame (1/day); detect evil and good (at will); earthquake (1/day); heal (1/day); (1/day); imprisonment (1/day); invisibility (self only) (1/day); power word pain (1/day); power word stun (1/day); prismatic spray (1/day); remove curse (1/day); lesser restoration (1/day); protection from energy (1/day); resurrection (1/day); speak with dead (1/day); summon greater demon (1/day); true seeing (at will)</i></p>	<p><i>aid (1/day); animate objects (1/day); blade barrier (1/day); charm monster (mass) (1/day); commune (/day); continual flame (1/day); detect evil and good (at will); earthquake (1/day); heal (1/day); (1/day); imprisonment (1/day); invisibility (self only) (1/day); power word pain (1/day); power word kill (1/day); power word stun (1/day); prismatic spray (1/day); remove curse (1/day); lesser restoration (1/day); protection from energy (1/day); resurrection (1/day); speak with dead (1/day); summon greater demon (1/day); true seeing (at will); wish (1/day)</i></p>	<p><i>aid (3/day); animate objects (3/day); blade barrier (3/day); charm monster (mass) (3/day); commune (/day); continual flame (3/day); detect evil and good (at will); earthquake (3/day); heal (3/day); (1/day); imprisonment (1/day); invisibility (self only) (1/day); power word pain (3/day); power word kill (3/day); power word stun (3/day); prismatic spray (1/day); remove curse (1/day); lesser restoration (1/day); protection from energy (1/day); resurrection (3/day); speak with dead (1/day); summon greater demon (3/day); true seeing (at will); wish (3/day)</i></p>	<p><i>aid (5/day); animate objects (5/day); blade barrier (5/day); charm monster (mass) (5/day); commune (/day); continual flame (5/day); detect evil and good (at will); earthquake (5/day); heal (5/day); (1/day); imprisonment (1/day); invisibility (self only) (1/day); power word pain (5/day); power word kill (5/day); power word stun (5/day); prismatic spray (1/day); remove curse (1/day); lesser restoration (1/day); protection from energy (1/day); resurrection (5/day); speak with dead (1/day); summon greater demon (5/day); true seeing (at will); wish (5/day)</i></p>
Spellcasting	<p>Cleric (CL 8th): <i>etherealness; heal (mass); holy aura(2); regenerate; banishment; heroes' feast; word of recall; dispel evil and good; plane shift; death ward; lesser restoration; daylight; prayer; protection from energy; bless; cure wounds (2); divine favor; shield of faith; detect magic; purify food and drink</i></p>	<p>Cleric (CL 12th): <i>etherealness; heal (mass); fire storm; holy aura(2); regenerate; banishment; heroes' feast; word of recall; dispel evil and good; plane shift; death ward; lesser restoration; daylight; prayer; protection from energy; bless; cure wounds (2); divine favor; shield of faith; detect magic; purify food and drink</i></p>	<p>Cleric (CL 16th): <i>etherealness; heal (mass); wish; storm of vengeance; fire storm; holy aura(2); regenerate; banishment; heroes' feast; word of recall; dispel evil and good; plane shift; death ward; lesser restoration; daylight; prayer; protection from energy; bless; cure wounds (2); divine favor; shield of faith; detect magic; purify food and drink</i></p>	<p>Cleric (CL 20th): <i>etherealness; heal (mass); wish; storm of vengeance; fire storm; holy aura(2); regenerate; banishment; heroes' feast; word of recall; dispel evil and good; plane shift; death ward; lesser restoration; daylight; prayer; protection from energy; bless; cure wounds (2); divine favor; shield of faith; detect magic; purify food and drink</i></p>
Possessions	<i>full plate +2; greatsword +2; composite longbow +2</i>			

ANGLERFISH



	Low	Moderate	Advanced	Elite
Terrain	Any Aquatic			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary; Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	10	37	83	170
Speed	Swim 40 ft.			
Size, Type, Alignment	Medium animal, unaligned	Medium animal, unaligned	Medium animal, unaligned	Large animal, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+1 (8) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 3d6+4 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+8 (18) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low Moderate Advanced Elite

Spellcasting -

Possessions -

ANIMATE DREAM



	Low	Moderate	Advanced	Elite
Terrain	Any (Ethereal Plane)			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	54	88	169	282
Speed	Fly 40 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 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
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	8	12	16	20
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 21
	Damage 1d2 Wisdom	Damage 1d4 Wisdom	Damage 1d4 Wisdom	Damage 2d4 Wisdom
Special Abilities & Qualities	Nightmare Curse An animate dream's touch puts horrifying visions in the target's mind. Save Constitution; effect Wisdom damage and target is fatigued. A full rest, or any healing magic, removes the Wisdom damage and condition.			
Special Abilities & Qualities	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 6d6 (9) bludgeoning damage.	Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 6d8 (11) bludgeoning damage.	Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 6d8 (11) bludgeoning damage.	Incorporeal Touch Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 12d6 (12) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	<i>confusion (1/day); sleep (1/day); dimension door (1/day); fear (1/day); (1/day)</i>	<i>confusion (1/day); sleep (1/day); dimension door (1/day); fear (1/day); (1/day); phantasmal killer (1/day)</i>	<i>confusion (1/day); sleep (3/day); dimension door (3/day); fear (1/day); (3/day); phantasmal killer (1/day)</i>	<i>confusion (3/day); sleep (5/day); dimension door (5/day); fear (3/day); (5/day); phantasmal killer (3/day)</i>
Spellcasting Possessions	-	-	-	-

ANIMATED OBJECT (COLOSSAL)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Group (3-12x)			
Treasure	None			

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	160	187	202	215
Speed	40 ft.			
Size, Type, Alignment	Gargantuan construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 29 (+9)	STR 30 (+10)	STR 32 (+10)	STR 32 (+10)
	DEX 4 (-3)	DEX 4 (-3)	DEX 8 (-1)	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 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Darkvision 60 ft.	Passive Perception +5, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.
Languages	-			
Challenge	13	17	21	25
Standard Actions	Slam Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 2d8+25 (34) bludgeoning damage.	Slam Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d8+25 (38) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+30 (44) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+30 (44) bludgeoning damage.
Legendary Actions	-			

Low Moderate Advanced Elite

Innate -

Spellcasting -

Spellcasting -

Possessions -

ANIMATED OBJECT (GARGANTUAN)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Group (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	134	154	177	223
Speed	30 ft.			
Size, Type, Alignment	Gargantuan construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 26 (+8)	STR 26 (+8)	STR 29 (+9)	STR 32 (+10)
	DEX 4 (-3)	DEX 4 (-3)	DEX 8 (-1)	DEX 6 (-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 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Darkvision 60 ft.	Passive Perception +5, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.
Languages	-			
Challenge	10	14	18	22
Standard Actions	Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 2d6+21 (28) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+21 (32) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+25 (36) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+28 (42) bludgeoning damage.
Legendary Actions	-			

Low Moderate Advanced Elite

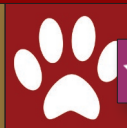
Innate -

Spellcasting -

Spellcasting -

Possessions -

ANIMATED OBJECT (HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Group (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	87	112	122	169
Speed	30 ft.			
Size, Type, Alignment	Huge construct, unaligned	Huge construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 25 (+7)	STR 28 (+9)
	DEX 4 (-3)	DEX 4 (-3)	DEX 8 (-1)	DEX 6 (-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 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Darkvision 60 ft.	Passive Perception +5, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.
Languages	-			
Challenge	7	11	15	19
Standard Actions	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+15 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+19 (26) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+22 (32) bludgeoning damage.
Legendary Actions	-			



Low



Moderate



Advanced



Elite

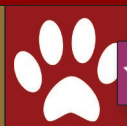
Innate -

Spellcasting

Spellcasting -

Possessions -

ANIMATED OBJECT (LARGE)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Group (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	48	69	87	108
Speed	30 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 21 (+5)	STR 24 (+7)
	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 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Darkvision 60 ft.	Passive Perception +5, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13 (18) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+16 (23) bludgeoning damage.
Legendary Actions	-			

Low Moderate Advanced Elite

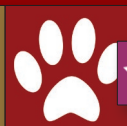
Innate -

Spellcasting -

Spellcasting -

Possessions -

ANIMATED OBJECT (MEDIUM)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Group (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	38	70	90	134
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, 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 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Darkvision 60 ft.	Passive Perception +5, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Standard Actions	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning damage.
Legendary Actions	-			

Low Moderate Advanced Elite

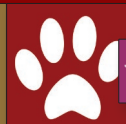
Innate -

Spellcasting -

Spellcasting -

Possessions -

ANIMATED OBJECT (SMALL)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Group (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	26	54	67	104
Speed	30 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Darkvision 60 ft.	Passive Perception +5, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	Slam Melee weapon attack: +3 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.
Legendary Actions	-			

Low Moderate Advanced Elite

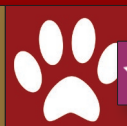
Innate -

Spellcasting -

Spellcasting -

Possessions -

ANIMATED OBJECT (TINY)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Group (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	3	21	48	82
Speed	30 ft.			
Size, Type, Alignment	Tiny construct, unaligned	Tiny construct, unaligned	Tiny construct, unaligned	Small construct, 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 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Darkvision 60 ft.	Passive Perception +5, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Slam Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2-2 (2) bludgeoning damage.	Slam Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3-2 (1) bludgeoning damage.	Slam Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.
Legendary Actions	-			

Low Moderate Advanced Elite

Innate -

Spellcasting -

Spellcasting -

Possessions -

ANKHEG



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	59	117	194
Speed	30 ft. Burrow 20 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 3 (-4)	INT 3 (-4)
	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., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	3	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 2d6	Saving Throw Dexterity DC 15 Damage 3d6	Saving Throw Dexterity DC 18 Damage 4d6	Saving Throw Dexterity DC 20 Damage 5d6
	Spit Acid Recharge 6. The ankheg spits acid in a line that is 30' long and 5' wide, provided that it has no creature grappled. Each creature in that line must make a Dexterity saving throw, taking acid damage on a failed save, or half as much damage on a successful save.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Acid Bite An Ankheg's bite does additional acid damage.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Standard
Actions**

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

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

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

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



ANKOU



	Low	Moderate	Advanced	Elite
Terrain	Any (Primal Land of Fey)			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	37	65	133	242
Speed	Fly 90 ft. (Perfect)			
Size, Type, Alignment	Medium fey, lawful evil	Medium fey, lawful evil	Large fey, lawful evil	Huge fey, lawful evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 20 (+5)	DEX 22 (+6)	DEX 21 (+5)	DEX 22 (+6)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 15 (+2)	INT 15 (+2)	INT 15 (+2)	INT 18 (+4)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 120 ft., Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Cold Iron Killer All of an ankou's natural weapons are treated as cold iron.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Wisdom DC 18

Shadow Doubles Once per day as an action, an ankou can conjure up to four shadowy duplicates, which appear anywhere within 60 feet of the ankou and last a number of rounds equal to the ankou's Charisma modifier. These shadow doubles are identical to the original in all respects except that when conjured they have a number of hit points equal to 20% of the true ankou's total hit points. The doubles have all of the true ankou's melee attacks and abilities, except they can't create more shadow doubles or use the ankou's spell-like abilities except for deeper darkness. Any creature that interacts with a shadow double can attempt a Wisdom save to disbelieve the duplicate. Against a creature that recognizes a shadow double for what it is, the double functions as a shadow. Shadow doubles take double damage from spells with the light descriptor. If the true ankou is slain, is rendered unconscious, or is ever more than 120 feet from a shadow double, the duplicates instantly vanish.

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 22

Standard Actions

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+9 (12) slashing damage.

Wing Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) slashing damage.

Wing Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) slashing damage.

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

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

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

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

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

Legendary Actions

-

Innate Spellcasting

ray of enfeeblement (at will); silence (self only) (at will); true seeing (3/day)

prismatic spray (1/day); ray of enfeeblement (at will); silence (self only) (at will); true seeing (3/day)

circle of death (1/day); prismatic spray (1/day); ray of enfeeblement (at will); silence (self only) (at will); true seeing (3/day)

circle of death (1/day); prismatic spray (3/day); ray of enfeeblement (at will); silence (self only) (at will); true seeing (5/day)

Spellcasting

-

Possessions

-

ANT (ARMY SWARM)



	Low	Moderate	Advanced	Elite
Terrain	Any Tropical			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, Patrol (3-6x), or Legion (7-16x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	28	45	86	149
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 7 (-2)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)	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	Critical Hits, Flanking, psychic, Weapon Damage			
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	7	11	15	19
Special Abilities & Qualities	Saving Throw Dexterity DC 11 Damage 1d6	Saving Throw Dexterity DC 13 Damage 2d6	Saving Throw Dexterity DC 16 Damage 3d6	Saving Throw Dexterity DC 19 Damage 4d6
	Cling If a creature leaves an army ant swarm's square, the swarm suffers piercing damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes additional piercing damage at the end of his turn each round. As a full-round action, he can remove the ants with a Dexterity save. High wind or any amount of damage from an area effect destroys all clinging ants.			
Special Abilities & Qualities	Damage 3d6	Damage 4d6	Damage 6d6	Damage 8d6
	Consume An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals additional piercing damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 6d6 (9) bludgeoning damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANT (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	26	71	145	232
Speed	50 ft. Climb 20 ft. Fly 30 ft. (Good)			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 17 (+3)	DEX 16 (+3)
	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 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
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	2	6	10	14
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 4 rounds; effect 1d2 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANT (QUEEN)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	25	106	177	264
Speed	10 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 13 (+1)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
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	2	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Poison Sting - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d3 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ANT (WORKER)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Pair, Gang (3-6x), or Hlve (7-18x plus others)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	19	56	115	209
Speed	50 ft. Climb 20 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 8 (-1)	DEX 9 (-1)	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 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 +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 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low Moderate Advanced Elite

Spellcasting -

Possessions -

ANT LION (GIANT ADULT)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary or Cloud (2-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	39	83	150	233
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Large vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+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 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+16 (30) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -

ANT LION (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary or Nest (2-4x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	41	68	133	213
Speed	30 ft. Burrow 10 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 11 (+0)
	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 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
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	8	12	16
Special Abilities & Qualities	Saving Throws DC 13	Saving Throws DC 15	Saving Throws DC 18	Saving Throws DC 20
	<p>Sand Trap A giant ant lion can create a 60-foot-diameter, 20-foot-deep pit in any sand or soft earth surface. Creating a sand trap takes 1 hour. A Perception check allows a creature to realize such a depression in the sand is in fact a trap. Any creature that steps into the trap slides to the center if it fails a Dexterity save—such victims take no damage, but they do fall prone. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a Climb check.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

AOANDON



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

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	36	57	144	280
Speed	Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small fiend, chaotic evil	Small fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 20 (+5)	DEX 21 (+5)	DEX 19 (+4)	DEX 20 (+5)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 19 (+4)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
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	Abyssal, Celestial, Common, Draconic, Giant, Infernal			
Challenge	6	10	16	20
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
	Damage 2d6	Damage 4d6	Damage 8d6	Damage 8d6
	Touch of Madness The touch of an aoandon causes maddening fear. As a standard action it can make an incorporeal touch attack that deals necrotic damage. Any living creature damaged by an aoandon's touch attack must succeed at a Wisdom save or be confused for 1d4 rounds. A creature that succeeds at this saving throw can't be confused again by this aoandon's touch of madness for 10 minutes. This is a mind-affecting fear effect.			
Standard Actions	None.			
Legendary Actions	-			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Innate Spellcasting	<i>bestow curse (1/day); darkness (at will); true seeing (at will)</i>	<i>bestow curse (1/day); darkness (at will); power word pain (1/day); true seeing (at will)</i>	<i>bestow curse (3/day); darkness (at will); power word pain (1/day); true seeing (at will)</i>	<i>bestow curse (5/day); darkness (at will); power word pain (3/day); true seeing (at will)</i>
Spellcasting Possessions	-	-	-	-

APE (DIRE)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Troop (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	29	56	114	191
Speed	30 ft. Climb 30 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 20 (+5)	STR 22 (+6)
	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 4 (-3)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Standard Actions	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) 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: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 10 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+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>	<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>

Low Moderate Advanced Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

APE (GORILLA)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Troop (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	18	48	102	167
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	8	11	13
Standard Actions	Slam Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) 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+7 (12) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

APOSTASY WRAITH



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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	43	55	106	158
Speed	Fly 60 ft. (Clumsy)			
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 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Hallit			
Challenge	6	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
	Hit Point Reduction 1d4	Hit Point Reduction 1d6	Hit Point Reduction 2d4	Hit Point Reduction 2d6
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. 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 14	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
	Rend Faith The victim must make a successful Wisdom save or be unable to use any divinely granted special ability for 1 round.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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: -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.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ARCANOTHEIGN



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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	87	134	208	336
Speed	40 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 22 (+6)	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 22 (+6)	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 23 (+6)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	poisoned			
Vulnerabilities	-			
Senses	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, 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	Abyssal, Ancient Osiriani, Celestial, Common, Draconic, Infernal, Protean, Telepathy 100 ft.			
Challenge	9	13	17	21
Special Abilities & Qualities	Always Armed Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including special materials); the weapon disappears if it leaves the herald's grasp.			
Special Abilities & Qualities	Change Shape As an immediate action, the herald can take physical form, losing its incorporeal special quality and subtype and its deflection bonus to AC, but gaining a Strength score of 20 and a natural armor bonus equal to its incorporeal deflection bonus.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 19	Saving Throw DC 20	Saving Throw DC 21	Saving Throw DC 23
	Eldritch Blast The herald chooses an additional effect for its eldritch blasts each round (save negates). A creature that fails its saves against both blasts in the same round suffers an increased effect. Dement (Wisdom): The creature is confused for 1 minute. Increased effect: The creature goes insane (as insanity). Displace (Constitution): The creature teleports (as dimension door) 5 feet in a random horizontal direction at the end of its turn each round for the next 10 rounds. Increased effect: The creature is affected by maze. Ignite (Dexterity): The creature takes 2d6 points of fire damage. Increased effect: The creature catches on fire.			
Special Abilities & Qualities	Emissary Heralds can always be summoned by the faithful using greater planar ally or gate, regardless of limitations of that spell, even if it's not an outsider.			
Standard Actions	Eldritch Blast Ranged weapon attack: +8 to hit, one target. Hit 4d4 (6) bludgeoning damage. Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 4d4 (6) bludgeoning damage.	Eldritch Blast Ranged weapon attack: +7 to hit, one target. Hit 4d4 (6) bludgeoning damage. Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 4d4 (6) bludgeoning damage.	Eldritch Blast Ranged weapon attack: +5 to hit, one target. Hit 4d6 (8) bludgeoning damage. Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 4d6 (8) bludgeoning damage.	Eldritch Blast Ranged weapon attack: +6 to hit, one target. Hit 8d6 (10) bludgeoning damage. Incorporeal Touch Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 8d6 (10) bludgeoning damage.
Special Actions	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23
	Energy Channel On its turn, the herald can channel energy (Wisdom save halves) to deal 2d6 points of acid, cold, electricity, or fire damage to each creature in its aura. A creature struck by its incorporeal touch attack also takes this damage (no saving throw).			
Special Actions	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 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	<i>arcane sight (at will); cloudkill (3/day); cure wounds (3/day); harm (1/day); heal (1/day); lightning bolt (3/day); plane shift (1/day); telekinesis (3/day)</i>			
Spellcasting	-			
Possessions	-			

ARANEA



	Low	Moderate	Advanced	Elite
Terrain	Tropical Forests			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary or Colony (2-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	41	70	132	196
Speed	50 ft. Climb 30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
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, Sylvan			
Challenge	5	9	13	18

Special Abilities & Qualities

Change Shape An aranea can take the form of a Small or Medium humanoid or spider-humanoid hybrid. In humanoid form, an aranea cannot use its bite, web, or poison. In spider-humanoid hybrid form, an aranea looks like a humanoid with spidery fangs and spinnerets, with the latter typically located at the small of its back. The aranea retains its bite attack, webs, and poison in this form, and can wield weapons and wear armor. When in humanoid or hybrid form, an aranea's speed is 30 feet and it has no climb speed.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throws 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.	Saving Throws DC 16	Saving Throws DC 18	Saving Throws DC 20
Special Abilities & Qualities	Saving Throw Constitution DC 15 Poison Bite - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d3 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	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 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	Known Sorcerer Spells (CL 5th): invisibility; mirror image; charm person; mage armor; silent image; sleep; daze; detect magic; light; mage hand; resistance	Known Sorcerer Spells (CL 5th): invisibility; mirror image; charm person; mage armor; silent image; sleep; daze; detect magic; light; mage hand; resistance	Known Sorcerer Spells (CL 5th): invisibility; mirror image; charm person; mage armor; silent image; sleep; daze; detect magic; light; mage hand; resistance	Known Sorcerer Spells (CL 5th): invisibility; mirror image; charm person; mage armor; silent image; sleep; daze; detect magic; light; mage hand; resistance
Possessions	-	-	-	-

ARCHON (HARBINGER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Heaven)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Constellation (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	22	59	112	186
Speed	Fly 50 ft. (Perfect), Teleport			
Size, Type, Alignment	Tiny celestial, lawful good	Tiny celestial, lawful good	Tiny celestial, lawful good	Small celestial, lawful good
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 12 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 9 (-1)	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 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Electricity, Petrification			
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	Celestial, Draconic, Infernal, Truespeech, Truespeech			
Challenge	3	7	11	15
Special Abilities & Qualities	<p>Blades A harbinger can extend blades from its body to strike with as primary natural attacks. These blades possess a +1 enhancement bonus on attack and damage rolls, and are treated as both magic and good-aligned for the purposes of penetrating damage reduction.</p> <p>Truespeech All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.</p>			
Special Abilities & Qualities	<p>Disassemble As a move-equivalent action, a harbinger can break apart into its components. This is treated as gaseous form, except the archon retains its full flight speed, and cannot fit through gaps smaller than 1 inch in diameter. Reforming into an orrery is a standard action.</p> <p>Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Blades Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4-2 (1) bludgeoning damage.	Blades Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d6-2 (1) bludgeoning damage.	Blades Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Blades Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.
Special Actions	Saving Throw Dexterity DC 12 Damage 1d6	Saving Throw Dexterity DC 13 Damage 1d8	Saving Throw Dexterity DC 16 Damage 2d6	Saving Throw Dexterity DC 18 Damage 3d6
	Wrath Recharge 2, a harbinger archon can emit a blast of energy that deals force damage to adjacent creatures. A Dexterity save halves this damage. The harbinger can choose to omit any target from this blast that it desires, damaging only those foes it chooses.			
Special Actions	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18
	Aura of Menace A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Wisdom save to resist its effects. Those who fail are at disadvantage on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ARCHON (HOUND)



	Low	Moderate	Advanced	Elite
Terrain	Any (Heaven)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Squad (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	35	64	131	202
Speed	40 ft., Teleport			
Size, Type, Alignment	Medium celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good	Large celestial, lawful good
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	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 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 16 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	6	10	14	18
Special Abilities & Qualities	<p>Truespeech All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.</p> <p>Change Shape A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.</p>			
Special Abilities & Qualities	<p>Disassemble As a move-equivalent action, a harbinger can break apart into its components. This is treated as gaseous form, except the archon retains its full flight speed, and cannot fit through gaps smaller than 1 inch in diameter. Reforming into an orrery is a standard action.</p> <p>Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Actions	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
	Aura of Menace A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Wisdom save to resist its effects. Those who fail are at disadvantage on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.			
Standard Actions	Greatsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+19-20 (1) slashing damage. Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+19-20 (1) slashing damage. Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7/19-20 (14) slashing damage. Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage. Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Greatsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-20 (14) slashing damage. Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>continual flame (at will); message (at will); teleport at will)</i>	<i>continual flame (at will); message (at will); teleport at will)</i>	<i>continual flame (at will); message (at will); teleport at will)</i>	<i>continual flame (at will); message (at will); teleport at will)</i>
Spellcasting	-			
Possessions	Greatsword	Greatsword	Greatsword	Greatsword

ARCHON (LANTERN)



	Low	Moderate	Advanced	Elite
Terrain	Any (Heaven)			
Rarity	Rare			
Role	Artillery / Minion			
Organization	Solitary, Pair, or Squad (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	11	39	92	150
Speed	Fly 60 ft. (Perfect), Teleport			
Size, Type, Alignment	Small celestial, lawful good	Small celestial, lawful good	Small celestial, lawful good	Medium celestial, lawful good
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 3 (-4)	STR 7 (-2)
	DEX 9 (-1)	DEX 10 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 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 evil			
Immunities	Electricity, Petrification			
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	Celestial, Draconic, Infernal, Truespeech			
Challenge	2	6	10	14

Special Abilities & Qualities

Truespeech All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.

Special Abilities & Qualities

Gestalt Nine lantern archons can fuse together as a full-round action, becoming a single Large entity that is more powerful than the individual archons that make up its parts. Looking like a whirlwind of dancing firefly lights, the gestalt has all the powers and abilities of a Large air elemental plus the following: archon, good, and lawful subtypes; archon traits (aura of menace); 2 light rays; resistances and immunities of a normal Lantern Archon. The archons can remain in this form for 2d4 rounds. When the gestalt separates back into individual lantern archons, its remaining hit points are divided evenly among them; if it had less than 9 hit points, some of the component archons die when the gestalt ends.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 28
	Aura of Menace A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Wisdom save to resist its effects. Those who fail are at disadvantage on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.			
Standard Actions	Light Ray Ranged weapon attack: -1 to hit, one target. Hit 1d6 (4) radiant damage.	Light Ray Ranged weapon attack: +0 to hit, one target. Hit 2d6 (8) radiant damage.	Light Ray Ranged weapon attack: +3 to hit, one target. Hit 4d6 (12) radiant damage.	Light Ray Ranged weapon attack: +2 to hit, one target. Hit 6d6 (18) radiant damage.
Special Actions	Radiant Damage 1d6	Radiant Damage 2d6	Radiant Damage 4d6	Radiant Damage 6d6
	Light Ray A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.			
Legendary Actions	-			
Innate Spellcasting	<i>aid (at will); continual flame (at will); detect evil and good (at will); teleport (1/day)</i>	<i>aid (at will); continual flame (at will); detect evil and good (at will); teleport (3/day)</i>	<i>aid (at will); continual flame (at will); detect evil and good (at will); teleport (5/day)</i>	<i>aid (at will); continual flame (at will); detect evil and good (at will); teleport (at will)</i>
Spellcasting Possessions	-			

ARCHON (LEGION)



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	65	78	146	245
Speed	40 ft. Fly 90 ft. (Average), Teleport			
Size, Type, Alignment	Medium celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good	Large celestial, lawful good
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)
	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 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	6	8	12	16
Special Abilities & Qualities	<p>Truespeech All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.</p> <p>Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.</p>			
Special Abilities & Qualities	<p>Flames of Faith A legion archon can manifest a +1 flaming greatsword or +1 flaming javelin as a move-equivalent action. The legion archon's sword vanishes if it leaves its hand, and its javelin vanishes after striking or missing its target.</p> <p>Second Skin A legion archon is proficient in all forms of armor. It takes no reduction to its speed or any armor check penalties from wearing any sort of armor. Most legion archons wear full plate armor.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 28
	Aura of Menace A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Wisdom save to resist its effects. Those who fail are at disadvantage on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.			
Standard Actions	Greetsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+17-20 (1) slashing damage. Javelin Ranged weapon attack: +0 to hit, one target. Hit 1d6+4 (8) bludgeoning damage.	Greetsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+17-20 (1) slashing damage. Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+4 (8) bludgeoning damage.	Greetsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9/17-20 (16) slashing damage. Javelin Ranged weapon attack: +1 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.	Greetsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+15/17-20 (22) slashing damage. Javelin Ranged weapon attack: +0 to hit, one target. Hit 1d6+9 (12) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	+1 greetsword; +1 javelin (flaming);	+1 greetsword; +1 javelin (flaming);	+1 greetsword; +1 javelin (flaming);	+1 greetsword; +1 javelin (flaming);

ARCHON (SHIELD)



	Low	Moderate	Advanced	Elite
Terrain	Any (Heaven)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Squad (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	21 (natural armor)	23 (natural armor)
Hit Points	71	106	176	269
Speed	30 ft. Fly 60 ft. (Good), Teleport			
Size, Type, Alignment	Medium celestial, lawful good	Large celestial, lawful good	Large celestial, lawful good	Huge celestial, lawful good
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	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	all physical attacks except evil			
Immunities	Electricity, Petrification			
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	Celestial, Draconic, Infernal, Truespeech			
Challenge	6	9	13	17

Special Abilities & Qualities

Truespeech All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.

Special Abilities & Qualities

Spear and Shield At will as a free action, a shield archon can transform his hands into a +1 tower shield and a +3 shortspear, or either individually, or back to hands again. He cannot transform both hands into shields or both into shortspears. A shield archon never takes typical penalties on attack rolls while wielding a tower shield. A shield archon's weapons cannot be disarmed, but they can be sundered. If a shield archon loses his spear or shield, he can manifest a new one as a full-round action. When a shield archon is slain, these two items fade away - they cannot be looted or wielded by any other creature.

Transpose Ally Once per day as a standard action, a shield archon can teleport to the location of a willing (or unconscious) ally and immediately teleport that ally to the archon's previous position, in effect switching places with the ally. The archon must have line of effect to the target.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 28
	Aura of Menace A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Wisdom save to resist its effects. Those who fail are at disadvantage on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.			
Standard Actions	Shortspear Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage. Shortspear Ranged weapon attack: +2 to hit, one target. Hit 1d6+6 (10) piercing damage.	Shortspear Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+10 (14) piercing damage. Shortspear Ranged weapon attack: +0 to hit, one target. Hit 1d8+10 (14) piercing damage.	Shortspear Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13 (18) piercing damage. Shortspear Ranged weapon attack: +2 to hit, one target. Hit 1d8+13 (18) piercing damage.	Shortspear Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+17 (24) piercing damage. Shortspear Ranged weapon attack: +1 to hit, one target. Hit 2d6+17 (24) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>aid (at will); divine favor (1/day); message (at will)</i>	<i>aid (at will); divine favor (2/day); message (at will)</i>	<i>aid (at will); divine favor (3/day); message (at will)</i>	<i>aid (at will); divine favor (5/day); message (at will)</i>
Spellcasting	-			
Possessions	<i>shortspear +1; full plate; shield</i>	<i>shortspear +1; full plate; shield</i>	<i>shortspear +1; full plate; shield</i>	<i>shortspear +1; full plate; shield</i>

ARCHON (SPYGLASS)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Heaven)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary or Pair			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	34	58	105	165
Speed	40 ft. Fly 40 ft. (Good), Teleport			
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 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Electricity, Petrification			
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	Celestial, Draconic, Infernal, Truespeech			
Challenge	4	8	12	16
Special Abilities & Qualities	<p>Truespeech All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.</p> <p>Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.</p>			
Special Abilities & Qualities	<p>Hone Senses Three times per day, a spyglass archon can concentrate its attention. For 4 rounds, the range of the spyglass archon's darkvision is doubled, it gains advantage on Perception checks, and it gains blindsense out to a range of 15 feet.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 28
	Aura of Menace A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Wisdom save to resist its effects. Those who fail are at disadvantage on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.			
Standard Actions	Longsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/19-20 (1) slashing damage. Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-20 (1) slashing damage. Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d6/x3 (6) piercing damage.	Longsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/19-20 (1) slashing damage. Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-20 (1) slashing damage. Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d6/x3 (6) piercing damage.	Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-20 (1) slashing damage. Shortsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-20 (1) slashing damage. Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.	Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10/19-20 (17) bludgeoning damage. Shortsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6/19-20 (10) bludgeoning damage. Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (5) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>aid (at will); continual flame (at will); darkness (1/day); detect evil and good (at will); teleport (1/day)</i>	<i>aid (at will); continual flame (at will); darkness (3/day); detect evil and good (at will); teleport (3/day)</i>	<i>aid (at will); continual flame (at will); darkness (3/day); detect evil and good (at will); teleport (3/day)</i>	<i>aid (at will); continual flame (at will); darkness (5/day); detect evil and good (at will); teleport (5/day)</i>
Spellcasting Possessions	-			
	leather armor; longsword; shortsword; shortbow	leather armor; longsword; shortsword; shortbow	leather armor; longsword; shortsword; shortbow	leather armor; longsword; shortsword; shortbow

ARCHON (STAG)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary, Pair, or Band (3-5x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	29	46	95	185
Speed	40 ft., Teleport			
Size, Type, Alignment	Medium celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good	Large celestial, lawful good
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 14 (+2)	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 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 13 (+1)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 18
	Aura of Menace A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Wisdom save to resist its effects. Those who fail suffer disadvantage on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities**Change Shape** Large stag (as Beast Shape II).**Special Abilities & Qualities****Push** You can choose to make a free attack roll with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush. 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.**Special Abilities & Qualities****Teleport** Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.**Standard Actions****Longbow** Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing damage.**Gore** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.**Longbow** Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) bludgeoning damage.**Gore** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.**Longbow** Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) bludgeoning damage.**Gore** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.**Longbow** Ranged weapon attack: +3 to hit, one target. Hit 2d619-00/x3 (620) bludgeoning damage.**Gore** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.**Special Actions****Truespeech** All archons can speak with any creature that has a language, as if using a tongues spell (caster level 5). This ability is always active.**Innate Spellcasting***aid (at will); animal messenger (at will); charm animal (3/day); dancing lights (at will); true strike (1/day)***Spellcasting**

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Possessions

-

ARCHON (STAR)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Heaven)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Pair			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	23 (natural armor)
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Hit Points	120	178	273	449
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Speed	30 ft. Fly 80 ft. (Good), Teleport			
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Size, Type, Alignment	Medium celestial, lawful good	Medium celestial, lawful good	Large celestial, lawful good	Huge celestial, lawful good
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Ability Scores / Saves	STR	17 (+3)	STR	17 (+3)	STR	19 (+4)	STR	23 (+6)
	DEX	18 (+4)	DEX	18 (+4)	DEX	17 (+3)	DEX	18 (+4)
	CON	20 (+5)	CON	20 (+5)	CON	22 (+6)	CON	27 (+8)
	INT	17 (+3)	INT	17 (+3)	INT	17 (+3)	INT	19 (+4)
	WIS	19 (+4)	WIS	19 (+4)	WIS	19 (+4)	WIS	21 (+5)
	CHA	18 (+4)	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except evil			
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Immunities	Charm, Compulsion, Electricity, Fear, Fire, Petrification			
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Vulnerabilities	-			
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Senses	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
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Languages	Celestial, Draconic, Infernal, Truespeech			
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Challenge	10	15	19	23
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Special Abilities & Qualities	Truespeech All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.			
	Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.			
	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 your 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.			
	True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.			

Special Abilities & Qualities	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22	Saving Throw Dexterity DC 15
	Explosive Rebirth When killed, a star archon explodes in a blinding flash of energy that deals 50 points of damage (half fire, half radiant damage) to anything within 100 feet (Dexterity save halves). The slain archon reincarnates 1d4 rounds later as a shield archon.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 19 Aura of Menace A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Wisdom save to resist its effects. Those who fail are at disadvantage on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 25
Special Abilities & Qualities	Saving Throw Wisdom DC 19 Aura of Courage You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains advantage on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 25
Standard Actions	Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage. Starknife Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4x3 (1) slashing damage. Starknife Ranged weapon attack: +5 to hit, one target. Hit 1d4+6/x3 (8) slashing damage.	Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage. Starknife Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4x3 (1) slashing damage. Starknife Ranged weapon attack: +4 to hit, one target. Hit 1d4+7/x3 (10) slashing damage.	Starknife Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+12/x3 (16) slashing damage. Starknife Ranged weapon attack: +3 to hit, one target. Hit 1d6+12/x3 (16) slashing damage. Shield Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.	Starknife Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+16/x3 (20) slashing damage. Starknife Ranged weapon attack: +5 to hit, one target. Hit 1d8+16/x3 (20) slashing damage. Shield Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.
Special Actions	Smite Evil You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As an action, you choose one target within sight to smite. If this target is evil, your attack rolls are made with advantage, and you receive +20 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +40. Regardless of the target, Smite Evil attacks automatically bypass any resistance the creature might possess. In addition, while smite evil is in effect, you gain advantage to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.			
Innate Spellcasting	<i>aid (at will); continual flame (at will); detect evil and good (at will); message (at will); sunbeam (3/day); true seeing (at will)</i>	<i>aid (at will); continual flame (at will); detect evil and good (at will); message (at will); meteor swarm (1/day); prismatic spray (1/day); sunbeam (3/day); sunburst (1/day); true seeing (at will)</i>	<i>aid (at will); continual flame (at will); detect evil and good (at will); message (at will); meteor swarm (3/day); prismatic spray (1/day); sunbeam (at will); sunburst (1/day); true seeing (at will)</i>	<i>aid (at will); continual flame (at will); detect evil and good (at will); message (at will); meteor swarm (3/day); prismatic spray (3/day); sunbeam (at will); sunburst (3/day); true seeing (at will)</i>
Divine Spellcasting	Cleric (CL 8th): <i>holy aura (2); resurrection (3); heal(2); (2); death ward; dispel magic; cure wounds(4); divine favor; sanctuary; guidance; resistance</i>	Cleric (CL 12th): <i>mass heal; fire storm; holy aura (2); resurrection (3); heal(2); (2); flame strike; death ward; dispel magic; cure wounds(4); divine favor; sanctuary; guidance; resistance</i>	Cleric (CL 14th): <i>mass heal; wish; fire storm; holy aura (2); resurrection (3); heal(2); (2); flame strike(2); death ward; dispel magic; cure wounds(4); divine favor; sanctuary; guidance; resistance</i>	Cleric (CL 19th): <i>mass heal; wish; fire storm; holy aura (2); resurrection (3); heal(2); (2); flame strike(3); death ward; dispel magic; cure wounds(4); divine favor; sanctuary; guidance; resistance</i>
Possessions	Shield; <i>starknife +1</i> ; full plate	Shield; <i>starknife +1</i> ; full plate	Shield; <i>starknife +1</i> ; full plate	Shield; <i>starknife +1</i> ; full plate

ARCHON (TRUMPET)



	Low	Moderate	Advanced	Elite
Terrain	Any (Heaven)			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary, Pair, or Squad (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	54	126	187	268
Speed	40 ft. Fly 90 ft. (Good), Teleport			
Size, Type, Alignment	Small celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)
	DEX 18 (+4)	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)
	CON 18 (+4)	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Electricity, Petrification			
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, Draconic, Infernal, Truespeech			
Challenge	6	10	14	18
Special Abilities & Qualities	Truespeech All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.			
	Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Trumpet All creatures except archons within 100 feet of the trumpet's blast must succeed on a Constitution save or be paralyzed for 1d4 rounds. The archon can also command its trumpet to become a +4 greatsword as a free action. Out of the archon's hands, it is a chunk of useless metal.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 17 Aura of Menace A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Wisdom save to resist its effects. Those who fail are at disadvantage on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22
Standard Actions	Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-20 (8) slashing damage.	Greatsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+11/19-20 (18) slashing damage.	Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+11/19-20 (18) slashing damage.	Greatsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+14/19-20 (21) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>aid (3/day); continual flame (3/day); detect evil and good (3/day); message (3/day); teleport (1/day)</i>	<i>aid (3/day); continual flame (3/day); detect evil and good (3/day); message (3/day); teleport (2/day)</i>	<i>aid (3/day); continual flame (3/day); detect evil and good (3/day); message (3/day); teleport (3/day)</i>	<i>aid (3/day); continual flame (3/day); detect evil and good (3/day); message (3/day); teleport (3/day)</i>
Spellcasting	Cleric (CL 8th): <i>heal; dispel evil and good; plane shift; daylight; protection from energy; lesser restoration; bless; cure wounds(2); divine favor; sanctuary; shield of faith; detect magic; purify food and drink</i>	Cleric (CL 12th): <i>banishment; heal; dispel evil and good; plane shift; daylight; protection from energy; lesser restoration; bless; cure wounds(2); divine favor; sanctuary; shield of faith; detect magic; purify food and drink</i>	Cleric (CL 14th): <i>banishment; heal(2); dispel evil and good; plane shift; raise dead; daylight; protection from energy; lesser restoration; bless; cure wounds(2); divine favor; sanctuary; shield of faith; detect magic; purify food and drink</i>	Cleric (CL 18th): <i>banishment; heal(2); dispel evil and good; plane shift; raise dead; daylight; protection from energy; lesser restoration; bless; cure wounds(2); divine favor; sanctuary; shield of faith; detect magic; purify food and drink</i>
Possessions	+3 greatsword	+3 greatsword	+3 greatsword	+3 greatsword

ARCTIC FOX



	Low	Moderate	Advanced	Elite
Terrain	Any Cold			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Skulk (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	7	37	67	118
Speed	40 ft.	40 ft.	45 ft.	45 ft.
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 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 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 +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6-1 (1) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (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: +3 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -

ARCTIC HARE



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests and Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Down (3-16x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	2	28	63	109
Speed	50 ft.	55 ft.	55 ft.	55 ft.
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 7 (-2)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6-4 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8-4 (1) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8-1 (1) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6+1 (8) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-

ARCTIC TERN



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Cold Coastlines			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Flock (3-20x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	2	16	51	104
Speed	10 ft. Fly 40 ft. (Clumsy)			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 9 (-1)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 5 (-3)	CON 5 (-3)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +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 1d6-4 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8-4 (1) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8-2 (1) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 10 ft., one target. Hit 2d6 (7) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			

ARGUS



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	96	134	192	307
Speed	40 ft.			
Size, Type, Alignment	Huge aberration, lawful neutral	Huge aberration, lawful neutral	Gargantuan aberration, lawful neutral	Gargantuan aberration, lawful neutral
Ability Scores / Saves	STR 20 (+5) DEX 16 (+3) CON 17 (+3) INT 11 (+0) WIS 10 (+0) CHA 8 (-1)	STR 22 (+6) DEX 16 (+3) CON 17 (+3) INT 11 (+0) WIS 10 (+0) CHA 8 (-1)	STR 26 (+8) DEX 12 (+1) CON 18 (+4) INT 11 (+0) WIS 10 (+0) CHA 8 (-1)	STR 31 (+10) DEX 14 (+2) CON 22 (+6) INT 15 (+2) WIS 14 (+2) CHA 12 (+1)
Saving Throws	-			
Resistances	Cold, all physical attacks			
Immunities	Blindness, Dazzled			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo, Celestial, Common			
Challenge	5	9	13	17

Special Abilities & Qualities

Absolute Readiness An argus is never surprised or flat-footed. It can act in the surprise round as if it were a normal round.

Accurate Strikes An argus's attacks ignore penalties imposed by targets with any cover less than total cover, and the miss chance granted to targets by any concealment less than total concealment.

All-Around Vision You can see in all directions at once. You cannot be flanked.

Arcane Sight You can use Arcane Sight, as per the spell, as a constant ability.

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	<p>Saving Throw Wisdom DC 16</p> <p>Fascinating Gaze A creature within 40 feet of an argus must succeed at a Wisdom saving throw or be fascinated for 5d6 rounds. If the creature has 4 or fewer Hit Dice, it is instead dazed for 5d6 rounds. An argus can't use this ability in the same round it uses frightful presence.</p>	<p>Saving Throw Wisdom DC 17</p>	<p>Saving Throw Wisdom DC 19</p>	<p>Saving Throw Wisdom DC 22</p>
Special Abilities & Qualities	<p>Saving Throw Wisdom DC 16</p>	<p>Saving Throw Wisdom DC 17</p>	<p>Saving Throw Wisdom DC 19</p>	<p>Saving Throw Wisdom DC 22</p>
Standard Actions	<p>Rock Ranged weapon attack: +5 to hit, one target. Hit 3d6+10 (20) 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 2d6+10 (17) slashing damage.</p>	<p>Rock Ranged weapon attack: +4 to hit, one target. Hit 3d6+15 (26) bludgeoning damage.</p> <p>Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.</p>	<p>Rock Ranged weapon attack: +7 to hit, one target. Hit 3d6+21 (32) bludgeoning damage.</p> <p>Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+14 (23) piercing damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+14 (24) slashing damage.</p>	<p>Rock Ranged weapon attack: +2 to hit, one target. Hit 2d6+28 (35) bludgeoning damage.</p> <p>Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+19 (37) piercing damage.</p> <p>Claw Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d6+19 (40) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	arcane eye (at will); arcane sight (at will); true seeing (at will); true strike (at will)			
Spellcasting	-			
Possessions	-			

ARMADILLO



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	8	29	76	146
Speed	30 ft. Burrow 5 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 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	-			
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	Protective Ball As an action, may roll up into a ball. This gives them advantage against any attack, but decreases their Speed to 0. Unrolling is a move action.			
Standard Actions	Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4-3 (2) slashing damage.	Claw Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6-3 (1) slashing damage.	Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.

ARMORFISH



	Low	Moderate	Advanced	Elite
Terrain	Any Aquatic			
Rarity	Uncommon			
Role	Soldier / Minion			
Organization	Solitary or School (2-8x); Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	15	62	127	202
Speed	Swim 30 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 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 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Standard Actions	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 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

ASCOMOID



	Low	Moderate	Advanced	Elite
Terrain	Underground			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Cluster (2-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	37	66	118	208
Speed	40 ft.			
Size, Type, Alignment	Medium plant, unaligned	Large plant, unaligned	Large plant, unaligned	Huge plant, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except piercing			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
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 +16, 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 17	Saving Throw Constitution DC 19
	Poison Spores - Inhaled; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Spores Once per round, an ascomoid can release a jet of deadly spores to a range of 30 feet. Upon impacting a solid surface, such as a wall or creature, the jet billows out into a cloud of spores that fills a 10-foot-radius spread. This cloud lasts for 1 round before dispersing. Any creature in the cloud must make a Constitution save or become nauseated as long as it remains in the cloud. Any creature that fails to save against this nausea is also exposed to the ascomoid's poison.			
Standard Actions	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+13 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ASSASSIN BUG



	Low	Moderate	Advanced	Elite
Terrain	Any Warm			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Nest (2-12x); Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	12	28	76	146
Speed	30 ft. Fly 30 ft. (Clumsy)			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 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.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 15 Damage 1d6			
Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 16
	Poison Stream Exposes all creatures in a 15-ft. line to poison, Dexterity save negates; Recharge 2; standard action			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Poison Contact; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing	Saving Throw Constitution DC 12	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16
Standard Actions	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.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ASSASSIN VINE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
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	23	53	108	178
Speed	5 ft.			
Size, Type, Alignment	Large plant, unaligned	Large plant, unaligned	Large plant, unaligned	Huge plant, unaligned
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 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	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	Cold			
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	4	8	12	16
Special Abilities & Qualities	Camouflage Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time.			
Special Abilities & Qualities	Entangle An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+15 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ASTOMOI



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Convent (6-20x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	12	44	95	160
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 23 (+6)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 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	-			
Immunities	-			
Vulnerabilities	Sensitive Breath			
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, Telepathy 100 ft.			
Challenge	1	6	10	14
Special Abilities & Qualities	Mouthless Astomoi don't need to eat or drink to survive. Instead, they absorb the essence of food and drink; this consumes the nutrients of the meal as though it had been eaten, rendering the food useless to others. Astomoi consume potions and other ingested materials in the same fashion. Since they never actually ingest anything, they can't normally be exposed to ingested poisons.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Scent You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Special Abilities & Qualities

Sensitive Breath Astomoi suffer disadvantage on saving throws against disease and inhaled poisons.

Special Abilities & Qualities

Telepathic Senses Astomoi can't speak or see, but can mentally sense the area within 60 feet, as per darkvision, and can speak telepathically. An astomoi can't see anything beyond 60 feet. An astomoi must provide thought components for spells that normally require verbal components. It can use language-dependent abilities with its telepathy, but not abilities that depend on audible components.

Standard Actions

Greatsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+6/19-00 (13) slashing damage.

Heavy Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4/19-00 (210) piercing damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (210) piercing damage.

Gauntlet Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.

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

Heavy Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4/19-00 (210) piercing damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (210) piercing damage.

Gauntlet Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.

Greatsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+14/17-00 (21) bludgeoning damage.

Heavy Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6/19-00 (8) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+6/19-00 (8) piercing damage.

Gauntlet Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d3+6 (8) bludgeoning damage.

Greatsword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+27/17-00 (38) bludgeoning damage.

Heavy Crossbow Ranged weapon attack: +2 to hit, one target. Hit 2d8/19-00 (820) bludgeoning damage.

Dagger Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+11/19-00 (14) piercing damage.

Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d6+11/19-00 (14) piercing damage.

Gauntlet Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit +X (0) bludgeoning damage.

Special Actions

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

Possessions

Greatsword; half-plate armor; heavy crossbow; crossbow bolts (10x); dagger

ASTRAL LEVIATHAN



	Low	Moderate	Advanced	Elite
Terrain	Any (Astral Plane)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Pod (2-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	98	189	309	418
Speed	Fly 90 ft. (Average)			
Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 27 (+8)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 4 (-3)	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except adamantine			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +14, 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.
Languages	-			
Challenge	8	14	20	24

Special Abilities & Qualities

Astral Locating An astral leviathan automatically knows the distance and direction to any place on the Astral Plane it has ever visited. Once per day it can use this ability to determine the location of a creature on the Astral Plane (as if using locate creature with unlimited range).

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 your 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.

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.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+10/19-20 (20) piercing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+7 (14) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+4 (14) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+15/19-20 (25) piercing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+5 (15) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 4d6+12/19-20 (26) piercing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 2d8+12 (21) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 4d6+6 (20) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+15/19-20 (33) piercing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d8+15 (28) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+8 (26) bludgeoning damage.</p>
Special Actions	<p>Saving Throw Constitution DC 18</p> <p>Gulping Tide An astral leviathan can create a 60-foot cone of roiling astral material, pulling all Large or smaller creatures and objects into its mouth so it can swallow them. Any creature in the area that succeeds at a Constitution save moves up to 60 feet toward the cone's origin; creatures that fail are swallowed. The leviathan can use this ability only once per minute.</p>	<p>Saving Throw Constitution DC 20</p>	<p>Saving Throw Constitution DC 22</p>	<p>Saving Throw Constitution DC 24</p>
Innate Spellcasting	<i>dimension door (1/day)</i>	<i>dimension door (2/day)</i>	<i>dimension door (3/day)</i>	<i>dimension door (5/day)</i>
Spellcasting Possessions	-	-	-	-

ASURA (ADHUKAIT)



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

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	53	86	146	235
Speed	40 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except good			
Immunities	Curses, diseased, Flanking, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	6	9	13	17

Special Abilities & Qualities

All-Around Vision You can see in all directions at once. You cannot be flanked.

Dance of Disaster Whenever an adhukait hits with a melee attack during a full-attack action, it can move 10 feet before making its next attack. The adhukait's normal speed does not limit this movement-it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.

Dual Mind An adhukait is a single creature with two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect the adhukait.

Elusive Aura Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. The DC to attempt divination on creatures within the aura is 15 + the HD of the asura creating this aura.

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 your 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

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

Kukri Melee weapon
attack: +3 to hit,
reach 5 ft., one target.
Hit 1d318-20 (1)
bludgeoning damage.

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

Kukri Melee weapon
attack: +4 to hit,
reach 5 ft., one target.
Hit 1d418-20 (1)
bludgeoning damage.

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

Kukri Melee weapon
attack: +6 to hit, reach
5 ft., one target. Hit
1d4+8/18-20 (10)
bludgeoning damage.

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

Kukri Melee weapon
attack: +6 to hit, reach
10 ft., one target. Hit
1d6+11/18-20 (14)
bludgeoning damage.

Claw Melee weapon
attack: +6 to hit, reach
10 ft., one target. Hit
1d8+9 (14) slashing
damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Kurki (2x)

Kurki (2x)

Kurki (2x)

Kurki (2x)

ASURA (AGHASURA)



	Low	Moderate	Advanced	Elite
Terrain	Any (Hell)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Troop (2-9x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	84	124	173	309
Speed	35 ft. Swim 20 ft.			
Size, Type, Alignment	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil	Gargantuan fiend, lawful evil
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 24 (+7)	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 23 (+6)
	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	Acid, all physical attacks except good			
Immunities	Curses, diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Infernal, Telepathy 100 ft.			
Challenge	8	12	14	18

Special Abilities & Qualities

Dual Wielder An aghasura does not take a penalty on attack or damage rolls when attacking with two weapons.

Elusive Aura Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. The DC to attempt divination on creatures within the aura is 15 + the HD of the asura creating this aura.

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 your 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.

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

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
Wisdom DC 16

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 22

Attraction Aura An aghasura exudes a 50-foot aura whenever it remains motionless for at least 1 round. All nonevil creatures that enter this area must make a Wisdom save to avoid being compelled to move toward the aghasura's location. If the aghasura moves, the effect ends for all currently affected creatures. This is a mind-affecting compulsion.

Special Abilities & Qualities

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 167

Saving Throw
Constitution DC 19

Saving Throw
Constitution DC 22

Poison Bite or Scimitar - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing

Standard Actions

Scimitar Melee weapon attack: +7 to hit, reach 10 ft., two targets. Hit 2d6+15/18-20 (22) bludgeoning damage.

Scimitar Melee weapon attack: +6 to hit, reach 10 ft., two targets. Hit 2d6+15/18-20 (22) bludgeoning damage.

Scimitar Melee weapon attack: +7 to hit, reach 15 ft., two targets. Hit 2d6+12/18-20 (19) bludgeoning damage.

Scimitar Melee weapon attack: +7 to hit, reach 20 ft., two targets. Hit 3d6+18/18-20 (28) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+15 (20) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+18 (25) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+24 (38) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Scimitar (2x)

Scimitar (2x)

Scimitar (2x)

Scimitar (2x)

ASURA (ASURENDRA)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Hell)			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary or Pair			
Treasure	Double			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	117	177	393	558
Speed	50 ft. Climb 50 ft. Fly 50 ft. (Perfect) Swim 50 ft.			
Size, Type, Alignment	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil	Gargantuan fiend, lawful evil
Ability Scores / Saves	STR 19 (+4) DEX 19 (+4) CON 18 (+4) INT 18 (+4) WIS 18 (+4) CHA 19 (+4)	STR 19 (+4) DEX 21 (+5) CON 18 (+4) INT 18 (+4) WIS 18 (+4) CHA 20 (+5)	STR 25 (+7) DEX 20 (+5) CON 24 (+7) INT 20 (+5) WIS 20 (+5) CHA 22 (+6)	STR 30 (+10) DEX 21 (+5) CON 28 (+9) INT 22 (+6) WIS 22 (+6) CHA 24 (+7)
Saving Throws	-			
Resistances	Acid, all physical attacks except chaotic and good			
Immunities	Curses, diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +18, 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	-			
Challenge	10	15	22	26

Special Abilities & Qualities

Elusive Aura Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. The DC to attempt divination on creatures within the aura is 15 + the HD of the asura creating this aura.

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 your 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.

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 Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 24	Saving Throw Constitution DC 27
	Curse of False Wisdom Save Constitution; effect 1d4 Wisdom damage and target is fatigued. A full rest, or any healing magic, removes the Wisdom damage and condition.			
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 24	Saving Throw Constitution DC 27
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d6 Constitution damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			
Special Abilities & Qualities	Spirit Blades An asurendra can call forth up to six longsword-shaped force effects that float near the asurendra until directed. The asurendra can use a standard action to direct one blade to attack a target up to a distance of 50 feet away, or use a full-attack action to cause all six blades to attack up to six different targets up to a distance of 50 feet away, each to a different location if desired. Once an asurendra directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the asurendra's turn until directed otherwise by the asurendra and as long as the foe remains within 50 feet of the asurendra. As a move action, the asurendra can direct all currently attacking blades to switch targets to new foes within 50 feet. These weapons attack using the asurendra's melee bonus, and deal 3d6 points of damage plus an amount of force damage equal to the asurendra's Wisdom modifier. Physical attacks do not affect these blades, but disintegrate or similarly potent magic causes them to vanish. If a spirit blade's target dies or moves beyond a 50-foot range and the asurendra does not retarget that blade by the end of its turn, the blade vanishes. Likewise, any blades that are not within 50 feet of the asurendra at the end of its turn also vanish.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+7 (12) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+17 (31) piercing damage.
	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+13 (18) slashing damage.	Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+17 (28) slashing damage.
Special Actions	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.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ASURA (TRIPURASURA)



	Low	Moderate	Advanced	Elite
Terrain	Any (Hell)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Gang (3-10x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	52	100	175
Speed	20 ft.			
Size, Type, Alignment	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Small fiend, lawful evil
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron or good			
Immunities	Curses, diseased, poisoned			
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, Infernal, Telepathy 100 ft.			
Challenge	3	7	11	15
Special Abilities & Qualities	<p>Elusive Aura Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. The DC to attempt divination on creatures within the aura is 15 + the HD of the asura creating this aura.</p> <p>Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p>			
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Poison Sting- injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Wisdom damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	Sting Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2-1 (1) piercing damage.	Sting Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3-1 (1) piercing damage.	Sting Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+3 (5) piercing damage.	Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

ASURA (UPASUNDA)



	Low	Moderate	Advanced	Elite
Terrain	Any (Hell)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Squad (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	32	98	169	250
Speed	50 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 21 (+5)	DEX 19 (+4)	DEX 21 (+5)	DEX 20 (+5)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)	WIS 22 (+6)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	Curses, diseased, Flanking, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Common, Infernal, Telepathy 100 ft.			
Challenge	6	12	16	20

Special Abilities & Qualities

All-Around Vision You can see in all directions at once. You cannot be flanked.

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.

Elusive Aura Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. The DC to attempt divination on creatures within the aura is 15 + the HD of the asura creating this aura.

Infused Weapons In addition to being evil and lawful, weapons an upasunda wields are considered to be magic for the purposes of overcoming resistance.

Multiweapon Mastery An upasunda takes no penalties when fighting with multiple weapons.

☒ 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 your 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

Kukri Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+18-20 (1) bludgeoning damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/19-20 (10) slashing damage.

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

Spear Ranged weapon attack: +7 to hit, one target. Hit 1d8x3 (1) piercing damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d3+6 (8) bludgeoning damage.

Kukri Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6/18-20 (8) bludgeoning damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/19-20 (10) slashing damage.

Spear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9/x3 (14) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.

Kukri Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+8/18-20 (10) bludgeoning damage.

Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8/19-20 (12) slashing damage.

Spear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+12/x3 (16) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8+8/x3 (12) piercing damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Kukri Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/18-20 (8) bludgeoning damage.

Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11/19-20 (16) slashing damage.

Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11/x3 (16) piercing damage.

Spear Ranged weapon attack: +4 to hit, one target. Hit 1d8+11/x3 (16) piercing damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+16 (20) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

ATAXIAN



	Low	Moderate	Advanced	Elite
Terrain	Any (Elysium)			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Pair, or Brawl (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	31	71	126	163
Speed	10 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Tiny celestial, chaotic good	Tiny celestial, chaotic good	Tiny celestial, chaotic good	Small celestial, chaotic good
Ability Scores / Saves	STR 3 (-4)	STR 3 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 16 (+3)	WIS 16 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil or lawful			
Immunities	Fear, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.
Languages	Celestial, Common, Dwarven, Elvish, Halfling			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
	Possession An Ataxian does not require a receptacle to use its Magic Jar spell-like ability. When using this ability on the Material Plan, its body becomes ethereal for the duration. When the Ataxian leaves its host, the host must succeed at a DC Wisdom save or fall asleep for 1d3 minutes.			
Special Abilities & Qualities	Ray An Ataxian can fire a ray of cold up to 30 feet with no range increment.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Staggered Any creature struck by an Ataxian's ray attack must succeed at a Constitution save or be staggered for 1d4 rounds.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Special Abilities & Qualities	Staggering Drunk For each alcoholic drink an Ataxian has consumed in the past hour, it gains a +1 dodge bonus to AC and takes a -1 penalty on all attack rolls, saving throws, skill checks, and ability checks, to a maximum of +4 and -4 respectively. These effects wear off after 1 hour.			
Standard Actions	Ray Ranged weapon attack: -1 to hit, one target. Hit 1d6 (6) bludgeoning damage. Slam Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d2+0 (2) bludgeoning damage.	Ray Ranged weapon attack: -1 to hit, one target. Hit 1d8 (8) bludgeoning damage. Slam Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.	Ray Ranged weapon attack: +1 to hit, one target. Hit 1d8 (8) bludgeoning damage. Slam Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.	Ray Ranged weapon attack: +0 to hit, one target. Hit 2d6/19-00 (7) bludgeoning damage. Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>bear's endurance (3/day); confusion (lesser) (3/day); create food and water (ale or wine) (3/day); hideous laughter (3/day); knock (3/day); magic jar (willing target only) (1/day); pick your poison (3/day); ray of sickening (1/day); lesser restoration (at will); sleep (3/day)</i>			
Spellcasting Possessions	-			

ATHACH



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Hills			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-4x), or Tribe (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	53	110	158	241
Speed	50 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Huge humanoid, chaotic evil	Huge humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 21 (+5)	STR 23 (+6)	STR 23 (+6)	STR 25 (+7)
	DEX 15 (+2)	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)
	CON 18 (+4)	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	Cold			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Poison Bite - injury; save Constitution; Onset immediate; Maximum Duration 6 rounds; Stage 1 Drained 1 (1 minute) and 1d6 Poison damage; Stage 2 2d6 poison damage and Drained 2 (1 minute); Stage 3 4d6 poison damage and Drained 3 (1 minute).			



Low



Moderate



Advanced



Elite

Standard Actions

Mace, Heavy Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13 (24) bludgeoning damage.

Rock Ranged weapon attack: +3 to hit, one target. Hit 2d6+13 (20) bludgeoning damage.

Shielden Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+13 (18) piercing damage.

Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+13 (16) bludgeoning damage.

Mace, Heavy Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+16 (23) bludgeoning damage.

Shielden Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+11 (16) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+11 (16) bludgeoning damage.

Mace, Heavy Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+16 (23) bludgeoning damage.

Shielden Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+11 (16) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+11 (16) bludgeoning damage.

Mace, Heavy Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage.

Rock Ranged weapon attack: +3 to hit, one target. Hit 2d6+19 (26) bludgeoning damage.

Shielden Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+13 (18) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

Spellcasting

-

Possessions

leather armor; heavy mace; shield



Illustration 5: Athach

ATOMIE



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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	12	35	73	146
Speed	20 ft. Fly 50 ft. (Good)			
Size, Type, Alignment	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral
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 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+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 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	2	6	10	14
Standard Actions	Rapier Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2-2/18-20 (2) piercing damage.	Rapier Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2-1/18-20 (1) piercing damage.	Rapier Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d218-20 (1) piercing damage.	Rapier Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d3+6/18-20 (8) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low Moderate Advanced Elite

Spellcasting -

Possessions -

ATTIC WHISPERER



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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	48	85	148	199
Speed	20 ft.			
Size, Type, Alignment	Small undead, neutral evil	Small undead, neutral evil	Small undead, neutral evil	Medium undead, neutral evil
Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	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 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, 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	Common			
Challenge	6	10	14	18

Special Abilities & Qualities

Aura of Sobs 10' All of the voices that an attic whisperer steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it, and is at disadvantage on all attack rolls, damage rolls, and Wisdom saving throws. The attic whisperer can suppress or reactivate its aura as a free action. This is a sonic, mind-affecting effect.

Special Abilities & Qualities

Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 120
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Steal Breath A creature bit by an attic whisperer must make a Wisdom save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using dispel magic, remove curse, or similar effects.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 20

Steal Voice Any creature hit by an attic whisperer's touch must make a Wisdom save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the attic whisperer's Bluff check to realize a mimicked voice is inauthentic.

Standard Actions

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

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

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

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

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

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

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

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

AURUMVORAX



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains, Hills, or Forests			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary or Pair			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	48	102	176	255
Speed	30 ft. Burrow 10 ft.			
Size, Type, Alignment	Tiny monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, 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 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	Fire, all physical attacks except piercing or slashing			
Immunities	poisoned			
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
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d4+4 (6) piercing damage. Claw Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d3+4 (6) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8 (12) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) slashing damage.

Low Moderate Advanced Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

AXE BEAK



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Flock (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	19	50	99	164
Speed	50 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Standard Actions	Bite Melee weapon attack: +4 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: +5 to hit, reach 10 ft., one target. Hit 2d6+9/19-20 (16) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+13/19-20 (24) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low Moderate Advanced Elite

Spellcasting -

Possessions -

AXE BEAK (TERROR BIRD)



Low

Moderate

Advanced

Elite

Terrain	Temperate Plains
Rarity	Common
Role	Soldier / Normal
Organization	Solitary, Pair, or Flock (3-6x)
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	45	75	135	215
Speed	50 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
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
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+19-20 (1) piercing damage.</p> <p>Talons Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+19-20 (1) piercing damage.</p> <p>Talons Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7/19-20 (14) piercing damage.</p> <p>Talons Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9/19-20 (20) piercing damage.</p> <p>Talons Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.</p>



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

AXIOMITE



	Low	Moderate	Advanced	Elite
Terrain	Any (Lawful Plane)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Team (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	29	73	126	213
Speed	30 ft. Fly 30 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 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)	INT 20 (+5)
	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)	WIS 19 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except chaotic			
Immunities	diseased, Electricity, psychic			
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, Draconic, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	<p>Crystalline Dust Form An axiomite can shift between its solid body and one made of golden, crystalline dust as a free action once per round. In dust form, the axiomite looks like a shifting mass of glowing mathematical symbols and equations. In this form it can fly and gains the incorporeal quality; it can use spell-like abilities but cannot make physical attacks. In its solid form, an axiomite cannot fly. Both shapes are the axiomite's true form, and it does not revert to a different form if killed. A true seeing spell reveals both forms simultaneously.</p>			
Special Abilities & Qualities	<p>Summon Inevitable Once per day, four axiomites may join hands to summon a single zelekhut inevitable as a full-round action.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-20 (5) slashing damage.	Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/19-20 (10) slashing damage.	Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9/19-20 (14) slashing damage.	Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11/19-20 (16) slashing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	<i>haste (1/day); hold monster (1/day); lightning bolt (1/day); telekinesis (1/day); true seeing (1/day); true strike (/day)</i>	<i>haste (2/day); hold monster (2/day); lightning bolt (2/day); telekinesis (2/day); true seeing (1/day); true strike (/day)</i>	<i>haste (3/day); hold monster (3/day); lightning bolt (3/day); telekinesis (3/day); true seeing (1/day); true strike (/day)</i>	<i>haste (5/day); hold monster (5/day); lightning bolt (5/day); telekinesis (5/day); true seeing (3/day); true strike (/day)</i>
Spellcasting Possessions	- +1 longsword	- +1 longsword	- +1 longsword	- +1 longsword

AZATA (BRALANI)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elysium)			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Pair, or Squad (3-6x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	58	104	181	223
Speed	40 ft. Fly 100 ft. (Perfect)			
Size, Type, Alignment	Medium celestial, chaotic good	Medium celestial, chaotic good	Medium celestial, chaotic good	Medium celestial, chaotic good
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 20 (+5)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 19 (+4)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except cold iron or evil			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	7	11	15	18

Special Abilities & Qualities

Truespeech All azatas can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Special Abilities & Qualities

Saving Throw
Dexterity DC 16
Damage 2d6

Saving Throw
Dexterity DC 17
Damage 3d6

Saving Throw
Dexterity DC 19
Damage 4d6

Saving Throw
Dexterity DC 20
Damage 6d6

Whirlwind Blast When in wind form, a bralani can attack with a scouring blast of wind, dealing force damage in a 20-foot line (Dexterity save halves).



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Wind Form A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a wind walk spell. It can make slam attacks and use spelllike abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A true seeing spell reveals both forms simultaneously.

Standard Actions

Composite Longbow

Ranged weapon attack: +4 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.

Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6/18-20 (10) bludgeoning damage.

Composite Longbow

Ranged weapon attack: +4 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.

Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6/18-20 (10) bludgeoning damage.

Composite Longbow

Ranged weapon attack: +4 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.

Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8/18-20 (12) bludgeoning damage.

Composite Longbow

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

Scimitar Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8/18-20 (12) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

blur (2/day); *charm person* (2/day); *cure wounds* (1/day); *gust of wind* (2/day); *lightning bolt* (1/day); *mirror image* (2/day); *wind wall* (2/day)

blur (3/day); *charm person* (3/day); *cure wounds* (2/day); *gust of wind* (3/day); *lightning bolt* (2/day); *mirror image* (3/day); *wind wall* (3/day)

blur (at will); *charm person* (at will); *cure wounds* (2/day); *gust of wind* (at will); *lightning bolt* (2/day); *mirror image* (at will); *wind wall* (at will)

blur (at will); *charm person* (at will); *cure wounds* (5/day); *gust of wind* (at will); *lightning bolt* (5/day); *mirror image* (at will); *wind wall* (at will)

Spellcasting Possessions

-

-

AZATA (BRIJIDINE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elysium)			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary or Team (2-5x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	23 (natural armor)
Hit Points	81	147	255	395
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small celestial, chaotic good	Small celestial, chaotic good	Medium celestial, chaotic good	Large celestial, chaotic good
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 21 (+5)
	DEX 18 (+4)	DEX 18 (+4)	DEX 18 (+4)	DEX 19 (+4)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except cold iron and evil			
Immunities	Electricity, Fire, Petrification			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +21, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	8	14	19	23
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 23
	Fire Damage 1d6	Fire Damage 2d6	Fire Damage 4d6	Fire Damage 6d6

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Strength DC 16 Entrap The creature has an ability that restricts another creature's movement (lava). The target of an entrap must make a Strength save or become entangled for the duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Strength save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a concentration check. An entangled creature can make a Strength check as a full-round action to break free; the save for a helpless creature is made at disadvantage. Destroying the entrapping material frees the creature.	Saving Throw Strength DC 18 Damage 2d4 / 3d6 (grapple)	Saving Throw Strength DC 20 Damage 3d4 / 4d6 (grapple)	Saving Throw Strength DC 23 Damage 4d4 / 6d6 (grapple)
Special Abilities & Qualities	Flaming Body A brijidine's body is molten rock covered in dancing flames. Anyone striking a brijidine with a natural weapon or unarmed strike takes points of fire damage. A creature that grapples a brijidine or is grappled by one takes fire damage each round the grapple persists.			
Special Abilities & Qualities	Obsidian Blade At will as a free action, a brijidine can create a blade of jagged volcanic glass that functions as a +1 flaming longsword. One round after it leaves the brijidine's grasp, the weapon decays into useless powder.			
Standard Actions	Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/17-20 (1) slashing damage. Lava Blast Ranged weapon attack: +5 to hit, one target. Hit 16d4 (12) fire damage.	Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/17-20 (1) slashing damage. Lava Blast Ranged weapon attack: +5 to hit, one target. Hit 16d4 (12) fire damage.	Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6/17-20 (10) slashing damage. Lava Blast Ranged weapon attack: +4 to hit, one target. Hit 16d6 (14) fire damage.	Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10/17-20 (14) slashing damage. Lava Blast Ranged weapon attack: +5 to hit, one target. Hit 16d8 (16) fire damage.
Special Actions	Truespeech All azatas 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	<i>cure wounds (2/day); earthquake (1/day); fire storm (1/day); flame strike (2/day); flaming sphere (3/day); heal (1/day); heat metal (3/day); holy aura (3/day); meld into stone (self only) (3/day); move earth (1/day); stone shape (3/day); stonewall (1/day); wall of fire (1/day); wall of stone (2/day)</i>	<i>cure wounds (3/day); earthquake (2/day); fire storm (2/day); flame strike (3/day); flaming sphere (5/day); heal (2/day); heat metal (5/day); holy aura (5/day); meld into stone (self only) (5/day); move earth (2/day); stone shape (5/day); stonewall (2/day); wall of fire (2/day); wall of stone (3/day)</i>	<i>cure wounds (5/day); earthquake (3/day); fire storm (3/day); flame strike (5/day); flaming sphere (at will); heal (3/day); heat metal (at will); holy aura (at will); meld into stone (self only) (at will); move earth (3/day); stone shape (at will); stonewall (3/day); wall of fire (3/day); wall of stone (5/day)</i>	<i>cure wounds (at will); earthquake (5/day); fire storm (5/day); flame strike (at will); flaming sphere (at will); heal (5/day); heat metal (at will); holy aura (at will); meld into stone (self only) (at will); move earth (5/day); stone shape (at will); stonewall (5/day); wall of fire (5/day); wall of stone (at will)</i>
Spellcasting Possessions	+1 flaming longsword	+1 flaming longsword	+1 flaming longsword	+1 flaming longsword

AZATA (GHAELE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elysium)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Squad (3-6x)			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	79	145	181	242
Speed	50 ft. Fly 150 ft. (Perfect)			
Size, Type, Alignment	Small celestial, chaotic good	Medium celestial, chaotic good	Medium celestial, chaotic good	Medium celestial, chaotic good
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)
	DEX 14 (+2)	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)
	CON 14 (+2)	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron and evil			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	9	13	16	18

Special Abilities & Qualities

Truespeech All azatas can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

See Invisibility You can See Invisibility, as per the spell, as a constant ability.

Light Form A ghaele can shift between its solid body and one made of light as a standard action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality-it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.

Light Ray A ghaele's light rays have a range of 300 feet. This attack bypasses all resistances.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 16 Gaze In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Wisdom save negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a Wisdom save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mindaffecting fear effect.	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
Standard Actions	Greatsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8/19-20 (8) slashing damage. Light Ray Ranged weapon attack: +3 to hit, one target. Hit 2d10 (11) radiant damage.	Greatsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12/19-20 (19) slashing damage. Light Ray Ranged weapon attack: +0 to hit, one target. Hit 2d12 (13) radiant damage.	Greatsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+14/19-20 (21) slashing damage. Light Ray Ranged weapon attack: -1 to hit, one target. Hit 2d12 (13) radiant damage.	Greatsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+17/19-20 (24) slashing damage. Light Ray Ranged weapon attack: +2 to hit, one target. Hit 2d12 (13) radiant damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	<i>aid (3/day); chain lightning (1/day); charm monster (3/day); continual flame (3/day); cure wounds (3/day); dancing lights (3/day); detect evil and good (3/day); detect thoughts (3/day); disguise self (3/day); dispel magic (3/day); globe of invulnerability (1/day); hold monster (3/day); holy aura (3/day); (self only) (3/day); major image (3/day); prismatic spray (1/day); see invisibility (3/day); wall of force (1/day)</i>	<i>aid (5/day); chain lightning (1/day); charm monster (5/day); continual flame (5/day); cure wounds (5/day); dancing lights (5/day); detect evil and good (5/day); detect thoughts (5/day); disguise self (5/day); dispel magic (5/day); globe of invulnerability (2/day); hold monster (5/day); holy aura (5/day); (self only) (5/day); major image (5/day); prismatic spray (1/day); see invisibility (5/day); wall of force (2/day)</i>	<i>aid (at will); chain lightning (1/day); charm monster (at will); continual flame (at will); cure wounds (at will); dancing lights (at will); detect evil and good (at will); detect thoughts (at will); disguise self (at will); dispel magic (at will); globe of invulnerability (3/day); hold monster (at will); holy aura (at will); (self only) (at will); major image (at will); prismatic spray (1/day); see invisibility (at will); wall of force (3/day)</i>	<i>aid (at will); chain lightning (3/day); charm monster (at will); continual flame (at will); cure wounds (at will); dancing lights (at will); detect evil and good (at will); detect thoughts (at will); disguise self (at will); dispel magic (at will); globe of invulnerability (5/day); hold monster (at will); holy aura (at will); (self only) (at will); major image (at will); prismatic spray (3/day); see invisibility (at will); wall of force (5/day)</i>
Spellcasting	Cleric (CL 8th): <i>banishment; heal; raise dead; true seeing; death ward; (2); lesser restoration; cure wounds(3); aid; lesser restoration(2); bless; command; divine favor; shield of faith; detect magic; purify food and drink</i>	Cleric (CL 10th): <i>banishment; heal; flame strike; raise dead; true seeing; death ward; (2); lesser restoration; cure wounds(3); lightning bolt (2); aid; lesser restoration(2); bless; command; divine favor; shield of faith; detect magic; purify food and drink</i>	Cleric (CL 14th): <i>banishment; heal; flame strike; raise dead; true seeing; death ward; (2); lesser restoration; cure wounds(3); lightning bolt (2); aid; lesser restoration(2); bless; command; divine favor; shield of faith; detect magic; purify food and drink</i>	Cleric (CL 18th): <i>banishment; heal; flame strike; raise dead; true seeing; death ward; (2); lesser restoration; cure wounds(3); lightning bolt (2); aid; lesser restoration(2); bless; command; divine favor; shield of faith; detect magic; purify food and drink</i>
Possessions	-	-	-	-

AZATA (LILLEND)



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

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	71	124	217	262
Speed	30 ft. Fly 70 ft. (Average)			
Size, Type, Alignment	Large celestial, chaotic good	Large celestial, chaotic good	Large celestial, chaotic good	Large celestial, chaotic good
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 20 (+5)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Electricity, Petrification, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	7	11	15	18

Special Abilities & Qualities

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.

Special Abilities & Qualities

Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21
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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.



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

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.

Truespeech

Truespeech All azatas can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Standard Actions

Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6/19-20 (13) slashing damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6/19-20 (13) slashing damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8/19-20 (15) slashing damage.

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

Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8/19-20 (15) slashing damage.

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

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 17

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 21

Suggestion You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Wisdom saving throw negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Innate Spellcasting

charm person (1/day); darkness (1/day); hallucinatory terrain (1/day); knock (1/day); light (1/day); speak with animals (1/day); speak with plants (1/day)

charm person (1/day); darkness (2/day); hallucinatory terrain (2/day); knock (2/day); light (2/day); speak with animals (2/day); speak with plants (2/day)

charm person (1/day); darkness (3/day); hallucinatory terrain (3/day); knock (3/day); light (3/day); speak with animals (3/day); speak with plants (3/day)

charm person (3/day); darkness (5/day); hallucinatory terrain (5/day); knock (5/day); light (5/day); speak with animals (5/day); speak with plants (5/day)

Spellcasting

Bard Spells (CL 8th): *charm monster; hold person; invisibility; suggestion; adoration; charm person; cure wounds; identify; sleep; dancing lights; detect magic; lullaby; mage hand*

Bard Spells (CL 10th): *charm monster; hold person; invisibility; suggestion; adoration; charm person; cure wounds; identify; sleep; dancing lights; detect magic; lullaby; mage hand*

Bard Spells (CL 14th): *charm monster; hold person; invisibility; suggestion; adoration; charm person; cure wounds; identify; sleep; dancing lights; detect magic; lullaby; mage hand*

Bard Spells (CL 18th): *charm monster; hold person; invisibility; suggestion; adoration; charm person; cure wounds; identify; sleep; dancing lights; detect magic; lullaby; mage hand*

Possessions

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AZATA (VERANALLIA)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elysium)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Band (2-5x), or Company (6-24x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	88	176	336	528
Speed	50 ft.			
Size, Type, Alignment	Medium celestial, chaotic good	Medium celestial, chaotic good	Large celestial, chaotic good	Huge celestial, chaotic good
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 25 (+7)
	DEX 20 (+5)	DEX 22 (+6)	DEX 20 (+5)	DEX 21 (+5)
	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 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 20 (+5)	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)
Saving Throws	-			
Resistances	Cold, all physical attacks except cold iron and evil			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +22, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +24, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	8	16	24	28
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21	Saving Throw Constitution DC 23	Saving Throw Constitution DC 25
	Autumnal Embrace At will, a veranallia can strike any creature within 30 feet barren or sterile. The target must succeed at a Constitution save or lose any ability it had to reproduce or bear children. This effect can only be removed by a heal, miracle, or wish spell. Creatures that magically reproduce are not affected by this ability.			
Special Abilities & Qualities	Rebirth Once per day, a veranallia can reincarnate a creature she deems worthy of the honor. The creature's original body decays and sinks into the ground, affecting the surrounding area in a 1/2-mile radius as though with plant growth (enrichment). Over the course of 1d4 days, a white, flowery cocoon emerges from the affected ground and splits open, revealing the newly reincarnated creature inside. Creatures reincarnated by a veranallia always return to life as asimars. This ability otherwise functions as the reincarnate spell.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Speak with Plants A veranallia has the constant spell-like ability speak with plants, as the spell.

Transport via Plants A veranallia has the constant spell-like ability tree stride, as the spell.

Truespeech All azatas can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Special Abilities & Qualities

Winter Sickle At will as a free action, a veranallia can create a jagged blade from her hoarfrost-covered vines that acts as a +3 frost sickle. One round after it leaves the veranallia's grasp, the weapon melts into a small puddle of water.

Standard Actions

Icy Burst Sickle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10/19-20 (14) bludgeoning damage.

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

Icy Burst Sickle Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+10/19-20 (14) bludgeoning damage.

Vine Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

Icy Burst Sickle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+12/19-20 (16) bludgeoning damage.

Vine Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Icy Burst Sickle Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+18/19-20 (25) bludgeoning damage.

Vine Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

animate plants (1/day); awaken (1/day); blight (3/day); control plants (2/day); cure wounds (3/day); entangle (3/day); druid grove (1/day); plant growth (3/day); regenerate (1/day); (1/day); wall of thorns (1/day)

animate plants (2/day); awaken (2/day); blight (5/day); control plants (3/day); cure wounds (5/day); entangle (5/day); druid grove (2/day); plant growth (5/day); regenerate (1/day); (2/day); wall of thorns (2/day)

animate plants (3/day); awaken (3/day); blight (at will); control plants (5/day); cure wounds (at will); entangle (at will); druid grove (3/day); plant growth (at will); regenerate (1/day); (3/day); wall of thorns (3/day)

animate plants (5/day); awaken (5/day); blight (at will); control plants (at will); cure wounds (at will); entangle (at will); druid grove (5/day); plant growth (at will); regenerate (1/day); (5/day); wall of thorns (5/day)

Divine Spellcasting

Cleric (CL 8th): *mass heal; storm of vengeance; earthquake; cure wounds; lesser restoration; antilife shell; banishment; heal; wind walk; command; dispel evil and good(2); insect plague; freedom of movement; daylight; dispel magic; protection from energy; lightning bolt; water walk; calm emotions; enthrall; gentle repose; lesser restoration; divine favor; endure elements; protection from evil and good; create food and water; detect poison and disease; light; purify food and drink*

Cleric (CL 12th): *mass heal; storm of vengeance; earthquake; cure wounds; lesser restoration; antilife shell; banishment; heal; wind walk; command; dispel evil and good(2); insect plague; freedom of movement; daylight; dispel magic; protection from energy; lightning bolt; water walk; calm emotions; enthrall; gentle repose; lesser restoration; divine favor; endure elements; protection from evil and good; create food and water; detect poison and disease; light; purify food and drink*

Cleric (CL 16th): *mass heal; storm of vengeance; earthquake; cure wounds; lesser restoration; antilife shell; banishment; heal; wind walk; command; dispel evil and good(2); insect plague; freedom of movement; daylight; dispel magic; protection from energy; lightning bolt; water walk; calm emotions; enthrall; gentle repose; lesser restoration; divine favor; endure elements; protection from evil and good; create food and water; detect poison and disease; light; purify food and drink*

Cleric (CL 20th): *mass heal; storm of vengeance; earthquake; cure wounds; lesser restoration; antilife shell; banishment; heal; wind walk; command; dispel evil and good(2); insect plague; freedom of movement; daylight; dispel magic; protection from energy; lightning bolt; water walk; calm emotions; enthrall; gentle repose; lesser restoration; divine favor; endure elements; protection from evil and good; create food and water; detect poison and disease; light; purify food and drink*

Possessions

-

AZATA (LYRAKIEN)



	Low	Moderate	Advanced	Elite
Terrain	Any (Elysium)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Band (2-5x), or Company (6-24x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	55	99	177
Speed	30 ft. Fly 80 ft. (Perfect)			
Size, Type, Alignment	Tiny celestial, chaotic good	Tiny celestial, chaotic good	Tiny celestial, chaotic good	Small celestial, chaotic good
Ability Scores / Saves	STR 3 (-4)	STR 4 (-3)	STR 8 (-1)	STR 12 (+1)
	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 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except evil			
Immunities	Electricity, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Celestial, Draconic, Infernal, Truespeech			
Challenge	3	7	11	15
Special Abilities & Qualities	Freedom of Movement You can use Freedom of Movement, as per the spell, as a constant ability.			
	Truespeech All azatas can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.			
Special Abilities & Qualities	Traveler's Friend The performances and company of a lyrakien ease the burden of travel. Once per day, a creature may spend a minute listening to a lyrakien's performance - doing so removes the effects of exhaustion and fatigue from the listener.			
	Saving Throw Dexterity DC 15 Damage 1d6	Saving Throw Dexterity DC 16 Damage 2d6	Saving Throw Dexterity DC 18 Damage 3d6	Saving Throw Dexterity DC 19 Damage 4d6
	Starlight Blast As a standard action with Recharge 2, a lyrakien can tap into the divine power of Elysium, unleashing a blast of holy starlight in a 5-foot burst. All creatures in this area take radiant damage listed above. A Dexterity save negates this damage. Chaotic good creatures are unaffected by this ability.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2-3 (2) bludgeoning damage.	Slam Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3-2 (1) bludgeoning damage.	Slam Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.	Slam Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>commune (1/week); confusion (1/day); cure wounds (1/day); dancing lights (at will); detect evil and good (at will); detect magic (at will); freedom of movement (at will); silent image (1/day)</i>			
Spellcasting	-			
Possessions	-			

AZER



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	11	49	95	185
Speed	20 ft.			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	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 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
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
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Heated Body A creature that touches the azer or hits it with a melee attack while within 5' of it takes additional fire damage.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Heated Weapons When the azer hits with a metal melee weapon, it deals extra fire damage.			

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

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

Light Hammer Ranged weapon attack: +1 to hit, one target. Hit 1d4+1 (4) bludgeoning damage.

Warhammer Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.

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

Light Hammer Ranged weapon attack: +0 to hit, one target. Hit 1d4+1 (4) bludgeoning damage.

Warhammer Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.

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

Light Hammer Ranged weapon attack: +3 to hit, one target. Hit 1d4+4 (6) bludgeoning damage.

Warhammer Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.

Light Hammer Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit +X (0) bludgeoning damage.

Light Hammer Ranged weapon attack: +1 to hit, one target. Hit 1d4+6 (8) bludgeoning damage.

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


Illustration 6: Azer

AZRUVERDA



	Low	Moderate	Advanced	Elite
Terrain	Underground			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Pair, or Brood (3-7x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	61	98	181	339
Speed	50 ft. Climb 30 ft.			
Size, Type, Alignment	Large aberration, chaotic good	Large aberration, chaotic good	Huge aberration, chaotic good	Gargantuan aberration, chaotic good
Ability Scores / Saves	STR 18 (+4)	STR 19 (+4)	STR 23 (+6)	STR 27 (+8)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 23 (+6)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 17 (+3)	CHA 18 (+4)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except magic and slashing			
Immunities	Acid			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 120 ft.
Languages	Aklo, Common, Undercommon			
Challenge	8	12	16	20
Special Abilities & Qualities	Damage 4d6	Damage 6d6	Damage 8d6	Damage 10d6
	Acid Spit An azruverda can spit a stream of acid at a target within 60 feet as a ranged touch attack that deals acid damage.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 22

Vermin Master An azruverda can mentally control to up to twice its own Hit Dice of vermin at any one time through a combination of supernatural pheromones and magical manipulation. To control a vermin, the azruverda must be able to see it, and it must be within 120 feet. Attempting to control a vermin is a standard action-the vermin can resist this attempt with a Wisdom save. If the vermin fails this save, the azruverda can issue a simple mental command like “fight,” “come here,” “go there,” or “stand still” as a swift action. Though composed of thousands of individuals, vermin with the swarm subtype are vulnerable to this ability as well. An azruverda can release a creature from this control as a free action. Vermin affected by this ability act normally unless an azruverda is actively controlling it, but never attack their master azruverda.

Standard Actions

Acid Spit Ranged weapon attack: +3 to hit, one target.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) piercing damage.

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

Acid Spit Ranged weapon attack: +3 to hit, one target.

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

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

Acid Spit Ranged weapon attack: +0 to hit, one target.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+16 (23) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+11 (16) slashing damage.

Acid Spit Ranged weapon attack: +2 to hit, one target.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+22 (32) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+15 (24) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

BADGER



B

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Temperate Forests
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Clan (3-6x)
Treasure	Incidental

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	9	46	100	150
Speed	30 ft. Burrow 10 ft.			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+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 +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	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 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>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d2 (2) slashing damage.</p>	<p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.</p> <p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BADGER (DIRE)



B

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Temperate Forests
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Clan (3-5x)
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	21	43	105	185
Speed	30 ft. Burrow 10 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 4 (-3)	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	-	-	-	-
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	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 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>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+2 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.</p>

Legendary Actions -

Innate -

Spellcasting

Spellcasting -

Possessions -



BAKEJUKIRA



B

	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	89	168	260	363
Speed	15 ft. Swim 60 ft.			
Size, Type, Alignment	Gargantuan undead, lawful evil	Gargantuan undead, lawful evil	Gargantuan undead, lawful evil	Gargantuan undead, lawful evil
Ability Scores / Saves	STR 21 (+5)	STR 22 (+6)	STR 28 (+9)	STR 30 (+10)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)
	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 9 (-1)	WIS 13 (+1)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29

Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 24
Leviathan's Call The tone of a bakekujira's eerie song varies from that of a wistful memory to a burning hatred. As a standard action, a bakekujira can sing. Living creatures within a 120-foot radius of a singing bakekujira must succeed at a Wisdom save or become fascinated or frightened (bakekujira's choice) for 1 round. Any creature that succeeds at this save cannot be affected by the same bakekujira's leviathan's call ability for 24 hours. This is a sonic mind-affecting effect.				

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Constitution DC 17
Damage 4d8**Saving Throw**
Constitution DC 19
Damage 8d8**Saving Throw**
Constitution DC 22
Damage 10d8**Saving Throw**
Constitution DC 24
Damage 12d10**Resonant Song** As a standard action with Recharge 2, the bakekujira can release a damaging resonance, dealing sonic damage to creatures in a 60-foot cone (Constitution save halves).**Special Abilities & Qualities****Saving Throw**
Dexterity DC 17
Damage 2d8+6**Saving Throw**
Dexterity DC 19
Damage 4d8+12**Saving Throw**
Dexterity DC 22
Damage 6d8+16**Saving Throw**
Dexterity DC 24
Damage 8d8+20**Smashing Breach** As a full-round action, a swimming bakekujira can make a special charge attack against a creature on the water's surface. At the end of its charge, the whale breaches, slamming down with incredible force. Any Huge or smaller creatures in the bakekujira's space must succeed at a Dexterity save or take bludgeoning damage and be forced into the nearest empty square adjacent to the bakekujira. Humanoid creatures killed by this ability rise as draugr in 1d6 hours.**Special Abilities & Qualities****Saving Throw**
Wisdom DC 17
Damage 3d6**Saving Throw**
Wisdom DC 19
Damage 4d6**Saving Throw**
Wisdom DC 22
Damage 6d6**Saving Throw**
Wisdom DC 24
Damage 8d6**Undead Parasites** A 30-foot-radius cloud of undead fish and sea birds surrounds a bakekujira. Creatures starting their turn within the cloud must succeed at a Wisdom save or be nauseated for 1 round and take 6d6 points of damage. Creatures with the ability to channel positive energy can suppress this aura for 1 round by expending one use of channel energy. The bakekujira receives a Wisdom save against this effect.**Standard Actions****Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d4+13/19-20 (28) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 6d4+15/19-20 (30) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+16/19-20 (37) piercing damage.**Bite** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d8+18/19-20 (45) piercing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+5 (15) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+5 (15) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+8 (22) bludgeoning damage.**Tail Slap** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+9 (27) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



BAKU



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	31	95	156	254
Speed	30 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	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	all physical attacks except cold iron			
Immunities	psychic, unconscious			
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, Celestial, Common			
Challenge	6	10	14	18

Special Abilities & Qualities

Dream Claws A baku's claws are treated as cold iron and magic for purposes of overcoming resistance.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21**Saving Throw**
Wisdom DC 22

Dream Eating A baku can feed upon the dreams of any single sleeping creature within 100 feet. Alternatively, the baku can feed upon the dreams of a creature that it manages to contact with its dream spell-like ability. A creature can resist this effect with a Wisdom save. When a baku feeds in this way, it can elect to consume only nightmares or all dreams. If it only consumes nightmares, the target creature is immune to the effects of the phantasmal killer spell and other similar attacks for that period of sleep. If the baku instead feeds on all of the creature's dreams, that creature is fatigued upon waking and does not gain any benefits it would have received from sleep, such as natural healing or the ability to regain spells after resting. This is a mind-affecting sleep effect.

Special Abilities & Qualities**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21**Saving Throw**
Wisdom DC 22

Mental Drain When a baku attacks with a claw, it can choose, as a swift action, to deal 1d4 points of Intelligence damage on that attack. A Will save negates this ability damage. A long rest, or restoration or greater healing magic will restore the lost ability damage.

Standard Actions

Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.

Gore Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.

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

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

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

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

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

Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



BANDERSNATCH



B

	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	102	221	318	480
Speed	60 ft. Climb 20 ft.			
Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)	STR 29 (+9)
	DEX 18 (+4)	DEX 19 (+4)	DEX 20 (+5)	DEX 21 (+5)
	CON 19 (+4)	CON 20 (+5)	CON 20 (+5)	CON 24 (+7)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 16 (+3)	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Blindsight 120 ft., Darkvision 120 ft.	Passive Perception +16, Blindsight 120 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 120 ft., Darkvision 120 ft.
Languages	-			
Challenge	8	16	23	27

Special Abilities & Qualities

Brutal Tail The quills and barbs on a bandersnatch's tail cause triple damage on a critical hit from its tail slap.

Special Abilities & Qualities

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 22

Saving Throw
Constitution DC 25

Gaze Confused, range 30 feet, Constitution negates. A bandersnatch can direct its gaze attack against a single foe as a swift action. This is a mind-affecting compulsion effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Dexterity DC 17**Removal Damage** 1d4**Pain** Whenever a creature takes damage from a bandersnatch's tail slap attack, quills, or quill defense, that creature must make a Dexterity save or a quill lodges in its flesh, causing the creature to become sickened until the quill is removed. Removing one quill requires a DC 20 Heal check made as a full-round action. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d10+6 points of damage to the victim.**Special Abilities & Qualities****Quick Recovery** A debilitated bandersnatch recovers with frightening speed. If a bandersnatch starts its turn affected by any or all of the following conditions, these conditions end at the end of its turn: confused, dazed, dazzled, exhausted, fatigued, nauseated, sickened, and stunned. Furthermore, a bandersnatch affected by ability damage or a mind-affecting effect that allows a save receives a single additional save against the effect of its choice at the original DC at the end of its turn in order to shake off the effect.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+8 (17) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+8 (15) slashing damage.**Quills** Ranged weapon attack: +5 to hit, one target. Hit 1d10 (10) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.**Damage** 1d6**Bite** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+10 (19) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+10 (17) slashing damage.**Quills** Ranged weapon attack: +4 to hit, one target. Hit 1d10 (10) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+10 (19) bludgeoning damage.**Damage** 1d8**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+13 (22) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+13 (20) slashing damage.**Quills** Ranged weapon attack: +5 to hit, one target. Hit 1d10 (10) piercing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+13 (22) bludgeoning damage.**Damage** 1d10**Bite** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+17 (35) piercing damage.**Claw** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+17 (31) slashing damage.**Quills** Ranged weapon attack: +7 to hit, one target. Hit 3d8 (10) piercing damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+17 (35) bludgeoning damage.**Damage** 2d8**Special Actions****Quill Defense** Any creature that strikes a bandersnatch with a non-reach melee weapon, unarmed strike, or natural weapon takes piercing damage from the bandersnatch's quills and suffers from the bandersnatch's pain attack.**Special Actions****Quills** With a snap of its tail, a bandersnatch can loose a volley of four quills as a standard action (make an attack roll for each spike). This attack has a range of 300 feet with no range increment. All targets must be within 30 feet of each other. Launched quills regrow in a single round, during which the bandersnatch's defensive abilities are unaffected.**Legendary Actions**

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Innate Spellcasting

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Spellcasting

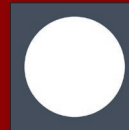
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Possessions

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BANSHEE



B

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any
Rarity	Rare
Role	Skirmisher / Elite
Organization	Solitary
Treasure	Standard

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	59	98	160	248
Speed	Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small undead, chaotic evil	Small 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 22 (+6)	DEX 23 (+6)	DEX 24 (+7)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Sunlight Powerlessness			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Common, Elvish			
Challenge	8	12	19	23

Special Abilities & Qualities

Hear Heartbeat A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.
Negative Energy A banshee's incorporeal touch attack deals necrotic damage.
Sunlight Powerlessness If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.

Special Abilities & Qualities

Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
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Terror A creature damaged by the banshee's touch attack must make a Wisdom save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect, the banshee's touch attempts to dispel one such effect with greater dispel magic (CL 14th). Necrotic damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Constitution DC 16
Damage 40**Saving Throw**
Constitution DC 17
Damage 60**Saving Throw**
Constitution DC 16
Damage 80**Saving Throw**
Constitution DC 21
Damage 100

Wail With Recharge 1, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 30 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a Constitution save. (This save is only required once per wail.) Creatures under the effects of a fear effect are at disadvantage on this save. Creatures that make their saving throw are sickened for 1d6 rounds. Those that fail take necrotic damage. If a wailing banshee is damaged during a wail, she must make a Wisdom save (DC 5 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence.

Standard Actions**Incorporeal Touch** Melee weapon attack: -1 to hit, reach 5 ft., one target.
Hit 14d4 (11) necrotic damage.**Incorporeal Touch** Melee weapon attack: -1 to hit, reach 5 ft., one target.
Hit 14d4 (11) necrotic damage.**Incorporeal Touch** Melee weapon attack: +0 to hit, reach 5 ft., one target.
Hit 14d6 (13) necrotic damage.**Incorporeal Touch** Melee weapon attack: +1 to hit, reach 10 ft., one target.
Hit 28d6 (20) necrotic 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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BAREGARA



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Forests (Abbyss)
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Troop (3-5x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	47	71	157	273
Speed	30 ft. Climb 40 ft.			
Size, Type, Alignment	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except good			
Immunities	Electricity, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Celestial, Common, Draconic			
Challenge	6	10	16	20
Special Abilities & Qualities	Damage 2d4	Damage 2d6	Damage 2d8	Damage 2d10
	Devouring Grapple The mouth at the center of a baregara's chest automatically deals damage per round to any creature the baregara successfully grapples.			
Special Abilities & Qualities	Monstrous Challenge As a standard action, a baregara can make an Intimidation check to demoralize an opponent. If this check is successful, the baregara surges with power and gains advantage on Strength and Constitution saves and related skill checks, and on attack rolls, for 10 minutes. This ability is usable three times per day.			

**Low****Moderate****Advanced****Elite****Standard
Actions****Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+9 (12) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) slashing damage.**Gore** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+9 (12) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) slashing damage.**Gore** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+8 (14) slashing damage.**Gore** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+12 (26) slashing damage.**Gore** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.**Legendary
Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BARGHEST



B

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Cult (1 plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	48	83	142	226
Speed	30 ft.	30 ft.	30 ft.	35 ft.
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	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 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
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	Goblin, Infernal, Worg			
Challenge	6	10	14	18

Special Abilities & Qualities

Change Shape A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Special Abilities & Qualities

Feed Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Standard Actions

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.

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

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

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

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) slashing damage.

Legendary Actions

-

Innate Spellcasting

blink (3/day); charm monster (1/day); dimension door (1/day); levitate (3/day)

blink (5/day); charm monster (1/day); dimension door (2/day); levitate (5/day)

blink (at will); charm monster (1/day); dimension door (3/day); levitate (at will)

blink (at will); charm monster (3/day); dimension door (5/day); levitate (at will)



Illustration 7: Barghest

BARGHEST (GREATER)



B

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Cult (1 plus others)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	51	91	159	253
Speed	40 ft.			
Size, Type, Alignment	Large fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
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	Goblin, Infernal, Worg			
Challenge	5	9	13	17
Special Abilities & Qualities	Change Shape A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+8 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>blink (3/day); charm monster (1/day); dimension door (1/day); enlarge/reduce (1/day); levitate (3/day)</i>	<i>blink (5/day); charm monster (1/day); dimension door (2/day); enlarge/reduce (1/day); levitate (5/day)</i>	<i>blink (at will); charm monster (1/day); dimension door (3/day); enlarge/reduce (1/day); levitate (at will)</i>	<i>blink (at will); charm monster (3/day); dimension door (5/day); enlarge/reduce (3/day); levitate (at will)</i>
Spellcasting Possessions	-			



BAROMETZ



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Forests
Rarity	Rare
Role	Soldier / Elite
Organization	Solitary
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	70	143	258	407
Speed	40 ft.			
Size, Type, Alignment	Huge plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned	Gargantuan plant, unaligned
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 19 (+4)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 7 (-2)	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	-			
Challenge	8	16	22	26
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 21	Saving Throw Dexterity DC 24
	Damage 2d10	Damage 3d10	Damage 4d10	Damage 6d10
Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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.				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 5d8+13 (36) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 5d8+16/19-20 (38) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 5d10+15/19-20 (42) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 15d8+21/19-20 (88) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BARRACUDA (SWAMP)



B

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Marshes			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pack (2-5x), or School (6-11x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	25	48	92	147
Speed	10 ft. Swim 60 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	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 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 +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Standard Actions	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+16 (20) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B

BASIDIROOND



B

	Low	Moderate	Advanced	Elite
Terrain	Any Non-Cold Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Grove (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	18	42	94	135
Speed	20 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 16 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	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 +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	3	7	12	16

Special Abilities & Qualities

Cold Lethargy Although a basidiron is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidiron cannot use its hallucination cloud or spores.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Constitution DC 14**Saving Throw**
Constitution DC 15**Saving Throw**
Constitution DC 17**Saving Throw**
Constitution DC 18

Hallucination Cloud As a standard action with Recharge 2, a basdirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a Constitution save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately.

Special Abilities & Qualities**Saving Throw**
Constitution DC 14**Saving Throw**
Constitution DC 15**Saving Throw**
Constitution DC 17**Saving Throw**
Constitution DC 18

Spores Any creature struck by a basdirond's slam attack is coated with spores. The creature struck must make a DC 14 Constitution save or these spores take root in his flesh, and particularly in his lungs. Basdirond Spores: Disease-inhaled; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save. Ability score damage is healed in full following a full rest.

Standard Actions**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+10 (12) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BASILISK



B

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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	12	49	95	178
Speed	20 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 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 +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Gaze Turn to stone permanently, range 30 feet, Constitution save negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.			
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) 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 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B



Illustration 8: Basilisk

BASILEUS



B

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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	79	129	201	349
Speed	30 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small fiend, lawful evil	Small fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 26 (+8)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 19 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 20 (+5)	INT 20 (+5)	INT 20 (+5)	INT 22 (+6)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except good			
Immunities	Fire, 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, Aklo, Aquan, Celestial, Common, Draconic, Elvish, Giant, Infernal, Undercommon, Telepathy 100 ft., Tongues			
Challenge	8	12	16	20
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.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

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 18

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 23

Gaze Death (if 6 HD or less) or 6d6 damage and panicked for 2d4 rounds (7 HD or more), range 30 feet, Wisdom DC 31 negates the death or panicked effect. This gaze is a mind-affecting fear effect that causes its targets to perceive Basileus as the most terrifying thing that it can imagine.

Special Abilities & Qualities

Terror Shape While using his gaze ability, Basileus manifests one to five monstrous limbs that can make slam attacks.

Standard Actions

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14 (24) bludgeoning damage.

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

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

Touch Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

Touch Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14 (24) bludgeoning damage.

Special Actions

Tongues You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated as a swift action.

Special Actions

Veil of Forms All creatures see Basileus as a powerful and attractive member of their own race. While using this ability, Basileus's gaze ability is suppressed. He can activate or suppress this ability as a free action.

Legendary Actions

-

Innate Spellcasting

cloudkill (at will); (3/day); etherealness (1/day); invisibility (greater) (3/day); legend lore (1/day); mirage arcane (at will); major image (at will); phantasmal killer (3/day); scorching ray (at will); summon monster v (2 bone devils, 75%) (1/day); tongues (at will); true seeing (3/day); wish (granted to a mortal humanoid only) (3/day)

Spellcasting Possessions

-

-



BAT



B

Low

Moderate

Advanced

Elite

Terrain	Temperate and Hot Forests and Deserts
Rarity	Common
Role	Skirmisher / Minion
Organization	Colony (10-400x)
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	6	16	44	85
Speed	5 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 6 (-2)	STR 12 (+1)	STR 16 (+3)
	DEX 13 (+1)	DEX 14 (+2)	DEX 18 (+4)	DEX 17 (+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 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 20 ft., Darkvision 60 ft.
Languages	-			
Challenge	1	5	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2-5 (4) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d2-1 (1) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d3+4 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d4+8 (10) piercing damage.
Legendary Actions	-			

Low

Moderate

Advanced

Elite

Innate -
Spellcasting -
Spellcasting -
Possessions -

B

BAT (DIRE)



B

	Low	Moderate	Advanced	Elite
Terrain	Any Temperate or Tropical			
Rarity	Uncommon			
Role	Skirmisher / 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	22	36	81	143
Speed	20 ft. Fly 40 ft. (Good)			
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 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 4 (-3)
	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, Blindsight 4 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 4 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 4 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 4 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.
Legendary Actions	-			



Low



Moderate



Advanced



Elite

Innate -

Spellcasting -

Spellcasting -

Possessions -

B

BAT (MOBAT)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forests, Hills, or Underground			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Colony (2-8x)			
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	35	67	129	197
Speed	20 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
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 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	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, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.
Languages	-			
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 20
	Screech Once per day as a standard action, a mobat can produce an ear-splitting screech that stuns non-mobats in a 20-foot-radius burst. All creatures within the area must make a Constitution save or be staggered for 1d3 rounds. Other mobats and urdefhans are immune to this effect. This is a sonic mind-affecting effect.			
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B

BAT (SKAVELING)



B

	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary or Colony (2-8x)			
Treasure	Incidental			

	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	37	63	122	153
Speed	20 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil	Huge undead, chaotic evil
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 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	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +11, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 120 ft., Darkvision 60 ft.
Languages	Undercommon			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Disease: Ghoul Fever: Bite - injury; save Constitution; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. Ability score damage is restored after a long rest, or with any magical healing.			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Paralysis A Skaveling's bite attack can render its 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.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Constitution DC 14**Saving Throw**
Constitution DC 15**Saving Throw**
Constitution DC 18**Saving Throw**
Constitution DC 19

Screech Once per day as a standard action, a Skaveling can produce an ear-splitting screech that stuns non-Skavelings in a 20-foot-radius burst. All creatures within the area must make a Constitution save or be staggered for 1d3 rounds. Other Skavelings and urdefhans are immune to this effect. This is a sonic mind-affecting effect.

Standard Actions**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+7 (16) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+10 (24) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+15 (33) piercing damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BAT (SOOTWING)



B

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Any Land
Rarity	Rare
Role	Skirmisher / Minion
Organization	Solitary or Colony (4-12x)
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	7	29	66	98
Speed	5 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 3 (-4)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	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 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	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 2 ft., Darkvision 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 14	Saving Throw Constitution DC 15
	Paralysis A bite attack can render its 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.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Disease Ghoul Fever: Bite - injury; save Constitution; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. Ability score damage is restored after a long rest, or with any magical healing.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d3-3 (2) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4-2 (1) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BAT SWARM



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Temperate or Tropical
Rarity	Common
Role	Skirmisher / Normal
Organization	Solitary, Pair, Flight (3-6x), or Colony (11-20x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	15	35	60	83
Speed	5 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)
	DEX 13 (+1)	DEX 15 (+2)	DEX 16 (+3)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 9 (-1)	CON 9 (-1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 2 (-4)	CHA 2 (-4)	CHA 2 (-4)	CHA 2 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +13, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 2 ft., Darkvision 60 ft.
Languages	-			
Challenge	3	8	13	18
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 12	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
	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	Wounding Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Medicine check or the application of a cure spell or some other healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Swarm Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



BAYKOK



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Artillery / Normal
Organization	Solitary, Gang (2-5x), or Flight (6-12x)
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	38	62	87	151
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small undead, neutral evil	Small undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 15 (+2)	STR 20 (+5)
	DEX 18 (+4)	DEX 20 (+5)	DEX 18 (+4)	DEX 19 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
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 Healed 2d6	Damage Healed 4d6	Damage Healed 6d6	Damage Healed 8d6
Special Abilities & Qualities	Devour Soul A baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a Constitution save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via raise dead (resurrection and more powerful effects work normally). When a baykok devours a soul in this way, it heals damage and becomes hasted for 4 rounds (as if affected by haste). This is a death effect.			
	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19
Special Abilities & Qualities	Once per day, a baykok can unleash a bloodcurdling howl. Any living creature within a 30-foot-radius burst becomes paralyzed with fear for 1 round unless it resists with a Wisdom save. Any creature that makes this saving throw is instead shaken for 1 round. This is a fear effect.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Constitution DC 14**Saving Throw**
Constitution DC 15**Saving Throw**
Constitution DC 16**Saving Throw**
Constitution DC 19

Infused Arrows A baykok creates arrows of bone as it fires its bow-it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +1 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of necrotic damage on a hit. Further, the first creature struck in a round by a baykok's arrow must make a Constitution save to avoid being paralyzed for 1d3 rounds. A baykok can fire normal arrows from its bow if it wishes-such arrows, however, do not gain the special negative energy damage or paralysis effects.

Standard Actions**Composite Longbow**
Ranged weapon attack: +6 to hit, one target. Hit 1d8x3 (1) piercing damage.**Composite Longbow**
Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) piercing damage.**Composite Longbow**
Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) piercing damage.**Composite Longbow**
Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) piercing damage.**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.**Claw** Melee weapon attack: -1 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+3 (6) slashing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BEAR (DIRE)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Forests
Rarity	Rare
Role	Brute / Normal
Organization	Solitary or Pair
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	36	76	164	246
Speed	40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +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
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+5 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+9 (14) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.</p>

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B

BEAR (GRIZZLY)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Forests
Rarity	Rare
Role	Brute / Normal
Organization	Solitary or Pair
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	41	65	134	214
Speed	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	18 (+4)	STR	18 (+4)	STR	20 (+5)	STR	22 (+6)
	DEX	11 (+0)	DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)
	CON	17 (+3)	CON	17 (+3)	CON	19 (+4)	CON	21 (+5)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	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 +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-
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Challenge	5	8	12	16
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Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.	Bite Melee weapon attack: +5 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 3d6+10 (20) piercing damage.
	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.

Low

Moderate

Advanced

Elite

Legendary
Actions -

Innate
Spellcasting -

Spellcasting
Possessions -

B

BEAR (POLAR)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Coastlines or Plains
Rarity	Rare
Role	Brute / Normal
Organization	Solitary or Pair
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	56	93	155	231
Speed	40 ft. Swim 20 ft.			

Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	20 (+5)	STR	20 (+5)	STR	22 (+6)	STR	25 (+7)
	DEX	15 (+2)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)
	CON	18 (+4)	CON	18 (+4)	CON	20 (+5)	CON	22 (+6)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	14 (+2)	WIS	14 (+2)	WIS	17 (+3)	WIS	17 (+3)
	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 +12, Darkvision 60 ft.	Passive Perception +12, 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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Standard Actions	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.
	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+10 (14) slashing damage.	Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B

BEAR (POLAR, DIRE)



B

Low

Moderate

Advanced

Elite

Terrain	Cold Coastlines or Plains			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Pair			
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	16	41	105	176
Speed	40 ft.			
Size, Type, Alignment	Medium animal, unaligned	Medium animal, unaligned	Medium animal, unaligned	Large animal, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)	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 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	7	11	15

Standard Actions	Low	Moderate	Advanced	Elite
Bite Melee weapon attack: +2 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+3 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+7/19-20 (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: +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: +7 to hit, reach 10 ft., one target. Hit 1d8+7/19-20 (12) slashing damage.	

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B

BEBILITH



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (the Abyss)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Band (2-6x)			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	86	144	222	332
Speed	40 ft. Climb 20 ft.			
Size, Type, Alignment	Large fiend, chaotic evil	Huge fiend, chaotic evil	Huge fiend, chaotic evil	Gargantuan fiend, chaotic evil
Ability Scores / Saves	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)	STR 25 (+7)
	DEX 14 (+2)	DEX 10 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except 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	Abyssal, Cannot Speak, Telepathy 100 ft.			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	Dismantle Armor If a bebilith hits a foe with two claw attacks, it can attempt to peel away the target's armor and shield as a free action by making an additional attack roll. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a Dexterity save.			
Special Abilities & Qualities	Penetrating Strike A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating resistance. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.			
	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**
Constitution DC 16**Saving Throw**
Constitution DC 18**Saving Throw**
Constitution DC 20**Saving Throw**
Constitution DC 22

Rot A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a Constitution save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. Healing magic can also halt the rot effect. The ability score damage is restored after a long rest, or after healing magic is applied.

Special Abilities & Qualities**Saving Throw** DC 16**Saving Throw** DC 18**Saving Throw** DC 20**Saving Throw** 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 Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer 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 DC 20 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 gain 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 1d10+7 (12) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7/19-20 (10) slashing damage.

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 1d8+9/19-20 (14) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+11/19-20 (16) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+13 (27) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13/19-20 (24) slashing damage.

Legendary Actions

-

Innate Spellcasting*plane shift (self only) (at will)***Spellcasting**

-

Possessions

-



BEE (GIANT QUEEN)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary or Colony (1 plus others)			
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	57	93	157	238
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 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	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 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	Vulnerable to Smoke			
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	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 4 rounds; effect 1d2 Constitution damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			
Special Abilities & Qualities	Vulnerable to Smoke Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Constitution save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.	Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.	Sting Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BEE (GIANT)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Plains
Rarity	Uncommon
Role	Soldier / Normal
Organization	Solitary or Colony (1 plus others)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	21	38	96	156
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 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	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	Vulnerable to Smoke			
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	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Sting - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			
Special Abilities & Qualities	Vulnerable to Smoke Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Constitution save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Sting Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Sting Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Sting Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BEE-MAN OF BELLIS



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forest
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	31	57	111	209
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small aberration, neutral evil	Small aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 16 (+3)
	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 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	diseased, paralyzed, poisoned, unconscious, stunned			
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, Druidic			
Challenge	5	9	13	17

Special Abilities & Qualities

Amorphous The Bee-Man exists as a hive mind controlling a body of swarming bees. He is immune to any physical spell or effect that targets a specific number of creatures (including single-target spells). This immunity doesn't apply to spells and effects generated by the Bee-Man himself, nor to mind-affecting effects that target single creatures. The Bee-Man takes half again as much damage (+50%) from damaging area effects. He is also susceptible to high winds and is treated as a Tiny creature for the purposes of determining wind effects. The Bee-Man can be targeted by spells as if he were a creature of the vermin type.

Apian Emissaries The Bee-Man can use bees to duplicate the effect of prying eye or whispering wind at will (caster level 13th). A successful DC 15 Perception check identifies the presence of the bees that act as the sensors for these spells, but a DC 20 Nature check is required to realize they are behaving under outside influence.

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**
Constitution DC 15**Saving Throw**
Constitution DC 17**Saving Throw**
Constitution DC 20**Saving Throw**
Constitution DC 26**Poison Slam** - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Strength damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full upon a long rest or with any magical healing**Special Abilities & Qualities****Swarmlike** The Bee-Man exists as a hive mind controlling a body of swarming bees. He is immune to any physical spell or effect that targets a specific number of creatures (including single-target spells). This immunity doesn't apply to spells and effects generated by the Bee-Man himself, nor to mind-affecting effects that target single creatures. The Bee-Man takes half again as much damage (+50%) from damaging area effects. He is also susceptible to high winds and is treated as a Tiny creature for the purposes of determining wind effects. The Bee-Man can be targeted by spells as if he were a creature of the vermin type.**Standard Actions****Slam** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 2d6-2 (1) bludgeoning damage.**Slam** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 2d6-2 (1) bludgeoning damage.**Slam** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 3d6 (8) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 6d6+4 (25) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*alter self (male human only) (3/day); augury (3/day); commune with nature (1/day); contact other plane (1/day); divination (3/day); geas (1/day); glibness (/day); reincarnate (1/day); summon (1 wasp swarm or 1d4+1 giant bees only) (1/day)**alter self (male human only) (5/day); augury (5/day); commune with nature (1/day); contact other plane (1/day); divination (5/day); geas (3/day); glibness (/day); reincarnate (3/day); summon (1 wasp swarm or 1d4+1 giant bees only) (3/day)**alter self (male human only) (at will); augury (at will); commune with nature (1/day); contact other plane (1/day); divination (at will); geas (3/day); glibness (/day); reincarnate (3/day); summon (1 wasp swarm or 1d4+1 giant bees only) (3/day)**alter self (male human only) (at will); augury (at will); commune with nature (1/day); contact other plane (1/day); divination (at will); geas (5/day); glibness (/day); reincarnate (5/day); summon (1 wasp swarm or 1d4+1 giant bees only) (5/day)***Spellcasting Possessions**

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-



BEETLE (FIRE)



B

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Pair, or Collective (3-6x)			
Treasure	Standard			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	21	61	107
Speed	30 ft. Fly 30 ft. (Poor)			
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 12 (+1)	STR 17 (+3)
	DEX 9 (-1)	DEX 10 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	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 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
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	1	5	9	13

Special Abilities & Qualities

Luminescence A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Standard Actions

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.
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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B

BEETLE (GIANT STAG)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Cluster (3-6x)			
Treasure	None			

☒ 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	72	143	211
Speed	20 ft. Fly 20 ft. (Poor)			
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 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 13 (+1)	CON 13 (+1)	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 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
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	7	11	15	18
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	<p>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 bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +4 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 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +4 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+13 (20) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



BEETLE (GOLIATH STAG)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Forests or Plains
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Herd (3-8x)
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	47	100	178	264
Speed	30 ft. Fly 30 ft. (Poor)			
Size, Type, Alignment	Large vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 23 (+6)	STR 25 (+7)	STR 28 (+9)
	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 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	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	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	7	11	15	19
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
	<p>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 bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+16 (30) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 6d6+19 (40) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 9d6+22 (54) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BEETLE (SCARAB)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Deserts
Rarity	Common
Role	Skirmisher / Normal
Organization	Solitary or Swarm (3-9x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	31	69	124	188
Speed	40 ft. Climb 20 ft. Fly 20 ft. (Average)			

Size, Type, Alignment	Medium vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
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Ability Scores / Saves	STR	17 (+3)	STR	18 (+4)	STR	21 (+5)	STR	24 (+7)
	DEX	14 (+2)	DEX	10 (+0)	DEX	14 (+2)	DEX	12 (+1)
	CON	10 (+0)	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	3 (-4)	CHA	3 (-4)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	diseased, psychic, paralyzed
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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	-
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Challenge	5	9	13	17
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Special Abilities & Qualities	Gnaw A scarab beetle deals 1 point of Strength damage on a successful bite. This damage is doubled against creatures with no armor or natural armor, but creatures in heavy armor or with a natural armor bonus of +10 or greater are immune, as are creatures immune to critical hits or without flesh. This ability damage is restored upon a long rest, or with any magical healing			
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Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+14 (24) piercing damage.
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Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B

BEETLE (SLICER)



B

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary or Cluster (2-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	40	66	131	205
Speed	40 ft. Fly 20 ft. (Poor)			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 12 (+1)
	CON 13 (+1)	CON 13 (+1)	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 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
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	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.

Crippling Bite A slicer beetle's bite attack threatens a critical hit on a roll of 19-20. If a slicer beetle scores a critical hit on a target, its mandibles cut deep, resulting in a wound that causes 1d6 bleed and leaving its foe staggered for 1d3 rounds from the tremendous pain dealt.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7/19-20 (14) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9/19-20 (20) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12/19-20 (22) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+15/19-20 (29) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B

BEETLE (STALK)



B

	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Swarm (2-8x), or Plague (9-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	50	95	151
Speed	30 ft. Burrow 10 ft. Climb 20 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, 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

Sawtooth In addition, a stalk beetle deals 1 point of bleed damage upon a successful critical hit with its bite attack.

Standard Actions	Low	Moderate	Advanced	Elite
	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+5 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B

BEHEADED



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Patrol (3-6x)
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	4	19	60	89
Speed	Fly 40 ft. (Perfect)			
Size, Type, Alignment	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Small undead, neutral evil
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	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	Slam Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d2 (2) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B

BEHEADED (BELCHING, FLAMING, GRABBING, SCREAMING)



B

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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	3	26	65	95
Speed	Fly 40 ft. (Perfect)			
Size, Type, Alignment	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Small undead, neutral evil
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, Fire, 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
Special Abilities & Qualities	Acid Damage 1d6	Acid Damage 2d6	Acid Damage 3d6	Acid Damage 4d6
	Acid Belch The beheaded can make a ranged touch attack with a maximum range of 30 feet that deals acid damage.			
Special Abilities & Qualities	Fire Damage 1d4	Fire Damage 1d6	Fire Damage 2d4	Fire Damage 2d6
	Flaming The beheaded gains fire immunity and its slam attack deals additional fire damage and might catch the target on fire.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 12**Saving Throw**
Wisdom DC 13**Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 17**Screaming** This type of beheaded can scream out with Recharge 2. Every creature within 30 feet must succeed at a Wisdom save or be shaken for 1d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, any creature in the area can't be affected by that beheaded's scream for the next 24 hours.**Standard Actions****Slam** Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d2 (2) bludgeoning damage.**Slam** Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.**Slam** Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BEHEADED (FAMILIAR)



B

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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	2	31	74	90
Speed	Fly 40 ft. (Perfect)			
Size, Type, Alignment	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Small undead, neutral evil
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, 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	1	6	10	14
Standard Actions	Slam Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d2 (2) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B

BEHEADED (SWARMING)



B

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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	4	33	62	89
Speed	Fly 40 ft. (Perfect)			
Size, Type, Alignment	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Small undead, neutral evil
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	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 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, diseased, exhaustion, fatigued, Flanking, psychic, paralyzed, poisoned, unconscious, stunned, Weapon Damage			
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	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
	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	Slam Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d2 (2) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B

BEHEMOTH (TEMPEST)



B

	Low	Moderate	Advanced	Elite
Terrain	Any Air			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	119	240	462	584
Speed	40 ft. Fly 200 ft. (Good)			
Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 21 (+5)	STR 22 (+6)	STR 28 (+9)	STR 31 (+10)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Aging, Bleed, diseased, Electricity, Fire, psychic, Negative Levels, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	10	20	33	37



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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.

Regeneration You are difficult to kill. You heal damage at 20 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 your 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.

Ruinous A behemoth's natural attacks penetrate resistance as if they were epic/mythic and magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic (CL 20th).

Unstoppable If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.

Special Abilities & Qualities

Gale A tempest behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.

Scales A tempest behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action.

Special Abilities & Qualities

Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 24	Saving Throw Dexterity DC 25
Electricity Damage 3d6	Electricity Damage 4d6	Electricity Damage 6d6	Electricity Damage 8d6
Sonic Damage 3d6	Sonic Damage 4d6	Sonic Damage 6d6	Sonic Damage 8d6

Thunderbolt As a standard action with Recharge 2, a behemoth can shoot a bolt of lightning that deals electricity damage and sonic damage, and that causes permanent deafness in a 200-foot line (Dexterity save halves damage and negates deafness).

Standard Actions

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d4+13 (16) piercing damage.

Scales Ranged weapon attack: +5 to hit, one target. Hit 1d8 (8) bludgeoning damage.

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

Wings Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+13 (41) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 1d4+15 (18) piercing damage.

Scales Ranged weapon attack: +4 to hit, one target. Hit 1d8 (8) bludgeoning damage.

Talons Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+15 (22) slashing damage.

Wings Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 8d6+15 (43) bludgeoning damage.

Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 1d6+16 (20) piercing damage.

Scales Ranged weapon attack: +7 to hit, one target. Hit 1d10 (10) bludgeoning damage.

Talons Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 2d8+16 (25) slashing damage.

Wings Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 8d8+16 (52) bludgeoning damage.

Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 1d8+19 (24) piercing damage.

Scales Ranged weapon attack: +7 to hit, one target. Hit 2d8 (9) bludgeoning damage.

Talons Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d8+19 (32) slashing damage.

Wings Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 16d6+19 (75) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting Possessions

-

-



BEHEMOTH (THALASSIC)



B

	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	119	228	455	587
Speed	40 ft. Fly 200 ft. (Good)			
Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 28 (+9)	STR 31 (+10)
	DEX 19 (+4)	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Aging, Bleed, diseased, Electricity, Fire, psychic, Negative Levels, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	10	20	33	37



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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.

Regeneration You are difficult to kill. You heal damage at 20 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 your 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.

Ruinous A behemoth's natural attacks penetrate resistance as if they were epic/mythic and magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic (CL 20th).

Unstoppable If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.

Special Abilities & Qualities

Gale A tempest behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.

Scales A tempest behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action.

Special Abilities & Qualities

Saving Throw Dexterity DC 18

Saving Throw Dexterity DC 20

Saving Throw Dexterity DC 24

Saving Throw Dexterity DC 25

Electricity Damage 2d6

Electricity Damage 3d6

Electricity Damage 5d6

Electricity Damage 7d6

Sonic Damage 2d6

Sonic Damage 3d6

Sonic Damage 5d6

Sonic Damage 7d6

Thunderbolt As a standard action with Recharge 2, a behemoth can shoot a bolt of lightning that deals electricity damage and sonic damage, and that causes permanent deafness in a 200-foot line (Dexterity save halves damage and negates deafness).

Standard Actions

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d4+13 (16) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 1d4+15 (18) piercing damage.

Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 1d6+16 (20) piercing damage.

Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 1d8+19 (24) piercing damage.

Scales Ranged weapon attack: +5 to hit, one target. Hit 1d8 (8) bludgeoning damage.

Scales Ranged weapon attack: +4 to hit, one target. Hit 1d8 (8) bludgeoning damage.

Scales Ranged weapon attack: +6 to hit, one target. Hit 1d10 (10) bludgeoning damage.

Scales Ranged weapon attack: +7 to hit, one target. Hit 2d8 (9) bludgeoning damage.

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

Talons Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+15 (22) slashing damage.

Talons Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 2d8+16 (25) slashing damage.

Talons Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d8+19 (32) slashing damage.

Wings Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+13 (41) bludgeoning damage.

Wings Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 8d6+15 (43) bludgeoning damage.

Wings Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 8d8+16 (52) bludgeoning damage.

Wings Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 16d6+19 (75) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



BEHEMOTH (THUNDER)



B

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

	Low	Moderate	Advanced	Elite
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Armor Class	22 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	117	229	333	451
Speed	30 ft. Burrow 30 ft.			

Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR 21 (+5)	STR 24 (+7)	STR 28 (+9)	STR 31 (+10)
	DEX 8 (-1)	DEX 8 (-1)	DEX 4 (-3)	DEX 8 (-1)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)

Saving Throws	-	-	-	-
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Resistances	all physical attacks			
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Immunities	Acid, Aging, Bleed, diseased, Fire, psychic, Negative Levels, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
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Vulnerabilities	-			
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Senses	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.
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Languages	Aklo (cannot speak)			
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Challenge	10	20	25	29
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Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23	Saving Throw Constitution DC 25
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Mighty Roar As a standard action with Recharge 2, a thunder behemoth can issue a mighty roar in a 60-foot cone that duplicates the effect of a prismatic spray (Constitution save for half damage). This is a sonic effect.

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

Special Abilities & Qualities

Regeneration You are difficult to kill. You heal damage at 20 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 your 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.

Ruinous A behemoth's natural attacks penetrate resistance as if they were epic/mythic and magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic (CL 20th).

Unstoppable If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.

Special Abilities & Qualities

Saving Throw
Constitution DC 18
Damage 2d6

Saving Throw
Constitution DC 20
Damage 3d6

Saving Throw
Constitution DC 23
Damage 4d6

Saving Throw
Constitution DC 25
Damage 6d6

Rock Spitting A thunder behemoth can spit rocks from the essentially inexhaustible store in its gizzard. It can spit up to four rocks as a standard action, with a range increment of 60 feet. A creature that is critically hit by one of these rocks must make a Constitution save to resist being stunned for 1 round.

Special Abilities & Qualities

Saving Throw
Dexterity DC 18
Ongoing Damage 2d6

Saving Throw
Dexterity DC 20
Ongoing Damage 4d6

Saving Throw
Dexterity DC 23
Ongoing Damage 6d6

Saving Throw
Dexterity DC 25
Ongoing Damage 8d6

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

Standard Actions

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+13 (23) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+18 (28) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+16 (30) piercing damage.

Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+19 (37) piercing damage.

Gore Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+13 (23) piercing damage.

Gore Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+18 (28) piercing damage.

Gore Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+16 (30) piercing damage.

Gore Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+19 (37) piercing damage.

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

Stomps Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+18 (25) bludgeoning damage.

Stomps Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d8+8 (17) bludgeoning damage.

Stomps Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d8+9 (22) bludgeoning damage.

Special Actions

Saving Throw
Dexterity DC 18
Damage 2d8

Saving Throw
Dexterity DC 20
Damage 3d8

Saving Throw
Dexterity DC 23
Damage 4d8

Saving Throw
Dexterity DC 25
Damage 6d8

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 2d8+13 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



BEHIR



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Hills and Deserts
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Pair
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	44	105	176	282
Speed	40 ft. Climb 20 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	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	-			
Immunities	Electricity			
Vulnerabilities	-			
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.
Languages	Common			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	Damage 4d6	Damage 6d6	Damage 8d6	Damage 10d6
Special Abilities & Qualities	Breath Weapon 20' Line of Lightning electricity damage, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
	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).			



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.

Special Abilities & Qualities

Swallow Whole If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If a swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+6 (12) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+16 (30) piercing damage.



Illustration 9: Behir

BELKER



B

Low

Moderate

Advanced

Elite

Terrain	Any (Plane of Air)
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Clutch (3-4x)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	27	62	133	201
Speed	30 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Medium elemental, neutral evil	Large elemental, neutral evil	Large elemental, neutral evil	Huge elemental, neutral evil
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, 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	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4

Smoke Claws A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a Constitution save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing necrotic damage per round. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another Constitution save to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Smoke Form A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 50 feet (perfect).

Standard Actions

Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.

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

Wing Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.

Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+2 (6) piercing damage.

Claw Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+2 (6) slashing damage.

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

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.

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

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+6 (13) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+6 (13) slashing damage.

Wing Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+3 (10) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BERBALANG



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary or Pack (2-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	31	62	122	164
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 18 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good or silver			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16

Special Abilities & Qualities

Projection Once per day as a full-round action, a berbalang can enter a trance that separates the creature's spirit from its body. This splits the berbalang's current hit points in half between its body and its spirit. The berbalang's spirit body gains the incorporeal subtype and special ability; otherwise, it retains the same statistics as its physical self with the following changes: AC -3, single incorporeal touch attack that deals 1d4 Constitution damage on a hit as its sole attack. This spirit projection can travel no more than 1 mile away from the berbalang's body. Because the creature is only partially in existence when in this state, its body gains displacement as the spell. When separated in this way, the berbalang's body is unconscious and helpless. If the berbalang's body is injured while in this state, the separated projection immediately returns to its body, and the body loses displacement. If the physical body is slain, the spirit body immediately dies as well. If the spirit is reduced to 0 or fewer hit points, it returns to the body immediately. A berbalang in spirit form can end the effect at any time as a standard action, at which point the spirit immediately returns to the body. When a berbalang's spirit form returns to the body, add both the spirit body's hit points and the physical body's hit points back together to determine the creature's current hit point total. Ability score damage inflicted from the projection's touch attack is recovered following a long rest or any magical healing.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+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>Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p>Incorporeal Touch Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.</p> <p>Incorporeal Touch Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.</p> <p>Incorporeal Touch Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



BHOLE



B

Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Rare
Role	Brute / Elite
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	93	173	290	386
Speed	50 ft. Burrow 50 ft.			
Size, Type, Alignment	Gargantuan monstrosity, chaotic neutral	Gargantuan monstrosity, chaotic neutral	Gargantuan monstrosity, chaotic neutral	Gargantuan monstrosity, chaotic neutral

Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 29 (+9)	STR 32 (+10)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)

Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Acid, diseased, Fire, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Aklo			
Challenge	8	14	20	24

Special Abilities & Qualities	Saving Throws DC 17	Saving Throws DC 19	Saving Throws DC 21	Saving Throws DC 23
	<p>Breath Weapon With Recharge 2, a bhole can expel a prodigious amount of thick slime from its gullet. This breath weapon has a range of 900 feet, and creates a 40-foot-diameter spread of slime in its targeted area. Any creature within this area must succeed at a Constitution save or be stunned for 1d4 rounds. The slime transforms the area it coats into difficult terrain. Furthermore, any creature that is in the area (or that attempts to enter the area) must succeed at a Dexterity save or be entangled by the slime. Bhole slime persists for 2d6 hours and bhole lairs are typically pre-caked with the stuff. A bhole can move through bhole slime without penalty.</p>			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d8**Damage** 2d8**Damage** 3d8**Damage** 4d8

Swallow Whole If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 17

Damage 1d8**Saving Throw**

Dexterity DC 19

Damage 2d8**Saving Throw**

Dexterity DC 21

Damage 3d8**Saving Throw**

Dexterity DC 23

Damage 5d8

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: +7 to hit, reach 20 ft., one target. Hit 6d4+20/19-20 (35) piercing damage.

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

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d4+20/19-20 (35) piercing damage.

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

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+25/19-20 (46) piercing damage.

Slam Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 3d8+25/19-20 (38) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d8+28/19-20 (55) piercing damage.

Slam Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+28/19-20 (49) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BHUTA



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Above-Ground Natural Area			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or with a group of Animals			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	19 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	83	151	235	283
Speed	Fly 30 ft. (Perfect)			
Size, Type, Alignment	Small undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 20 (+5)	DEX 20 (+5)	DEX 22 (+6)	DEX 21 (+5)
	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 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Cold Iron Weakness			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	8	14	18	22
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 22
	Blood Drain As a standard action, a bhuta can suck blood from an adjacent opponent that is taking bleed damage. The target takes 1d6 points of Constitution damage (Constitution save halves). The bhuta heals 5 hit points each time it drains blood. Ability score damage is recovered in full following a long rest, or the application of magical healing.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Cold Iron Weakness A cold iron weapon is considered to be magical when used against a bhuta. A magic cold iron weapon always functions as a ghost touch weapon when used against a bhuta.

Standard Actions

Incorporeal Claws Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 5d6 (8) slashing damage.

Incorporeal Claws Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 5d8 (10) slashing damage.

Incorporeal Claws Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 10d6 (11) slashing damage.

Incorporeal Claws Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 15d6 (14) slashing damage.

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

-

Possessions

-



BLACK CLAW ELITE



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Underground or Deep Forest
Rarity	Uncommon
Role	Soldier / Normal
Organization	Solitary, Gang (2-4x), or Nest (5-30x+)
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	26	39	78	124
Speed	30 ft.	35 ft.	35 ft.	35 ft.
Size, Type, Alignment	Small humanoid, lawful evil	Small humanoid, lawful evil	Small humanoid, lawful evil	Medium humanoid, lawful evil
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 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 12 (+1)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	Dazzled in bright light.			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Draconic			
Challenge	4	8	12	16
Standard Actions	Longsword Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0/19-00 (4) slashing damage. Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.	Longsword Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0/19-00 (4) slashing damage. Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.	Longsword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage. Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.	Longsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d819-00 (410) bludgeoning damage. Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d6x3 (1) bludgeoning damage.



Low



Moderate



Advanced



Elite

Legendary

-

Actions

Innate

-

Spellcasting

Spellcasting

-

Possessions

Longsword; shortbow; arrows (20x)

B

BLACK MAGGA



B

✘ Low

✘ Moderate

✘ Advanced

✘ Elite

Terrain	Deep Oceans
Rarity	Rare
Role	Controller / Solo
Organization	Solitary
Treasure	Triple

✘ Low

✘ Moderate

✘ Advanced

✘ Elite

Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	95	189	278	425
Speed	20 ft. Swim 60 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	22 (+6)	STR	26 (+8)	STR	30 (+10)
	DEX	16 (+3)	DEX	16 (+3)	DEX	12 (+1)	DEX	14 (+2)
	CON	20 (+5)	CON	22 (+6)	CON	24 (+7)	CON	28 (+9)
	INT	20 (+5)	INT	21 (+5)	INT	21 (+5)	INT	23 (+6)
	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 Acid, all physical attacks except cold iron and magic

Immunities psychic, Petrification, Polymorph

Vulnerabilities -

Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
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Languages Abyssal, Celestial, Common, Draconic, Infernal, Thassilonian

Challenge	7	11	15	19
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Special Abilities & Qualities	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 25
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Breath of Madness Black Magga can exhale a cloud of foul-smelling, poisonous breath as a standard action with Recharge 1. This cloud of black smoke fills a 60-foot cone. All creatures in the area take 1d6 points of Wisdom damage and become confused for 1d6 rounds (a Wisdom save halves the Wisdom damage and negates the confusion effect). This is a mind-affecting poison effect. This breath weapon cannot be used while underwater. Ability score damage is restored with magical healing or after a long rest.

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 hit points by 1d6. If an attack that includes an energy drain scores a critical hit, it reduces twice as many hit points. A draining creature regains 5 hit points for each hit point reduced from an opponent. The maximum hit point reduction remains until 24 hours have passed or until it is removed with a spell, such as restoration.
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Saving Throws DC 18

Saving Throws DC 20

Saving Throws DC 22

Saving Throws DC 25

Warp Dimensions Black Magga's presence distorts the dimensions. Any creature that attempts to utilize a teleportation effect while within 300 feet of Black Magga must succeed at a Wisdom check or the teleport effect fails. If the effect fails, the creature that attempted to create that effect must succeed at a Constitution save or be nauseated for 1d6 rounds.

Special Abilities & Qualities

-

Transdimensional Tentacles Black Magga's tentacles allow her to see into and infiltrate the Ethereal Plane and the Plane of Shadow while she is on the Material Plane. This allows her not only to be aware of these planes and the creatures there, but also to shift her tentacles through these planes to attack their inhabitants. She can even phase her tentacles in and out of existence, effectively reaching through walls and other solid barriers to attack foes on the other side, provided that area is not warded by a dimensional lock or similar effect. She can grapple foes with her tentacles normally, but cannot pull grappled foes or objects through planes as her tentacles shift between them.

Standard Actions

Bite Melee weapon attack: +6 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: +8 to hit, reach 20 ft., one target. Hit 3d6+13 (24) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+18 (39) piercing damage.

Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+1 (6) bludgeoning damage.

Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10 (10) bludgeoning damage.

Tentacle Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+1 (8) bludgeoning damage.

Tentacle Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6 (8) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BLACK PUDDING



B

	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	11 (natural armor)	12 (natural armor)	12 (natural armor)	12 (natural armor)
Hit Points	55	104	180	264
Speed	20 ft. Climb 20 ft., Suction			
Size, Type, Alignment	Large ooze, unaligned	Huge ooze, unaligned	Huge ooze, unaligned	Gargantuan ooze, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+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 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, 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	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	Acid Damage 1d6	Acid Damage 2d6	Acid Damage 3d6	Acid Damage 4d6
	<p>Acid A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A Dexterity save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes acid damage unless the weapon's wielder succeeds on a Dexterity save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object.</p>			

	☒ 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> <p>Split Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.</p> <p>Suction The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, all attempts to shift a black pudding from its position are made at disadvantage.</p>			
Standard Actions	<p>Slam Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d6+1 (4) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BLAST SHADOW



B

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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	36	75	138	176
Speed	40 ft.			
Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	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 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, Fire, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	6	10	14	18
Special Abilities & Qualities	Fire Damage 1d4	Fire Damage 2d4	Fire Damage 3d4	Fire Damage 4d4
	Cloud of Smoke and Fire A blast shadow can, as a free action, surround itself with a cloud of smoke that burns living flesh.			
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Fire Damage 2d6	Fire Damage 3d6	Fire Damage 4d6	Fire Damage 5d6
	Death Burst When a blast shadow is reduced to 0 or fewer hit points, it explodes in a blast of flame. Dexterity save for half damage.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Claw** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.**Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.**Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+5 (12) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7 (18) slashing damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

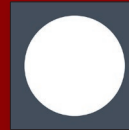
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Possessions

-



BLIGHTED FEY SATYR



B

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary or Pair			
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	30	78	152	229
Speed	40 ft.			

Size, Type, Alignment	Small fey, chaotic evil	Medium fey, chaotic evil	Medium fey, chaotic evil	Large fey, chaotic evil
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Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)

Saving Throws	-	-	-	-
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Resistances Cold, all physical attacks except cold iron or good; cold iron

Immunities diseased, paralyzed, poisoned, Polymorph

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.
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Languages Common, Sylvan

Challenge	4	8	12	16
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Special Abilities & Qualities

Cyth-V'sug's Unity Blighted fey within 100 feet of each other can communicate through a shared fungal hive mind.

Fungal Rejuvenation The Blighted Fey gains Fast Healing 5 while within 300 yards of any blighted tree within the Fangwood and while on moist ground.

Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20
	Parasitic Bond Following a successful Thorn Throw attack, the target must make a Constitution save or be cursed. For 5 rounds, all hit point damage taken by the blighted fey is halved and the target takes the other half.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Pipes A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a Wisdom save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spelllike abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are , and a satyr can craft a replacement with 1 week of labor.

Special Abilities & Qualities

Saving Throw
Constitution DC 16

Tainted Blood Any creature that successfully ingests all or part of a Blighted Fey must make a Constitution save or take 1 point of Str damage and 1 point of Dex damage. 1 minute later, the creature must save again or be nauseated 1 min and take 1d6 Str damage and 1d6 Dex damage. Ability score damage is removed after a long rest, or with any magical healing.

Standard Actions

Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-20 (1) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-20 (1) piercing damage.

Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/x3 (6) piercing damage.

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

Thorn Ranged weapon attack: +4 to hit, one target. Hit 1d3 (4) piercing damage.

Saving Throw
Constitution DC 17

Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-20 (1) piercing damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-20 (1) piercing damage.

Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d6/x3 (6) piercing damage.

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

Thorn Ranged weapon attack: +1 to hit, one target. Hit 1d4 (4) piercing damage.

Saving Throw
Constitution DC 19

Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6/19-20 (8) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+6/19-20 (8) piercing damage.

Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.

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

Thorn Ranged weapon attack: +3 to hit, one target. Hit 1d6 (6) piercing damage.

Saving Throw
Constitution DC 20

Dagger Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/19-20 (8) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+8/19-20 (10) piercing damage.

Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.

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

Thorn Ranged weapon attack: +3 to hit, one target. Hit 1d8 (8) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-



BLINDHEIM



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Pair, or Family (3-5x)			
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	25	68	127	201
Speed	30 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 15 (+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 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	Blindness			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Blinding Gaze A blindheim's eyes emit bright light to a range of 30 feet. Any creature within the area must make a Constitution save or be blinded for 1 hour. Blindheims can see normally in the light generated by their eyes, which illuminates a 30-foot spread with bright light. Creatures with light blindness or light sensitivity take the normal penalties within 30 feet of a blindheim that is using its blinding gaze. A blindheim can activate or suppress this ability as a free action.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.</p>	<p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.</p>

Legendary Actions -

Innate Spellcasting -

Spellcasting -

Possessions -



BLINK DOG



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Plains or Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Pack (3-14x)			
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	18	54	111	180
Speed	40 ft.			
Size, Type, Alignment	Medium monstrosity, lawful good	Medium monstrosity, lawful good	Medium monstrosity, lawful good	Large monstrosity, lawful good
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 14 (+2)	STR 17 (+3)
	DEX 13 (+1)	DEX 14 (+2)	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 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 +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Sylvan			
Challenge	3	7	11	15
Special Abilities & Qualities	Blink You can use Blink, as per the spell, as a constant ability.			
Standard Actions	Bite Melee weapon attack: +0 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: +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.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Legendary
Actions

Innate

Spellcasting

blink (at will); dimension door (self only) (at will)

B



Illustration 10: Blink Dog

BOAR



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Tropical Forests			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Group (3-8x)			
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	18	52	111	180
Speed	40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 11 (+0)
	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 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B

BOAR (DIRE)



B

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Temperate or Tropical Forests			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Herd (3-8x)			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	36	78	137	226
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 21 (+5)	STR 23 (+6)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Standard Actions	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B

BOAR (SARGAVAN)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Tropical Forests
Rarity	Common
Role	Soldier / Normal
Organization	Solitary, Pair, or Group (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	18	52	107	190
Speed	40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 4 (-3)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	2	6	10	14
Standard Actions	Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.	Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+16 (23) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B

BODAK



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land (evil Outer Plane)
Rarity	Rare
Role	Leader / Normal
Organization	Solitary, Pair, or Gang (3-4x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	56	97	146	189
Speed	20 ft.			
Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 7 (-2)	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron			
Immunities	diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Sunlight Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.			
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 Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	HP Reduction 1d6	HP Reduction 1d8	HP Reduction 2d6	HP Reduction 3d6
	Death Gaze Reduces victim's maximum and current hit points, 30 feet; Constitution negates. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect. Reductions to maximum HP are removed following a long rest.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

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

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

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

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6 (16) bludgeoning damage.



B

Illustration 11: Bodak

BODYTHIEF



B

Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Forests
Rarity	Rare
Role	Leader / Elite
Organization	Solitary
Treasure	Double

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	84	132	230	401
Speed	5 ft.			
Size, Type, Alignment	Huge plant, lawful evil	Huge plant, lawful evil	Gargantuan plant, lawful evil	Gargantuan plant, lawful evil
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 3 (-4)	DEX 3 (-4)	DEX 1 (-5)	DEX 1 (-5)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, Sonic, stunned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Common (cannot speak), Dwarven, Elvish, Orc (cannot speak), Sylvan (cannot speak)			
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
	Absorb Essence Creatures in a bodythief's stomach have their maximum and current hit point totals reduced (Constitution save halves these reductions) each round at the start of the bodythief's turn. If the creature dies from this effect, its body disintegrates and the bodythief absorbs its life essence. This is a death effect. Max hit point reductions are removed following a long rest, or any magical healing.			
Special Abilities & Qualities	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21	Saving Throw Dexterity DC 24
	Acid Damage 4d6	Acid Damage 6d6	Acid Damage 8d6	Acid Damage 10d6
	Breath Weapon 80' Line of Acid, Reflex save halves, Recharge 2. You are immune to your own breath weapon.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Spawn Pod Creature Once a bodythief has absorbed the life essence of a Large or smaller creature, it can begin growing a duplicate of that creature as a free action. Growing a Tiny or smaller duplicate takes 1 round, a Small duplicate 3 rounds, a Medium duplicate 5 rounds, and a Large duplicate 10 rounds. Duplicates are identical to the creature whose life essence has been devoured. They closely resemble the original creature and retain all its memories. The newly created spawn has none of the original creature's equipment, though the bodythief can vomit forth any surviving swallowed gear as a move action. As the duplicate hatches, the bodythief makes a Disguise check to determine the resemblance to the original. The duplicate must be grown within 24 hours of the original's digestion, or its essence and memories dissipate. Only a single duplicate can be made of any given creature.

Telepathy A bodythief can communicate telepathically with its spawn at a range of up to 1000 feet.

Transfer A bodythief can transfer a creature grappled with a tentacle to its mouth with a move action and a successful Bite attack roll against the grappled creature.

Vexing Vines Each of the bodythief's tentacle vines plus its bite attack can deliver its own attack of opportunity, giving the bodythief five attacks of opportunity per round. It cannot deliver attacks of opportunity with a portion of its body being used to grapple.

Special Abilities & Qualities

Damage 2d6

Damage 4d6

Damage 6d6

Damage 8d6

Swallow Whole If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.

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

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+12 (21) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+16 (34) piercing damage.

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

Tentacle Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d6+15 (18) bludgeoning damage.

Tentacle Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Tentacle Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BOGEYMAN



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Solo
Organization	Solitary
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	30	47	98	202
Speed	30 ft.	30 ft.	35 ft.	35 ft.
Size, Type, Alignment	Small fey, neutral evil	Small fey, neutral evil	Medium fey, neutral evil	Large fey, neutral evil
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 17 (+3)
	DEX 18 (+4)	DEX 20 (+5)	DEX 18 (+4)	DEX 18 (+4)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 18 (+4)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 16 (+3)	CHA 17 (+3)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Aklo, Common			
Challenge	8	12	17	21
Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23
	<p>Deepest Fear A bogeyman is cloaked in a 30-foot aura of fear. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. The first time it ends its turn within the aura, a creature must make a Wisdom save or become shaken for as long as it stays within the aura. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a fear effect.</p>			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 21**Saving Throw**
Wisdom DC 23**Striking Fear** If a bogeyman inflicts a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A Wisdom save negates this increase. In addition, a critical hit from the bogeyman's claw forces any target that has successfully saved against the creature's fear aura to make another Wisdom save against its effects, even if 24 hours have not yet passed. This is a fear effect.**Special Abilities & Qualities****Terrible Rejuvenation** A bogeyman gains fast healing 5 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself.**Standard Actions****Claw** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6-1 (1) slashing damage.**Claw** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6-1 (1) slashing damage.**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) slashing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+5 (16) slashing damage.**Legendary Actions**

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Innate Spellcasting

-

Spellcasting

-

Possessions

-



BOGGARD



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Marshes
Rarity	Rare
Role	Brute / Normal
Organization	Solitary, Pair, or Army (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	28	67	116	187
Speed	20 ft. Swim 30 ft., Swamp Stride			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 13 (+1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 7 (-2)	DEX 8 (-1)	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 11 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
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			
Challenge	3	7	11	15
Special Abilities & Qualities	<p>Sticky Tongue A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a disadvantage to AC as long as the tongue is attached. The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 14, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.</p>			
Special Abilities & Qualities	<p>Saving Throw Wisdom DC 13</p>	<p>Saving Throw Wisdom DC 14</p>	<p>Saving Throw Wisdom DC 17</p>	<p>Saving Throw Wisdom DC 19</p>
	<p>Terrifying Croak Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any nonboggard creature within 30 feet of the boggard must make a Wisdom save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Morningstar Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing, bludgeoning damage.</p> <p>Tongue Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing, bludgeoning damage.</p> <p>Tongue Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing, bludgeoning damage.</p> <p>Tongue Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing, bludgeoning damage.</p> <p>Tongue Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>

Legendary Actions -

Innate -

Spellcasting -

Spellcasting -

Possessions -



BOILBORN (ABYSSAL)



B

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary or Infestation (2-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	23	62	118	194
Speed	10 ft. Climb 10 ft. Swim 10 ft.			
Size, Type, Alignment	Tiny ooze, unaligned	Tiny ooze, unaligned	Tiny ooze, unaligned	Small ooze, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)
	DEX 3 (-4)	DEX 3 (-4)	DEX 3 (-4)	DEX 1 (-5)
	CON 18 (+4)	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 4 (-3)	WIS 4 (-3)	WIS 4 (-3)	WIS 4 (-3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	Acid, all physical attacks except good			
Immunities	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Acid Damage 1d6	Acid Damage 2d6	Acid Damage 3d6	Acid Damage 4d6
	Death Throes When killed, a boilborn pops in a 10-foot radius burst that deals acid damage (Dexterity save halves).			

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

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Disease (Demon Fever) Any creature struck by this creature's slam attack or death throes must succeed in a Constitution save or contract Demon Fever. Disease-contact; save Constitution; frequency 1/day; effect 1d6 Con damage; cure 2 consecutive saves. Ability score damage is healed in full following a full rest.

Standard Actions

Slam Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d2+4 (6) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BOILBORN (BLINDBORN)



B

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary or Infestation (2-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	12 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	13	40	85	148
Speed	10 ft. Climb 10 ft. Swim 10 ft.			
Size, Type, Alignment	Tiny ooze, unaligned	Tiny ooze, unaligned	Tiny ooze, unaligned	Small ooze, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	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 1 (-5)	WIS 1 (-5)	WIS 4 (-3)	WIS 4 (-3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Acid			
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 +7, Blindsight 60 ft.	Passive Perception +7, Blindsight 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Acid Damage 1d6	Acid Damage 2d6	Acid Damage 3d6	Acid Damage 4d6
Special Abilities & Qualities	Death Throes When killed, a boilborn pops in a 10-foot radius burst that deals acid damage (Dexterity save halves).			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Disease (Blinding Sickness) Any creature struck by this creature's slam attack or death throes must succeed in a Constitution save or contract Blinding Sickness. Disease-contact; save Constitution; frequency 1/day; effect 1d4 Str damage; cure 2 consecutive saves. If at any point the victim suffers more than 2 Str damage from this disease, victim must make an additional save or become permanently blinded. Ability score damage is healed in full following a full rest; blindness can only be healed magically.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d2+1 (2) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 0 ft., one target. Hit 1d3+6 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BOILBORN (INFERNAL)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Minion
Organization	Solitary or Infestation (2-20x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	20	51	101	178
Speed	10 ft. Climb 10 ft. Swim 10 ft.			
Size, Type, Alignment	Tiny ooze, unaligned	Tiny ooze, unaligned	Tiny ooze, unaligned	Small ooze, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)
	DEX 3 (-4)	DEX 3 (-4)	DEX 3 (-4)	DEX 2 (-4)
	CON 18 (+4)	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 4 (-3)	WIS 4 (-3)	WIS 4 (-3)	WIS 4 (-3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except good			
Immunities	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Death Throes When killed, a boilborn pops in a 10-foot radius burst that deals acid damage (Dexterity save halves).			

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

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Disease (Devil Chills) Any creature struck by this creature's slam attack or death throes must succeed in a Constitution save or contract Devil Chills. Disease-contact; save Constitution; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves. Ability score damage is healed in full following a full rest.

Standard Actions**Slam** Melee weapon

attack: +3 to hit, reach 0 ft., one target. Hit 1d2+4 (6) bludgeoning damage.

Slam Melee weapon

attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) bludgeoning damage.

Slam Melee weapon

attack: +4 to hit, reach 0 ft., one target. Hit 1d3+6 (8) bludgeoning damage.

Slam Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BOILBORN (PLAGUEBORN)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Minion
Organization	Solitary or Infestation (2-20x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	13 (natural armor)	13 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	17	59	124	173
Speed	10 ft. Climb 10 ft. Swim 10 ft.			
Size, Type, Alignment	Small ooze, unaligned			
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 18 (+4)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 3 (-4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 4 (-3)	WIS 4 (-3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	Acid			
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 +7, Blindsight 60 ft.	Passive Perception +7, Blindsight 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 20
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Death Throes When killed, a boilborn pops in a 10-foot radius burst that deals acid damage (Dexterity save halves).			
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20
	Disease (Cackle Fever) Any creature struck by this creature's slam attack or death throes must succeed in a Constitution save or contract Cackle Fever. Disease-contact; save Constitution; frequency 1/day; effect 1d6 Wis damage; cure 2 consecutive saves. Ability score damage is healed in full following a full rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Slam Melee weapon attack: +3 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 1d4+9 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BOILBORN



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Minion
Organization	Solitary or Infestation (2-20x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	12 (natural armor)	12 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	18	56	116	189
Speed	10 ft. Climb 10 ft. Swim 10 ft.			
Size, Type, Alignment	Tiny ooze, unaligned	Tiny ooze, unaligned	Tiny ooze, unaligned	Small ooze, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 4 (-3)	WIS 4 (-3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Acid			
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 +7, Blindsight 60 ft.	Passive Perception +7, Blindsight 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4
	Death Throes When killed, a boilborn pops in a 10-foot radius burst that deals acid damage (Dexterity save halves).			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Disease (Leprosy) Any creature struck by this creature's slam attack or death throes must succeed in a Constitution save or contract Leprosy. Disease-contact; save Constitution; frequency 1/week; effect 1d2 Cha damage; cure 2 consecutive saves. Ability score damage from this disease is healed only with restoration or greater healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d2+1 (2) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BONESTORM



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	31	46	60	111
Speed	Fly 50 ft. (Clumsy)			
Size, Type, Alignment	Tiny undead, chaotic evil			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 10 (+0)
	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 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-			
Resistances	-			
Immunities	Cold, Critical Hits, diseased, exhaustion, fatigued, Flanking, psychic, paralyzed, poisoned, unconscious, stunned, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17
	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	Gather Bones By spending a full-round action in the same square as a dead creature, a bonestorm can shred the flesh from the corpse and absorb the bones into its swarm. The absorption grants the bonestorm healing. The amount of healing depends on the size of the body absorbed. A Small creature grants 2 points of healing. A Medium grants 5 points, Large grants 10 points, and Huge grants 20 points. A bonestorm gains no benefit from collecting the skeletons of creatures smaller than Small, or additional benefit beyond that noted for creatures larger than Huge.			

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

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 17

Unholy Winds A bonestorm is surrounded by fierce netherwinds, the howls and raging essences of souls forever trapped within a whirlwind of death. As such, the area within 10 feet of a bonestorm is affected by winds of windstorm force. Creatures that enter this area must make a Constitution save or be affected by the high winds as dictated by their size: Small or smaller creatures are blown away, Medium creatures are knocked down, Large creatures suffer disadvantage on attack rolls and saves, and larger creatures are unaffected. In addition, these winds are responsible for a bonestorm's movement and protect it from the damage and dispersal diminutive swarms typically face when affected by powerful winds.

Special Abilities & Qualities

Wrath A bonestorm cuts apart creatures occupying the same space as it, not just with splintered bones and bludgeoning skulls, but with the unholy energies of the damned souls that make up the undead whirlwind. Thus, 3d6 points of the damage dealt by a bone swarm is physical, and 3d6 points are necrotic damage, resulting directly from unholy power.

Standard Actions

Swarm Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d6 bludgeoning and slashing / 1d6 necrotic damage

Swarm Melee weapon attack: +5 to hit, reach 0 ft., one target. Hit 2d6 bludgeoning and slashing / 2d6 necrotic damage

Swarm Melee weapon attack: +7 to hit, reach 0 ft., one target. Hit 3d6 bludgeoning and slashing / 3d6 necrotic damage

Swarm Melee weapon attack: +9 to hit, reach 0 ft., one target. Hit 4d6 bludgeoning and slashing / 4d6 necrotic damage

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BOTFLY (GIANT)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Jungle
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Colony (10-30x)
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	30	65	113
Speed	5 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Small vermin, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 8 (-1)
	DEX 12 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 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	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
	<p>Infestation Upon each successful sting attack, the giant botfly implants an egg in the victim subcutaneously. Each implanted egg reacts to the warmth of the victim's body, triggering its hatching. One day later, the egg releases a pupa that devours the host's flesh as it develops, growing to the size of a small mouse, at which point it reaches its larval stage. If left untreated, the larva continues to develop until it kills the host or 1 week has passed, at which point it burrows out of the body and drops to the ground, where it transforms into an adult giant botfly. Individual larvae may be squeezed or cut out of the host with a DC 10 Medicine check, though each attempt inflicts 1d4 points of slashing damage whether or not it's successful. Any healing magic that affects diseases will destroy all larvae without further harm to the host. Giant botfly larvae: Infestation; save Constitution; Onset 1 day; Frequency 1/day for 1 week; Effect 1 Con damage per larva. Ability damage from this condition is only healed via restoration or more powerful healing magic.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Sting Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2-4 (4) piercing damage.	Sting Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3-4 (3) piercing damage.	Sting Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3-2 (1) piercing damage.	Sting Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



BOTFLY SWARM



B

Low

Moderate

Advanced

Elite

Terrain	Warm Jungles and Swamps
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary or Colony (2-20x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	10	34	77	145
Speed	0 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 8 (-1)
	DEX 13 (+1)	DEX 9 (-1)	DEX 14 (+2)	DEX 12 (+1)
	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 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	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	<p>Infestation Upon each successful sting attack, the giant botfly implants an egg in the victim subcutaneously. Each implanted egg reacts to the warmth of the victim's body, triggering its hatching. One day later, the egg releases a pupa that devours the host's flesh as it develops, growing to the size of a small mouse, at which point it reaches its larval stage. If left untreated, the larva continues to develop until it kills the host or 1 week has passed, at which point it burrows out of the body and drops to the ground, where it transforms into an adult giant botfly. Individual larvae may be squeezed or cut out of the host with a DC 10 Medicine check, though each attempt inflicts 1d4 points of slashing damage whether or not it's successful. Any healing magic that affects diseases will destroy all larvae without further harm to the host. Giant botfly larvae: Infestation; save Constitution; Onset 1 day; Frequency 1/day for 1 week; Effect 1 Con damage per larva. Ability damage from this condition is only healed via restoration or more powerful healing magic.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	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 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 3d6 (10) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 4d6 (16) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BRAIN MOLE



B

Low

Moderate

Advanced

Elite

Terrain	Temperate Forests, Hills, or Plains
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Nest (3-5x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	22	54	104	165
Speed	20 ft. Burrow 20 ft.			

Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
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Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+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 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	-	-	-	-
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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., Tremorsense 120 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 120 ft.
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Languages	-
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Challenge	2	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.
Second Sight Brain moles can sense the presence of creatures whose minds have been opened to the world of magic. Brain moles can notice and locate any creature within 60 feet that is capable of casting spells (whether they are arcane, divine, or psychic spells). This functions identically to blindsight, except that it applies only to creatures that can cast spells.

Special Abilities & Qualities **Brain Drain** When a brain mole maintains a grapple against a creature to which it is attached, it automatically deals an amount of damage equal to its bite damage. Whenever a brain mole successfully deals damage to a creature to which it is attached, it drains some of that creature's mental energy. If the creature is a spellcaster, the spellcaster loses a single spell he has prepared, or a single unused spell slot if he is a spontaneous spellcaster. The creature chooses which spell or spell slot is lost, but can't lose a 0-level spell in this way. If the creature is not a spellcaster or has no prepared spells or unused spell slots of 1st-level or higher, this ability instead deals 1 point of Intelligence, Wisdom, and Charisma damage. Either way, the brain mole regains 1d6 hit points each time it uses this ability as long as it drains at least one spell or deals at least 1 point of ability damage. Ability damage inflicted in this manner is recovered via a long rest.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6-3 (1) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8-3 (1) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+3 (10) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	<i>expeditious retreat</i> (1/day); <i>mind thrust</i> (1/day); <i>silent image</i> (1/day)	<i>expeditious retreat</i> (2/day); <i>mind thrust</i> (2/day); <i>silent image</i> (2/day)	<i>expeditious retreat</i> (3/day); <i>mind thrust</i> (3/day); <i>silent image</i> (3/day)	<i>expeditious retreat</i> (5/day); <i>mind thrust</i> (5/day); <i>silent image</i> (5/day)
Spellcasting Possessions	-	-	-	-



BRAIN OOZE



B

	Low	Moderate	Advanced	Elite
Terrain	Any Ruins or Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, Flight (3-6x), or Colony (7-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	27	75	150	248
Speed	5 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Tiny ooze, neutral evil	Tiny ooze, neutral evil	Tiny ooze, neutral evil	Small ooze, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 6 (-2)	STR 10 (+0)
	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 14 (+2)	CON 18 (+4)	CON 20 (+5)
	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 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, Polymorph, 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	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Neural Pulse Creatures hit by a brain ooze's tentacle must succeed at a Constitution save or take 1d6 points of Intelligence damage and be staggered for 1d4 rounds. Each time a brain ooze causes Intelligence damage, it regains 5 hit points. Ability damage inflicted by this creature are restored following a long rest.			
Special Abilities & Qualities	Prescience Limited precognitive abilities grant a brain ooze advantage on initiative checks and Dexterity saves, and attacks against it suffer disadvantage. Brain oozes are never surprised.			
	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**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21**Psychic Noise** The discordant psychic noise emitted by a brain ooze dazes nearby creatures for 1d4 rounds. When a creature begins its turn within the aura, it must succeed at a Wisdom save to negate this effect. Whether or not the save is successful, that creature cannot be affected again by the same brain ooze's psychic noise for 24 hours. An affected creature may attempt a new save to shake off the effect at the end of each of its turns. This is a mindaffecting effect.**Standard Actions****Tentacles** Touch Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4-5 (4) bludgeoning damage.**Tentacles** Touch Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d6-3 (1) bludgeoning damage.**Tentacles** Touch Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d8-1 (1) bludgeoning damage.**Tentacles** Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+1 (8) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BRETHEDAN



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Sky
Rarity	Rare
Role	Skirmisher / Solo
Organization	Solitary, Pair, or Flotilla (3-8x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	26	70	129	197
Speed	0 ft. Fly 30 ft. (Good)			
Size, Type, Alignment	Medium aberration, unaligned	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 13 (+1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft.
Languages	Brethedan, Telepathy 100 ft.			
Challenge	3	7	11	15

Special Abilities & Qualities

Adaptation A Brethedan's body is extremely mutable, and can adapt to respond to virtually any situation. Once per round as an action that does not provoke attacks of opportunity, a Brethedan can reshape its body and chemistry to adopt any of the following qualities - Resistance against a single energy type; An additional natural attack (tentacle, bite, etc.) with damage appropriate to the Brethedan's size; Change its slam damage type to slashing or piercing; Increase its slam damage die by one step (e.g., 1d6 to 1d8); Gain a +4 natural armor bonus to AC; Extend its reach to 20 feet. A Brethedan can only have one modification in effect at any one time-a Brethedan that selects a new adaptation loses any other in effect. More extreme adaptations are also possible (at the GM's discretion) but generally take days or even months to adopt.

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

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

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Special Abilities & Qualities

Saving Throw
Dexterity DC 14

Saving Throw
Dexterity DC 16

Saving Throw
Dexterity DC 18

Saving Throw
Dexterity DC 20

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

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.

Combine Thanks to their perfect communication, Brethedans can combine to work together as parts of a larger organism. As a swift action, a Brethedan adjacent to another can merge with it, becoming a single creature occupying both spaces. The merging Brethedan forfeits its actions to augment the other, and adds its hit points (though not its Hit Dice) to the new creature's collective total. At this time, it also chooses one adaptation-the combined creature gains this benefit, and it cannot be changed unless the combined creature uses its single adaptation action each round to do so. Any number of Brethedans can merge in this fashion, but each adaptation can be gained only once (though resistances to multiple energy types are allowed). The combined creature retains the ability to swap one adaptation each round (not once per component creature). Splitting into the component creatures again is a full-round action, in which all component creatures are released and the remaining hit points are divided evenly. For the purposes of Hit Dice-related effects, the Hit Dice of a combined Brethedan are equal to those of the component creature with the highest CR.

Regeneration You are difficult to kill. You heal damage at 2 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

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

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

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

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+13 (18) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BROWNIE



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests or Plains
Rarity	Common
Role	Skirmisher / Normal
Organization	Solitary, Gang (2-5x), or Band (7-12x)
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	3	20	57	111
Speed	20 ft.	25 ft.	25 ft.	25 ft.
Size, Type, Alignment	Tiny fey, unaligned	Tiny fey, unaligned	Tiny fey, unaligned	Small fey, unaligned
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Elvish, Gnomish, Sylvan			
Challenge	1	6	10	14
Standard Actions	Short Sword Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3-2/19-20 (1) slashing damage.	Short Sword Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3-1/19-20 (1) slashing damage.	Short Sword Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3 19-20 (1) slashing damage.	Short Sword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6/19-20 (8) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>confusion (lesser) (1/day); dancing lights (at will); dimension door (self only) (3/day); mending (at will); mirror image (/day); prestidigitation (at will); (1/day)</i>			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B

BUGBEAR



B

	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, Gang (3-6x), or Warband (7-12x plus others)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	40	93	156
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 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	DEX 11 (+0)	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 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, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Goblin			
Challenge	3	7	11	15

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

Javelin Ranged weapon attack: +0 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.

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

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

Javelin Ranged weapon attack: +1 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.

Morningstar Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing, bludgeoning damage.

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

Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.

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

Shielden Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+5 (7) bludgeoning damage.

Javelin Ranged weapon attack: +2 to hit, one target. Hit 1d8+7 (12) bludgeoning damage.

Morningstar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+3 (10) piercing, bludgeoning damage.

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

Spellcasting

-

Possessions

Javelin (3x); leather armor; morningstar; shield



Illustration 12: Bugbear

BUGGANE



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Rare
Role	Brute / Normal
Organization	Solitary, Pair, Hunting Party (3-5x), or Clan (6-30x)
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	19	57	121	206
Speed	30 ft. Burrow 30 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 11 (+0)	DEX 7 (-2)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	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	Light Blindness			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Giant			
Challenge	2	6	10	14
Special Abilities & Qualities	Earth Distortion With Recharge 2, a buggane can empower itself to completely ignore the physicality of stone and metal, enabling it to pass through stone and metal barriers as easily as air. Until the beginning of the buggane's next turn, the buggane has earth glide and takes no damage from stone or metal weapons, or from the natural attacks of creatures of the earth subtype or stone or metal constructs. Additionally, a buggane's melee attacks ignore any AC bonus (including enhancement bonuses) from metal or stone armor and shields. While using earth distortion, the buggane cannot damage stone or metal constructs or creatures of the earth subtype with its natural attacks.			
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Reud 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	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage. Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage. Gore Melee weapon attack: +6 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 2d6+8 (15) slashing damage. Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+10 (20) slashing damage. Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BULETTE



B

	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Brute / Solo			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	83	128	184	265
Speed	40 ft. Burrow 20 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	8	12	15	18

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9/19-20 (16) piercing damage.

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

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10/19-20 (20) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+7 (12) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+13/19-20 (24) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+16/19-20 (30) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage.

B



Illustration 13: Bulette

BUMBLEBEE (GIANT)



B

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Group (2-5x), or Nest (6-19x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	20	62	96	149
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)
	DEX 20 (+5)	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)
	CON 17 (+3)	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	Vulnerable to Smoke			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Sting - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Constitution damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
Special Abilities & Qualities	Vulnerable to Smoke Smoke from particularly smoky fires or effects causes a giant bee to become nauseated if it fails a Constitution save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.	Sting Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.	Sting Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.	Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+10 (14) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



BUNYIP



B

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Aquatic			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary or Pair			
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	46	79	136	201
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Speed	10 ft. Swim 50 ft.			
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Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
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Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	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 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	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
------------------------	---	--	--	--

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	-			
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Challenge	5	9	13	17
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Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 3d4
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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.

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 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****Special Abilities & Qualities****Saving Throw**
Wisdom DC 13**Saving Throw**
Wisdom DC 14**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 20

Roar A bunyip's roar is supernaturally loud and horrifying. When a bunyip roars (a standard action the creature can perform at will), all hearing creatures with 4 or fewer HD within a 100-foot spread must succeed on a Wisdom save or become panicked for 2d4 rounds. Whether or not the save is successful, creatures in the area are immune to the roar of that bunyip for 24 hours. This is a sonic, mind-affecting fear effect.

Standard Actions**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8/19-20 (1) piercing damage.**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6/19-20 (1) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6/19-20 (13) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9/19-20 (20) piercing damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



BURLEEVS



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Controller / Elite
Organization	Solitary, Pair, or Cabal (3-5x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	37	86	153	224
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 14 (+2)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	all physical attacks except magic			
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	Abyssal, Celestial, Draconic, Protean			
Challenge	5	9	13	17

Special Abilities & Qualities

Frostfire Spirit A burleev is surrounded by either cold or fire energy. The burleev can change the energy type as a swift action. When surrounded by fire, the burleev has the fire subtype, is immune to fire, it adds fire damage to its attacks, and creatures striking it with melee weapons, natural attacks, or unarmed strikes take 1d6 points of fire damage; when surrounded by cold, it instead gains the cold subtype, is immune to cold and deals cold damage rather than fire damage. It can also completely dampen its aura for 1d6 rounds, but cannot reactivate it until this time has passed.

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

Saving Throw
 Constitution DC 15
Damage 1d6

Standard Actions

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

Slam Melee weapon
 attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Slam Melee weapon
 attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

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

Legendary Actions

-

Innate Spellcasting

cure wounds (3/day); detect magic (at will); invisibility (1/day)

Spellcasting

Known Sorcerer Spells (CL 1):
sleep; dancing lights; disrupt undead; mage hand; prestidigitation

Known Sorcerer Spells (CL 6):
chill touch; color spray; magic missile; sleep; dancing lights; disrupt undead; mage hand; prestidigitation

Known Sorcerer Spells (CL 10):
acid arrow; chill touch; color spray; magic missile; sleep; dancing lights; disrupt undead; mage hand; prestidigitation

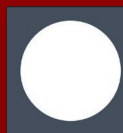
Known Sorcerer Spells (CL 14):
acid arrow; chill touch; color spray; magic missile; sleep; dancing lights; disrupt undead; mage hand; prestidigitation

Possessions

-



BUSTARD



B

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains or Mountains			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	3	29	64	119
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 7 (-2)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-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 +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 1d3-3 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4-3 (2) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.
Legendary Actions	-			



Low



Moderate



Advanced



Elite

Innate

-

Spellcasting

Spellcasting

-

Possessions

-

B

BUTTERFLY



B

	Low	Moderate	Advanced	Elite
Terrain	Any Temperate or Warm			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Kaleidoscope (3-100x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	18 (natural armor)
Hit Points	5	18	40	84
Speed	5 ft. Fly 30 ft. (Average)			
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 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 2 (-4)	CON 2 (-4)	CON 6 (-2)	CON 10 (+0)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	n/a			
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B

CACTUS (HUNTING)



Low

Moderate

Advanced

Elite

Terrain

Warm Deserts and Plains

Rarity

Uncommon

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Wander (3-14x); Companion

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class

15

(natural armor)

15

(natural armor)

16

(natural armor)

16

(natural armor)

Hit Points

19

55

119

213

Speed

30 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 11 (+0)

DEX 11 (+0)

DEX 15 (+2)

DEX 13 (+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 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

7

11

15

Special Abilities & Qualities

Damage 1d4

Damage 2d4

Damage 3d4

Damage 4d4

Needles A creature grappling a hunting cactus or attacking it with a natural attack or unarmed strike takes piercing damage

Standard Actions

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

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

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

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

CACTUS (SNIPER)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts and Plains			
Rarity	Uncommon			
Role	Artillery / Minion			
Organization	Solitary, Pair, or Wander (3-14x); Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	10	49	106	187
Speed	20 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 11 (+0)	DEX 12 (+1)	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 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 +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Standard Actions	<p>Gore Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.</p> <p>Thorn Ranged weapon attack: +1 to hit, one target. Hit 1d8 (8) piercing damage.</p>	<p>Gore Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.</p> <p>Thorn Ranged weapon attack: +2 to hit, one target. Hit 2d6+1 (8) piercing damage.</p>	<p>Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Thorn Ranged weapon attack: +5 to hit, one target. Hit 2d6-1 (1) piercing damage.</p>	<p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Thorn Ranged weapon attack: +3 to hit, one target. Hit 3d6-4/19-20 (1) piercing damage.</p>

CALIKANG



Low

Moderate

Advanced

Elite

Terrain	Temperate or Tropical Hills
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Gang (2-4x), or Tribe (5-12x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	52	88	153	270
Speed	30 ft., Air Walk, Water Walk			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	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 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft., Truesight	Passive Perception +15, Darkvision 60 ft., Truesight	Passive Perception +16, Darkvision 60 ft., Truesight	Passive Perception +19, Darkvision 60 ft., Truesight
Languages	Common, Giant			
Challenge	7	11	15	19

Special Abilities & Qualities

Air Walk You can Wind Walk, as per the spell, as a constant ability.

Fast Healing A calikang 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.

Magic Weapon You can use magic weapon, as per the spell, as a constant ability.

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

Water Walk You can Water Walk, as per the spell, as a constant ability.

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

Suspend Animation As a full-round action, a calikang can enter a state of suspended animation, freezing in place and becoming motionless. It remains aware of its surroundings. In this state, the calikang is immune to disease, inhaled toxins, poison, starvation, and thirst, and receives advantage on all Constitution saves. The calikang can exit this state as an immediate action - if it does so to attack a foe or initiate combat, it gains a +4 insight bonus on its Initiative check.

Special Abilities & Qualities

Saving Throw
Dexterity DC 15
Damage 6d6

Saving Throw
Dexterity DC 15
Damage 8d6

Saving Throw
Dexterity DC 15
Damage 10d6

Saving Throw
Dexterity DC 15
Damage 12d6

Breath Weapon 60-ft. line, energy damage, Dexterity save halves, usable 1/day. A calikang can choose what kind of energy damage its breath weapon inflicts when it uses this ability. Calikangs are particularly adept at using electricity in this manner, and inflict 7 additional points of damage when they elect to inflict electricity damage with their breath weapon.

Standard Actions

Longsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+8/19-20 (15) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8/17-20 (15) slashing damage.

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

Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8/17-20 (15) slashing damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8/17-20 (15) slashing damage.

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

Legendary Actions

-

Innate Spellcasting

air walk (at will); chain lightning (1/day); lightning bolt (1/day); magic weapon (at will); true seeing (at will); water walk (at will)

air walk (at will); chain lightning (1/day); lightning bolt (2/day); magic weapon (at will); true seeing (at will); water walk (at will)

air walk (at will); chain lightning (1/day); lightning bolt (3/day); magic weapon (at will); true seeing (at will); water walk (at will)

air walk (at will); chain lightning (1/day); lightning bolt (5/day); magic weapon (at will); true seeing (at will); water walk (at will)

Spellcasting Possessions

-

+1 longsword (2x)

+1 longsword (2x)

+1 longsword (2x)

+1 longsword (2x)



CALIGNI



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Land

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Solitary

Treasure

Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class **15** (natural armor) **16** (natural armor) **18** (natural armor) **19** (natural armor)

Hit Points 12 50 106 179

Speed 30 ft., Woodland Stride 30 ft., Woodland Stride

Size, Type, Alignment Medium humanoid, unaligned Medium humanoid, unaligned Medium humanoid, unaligned Large humanoid, unaligned

Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 20 (+5)
	DEX 14 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	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 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)

Saving Throws - - - -

Resistances - - - -

Immunities - - - -

Vulnerabilities Light Sensitivity

Senses Passive Perception +12 Passive Perception +15 Passive Perception +17 Passive Perception +18

Languages - - - -

Challenge 4 8 12 16

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

Longsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.

Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d419-00 (210) piercing damage.

Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Longsword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.

Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d419-00 (210) piercing damage.

Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) bludgeoning damage.

Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.

Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d419-00 (210) piercing damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d419-00 (210) piercing damage.

Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) bludgeoning damage.

Longbow Ranged weapon attack: +3 to hit, one target. Hit 2d6x3 (1) bludgeoning damage.

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

Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7/19-00 (10) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d6+8/19-00 (12) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

Ranger (CL 1):
cure wounds; detoxify; hold animal; calm animals; charm animal; dancing lantern; delay cloudkill

Ranger (CL 6):
heavy water; rising water; create holds; insect spies; cure wounds; detoxify; hold animal; calm animals; charm animal; dancing lantern; delay cloudkill

Ranger (CL 10):
heavy water; rising water; create holds; insect spies; cure wounds; detoxify; hold animal; calm animals; charm animal; dancing lantern; delay cloudkill

Ranger (CL 14):
heavy water; rising water; create holds; insect spies; cure wounds; detoxify; hold animal; calm animals; charm animal; dancing lantern; delay cloudkill

Possessions

Longsword; dagger; longbow; arrows (20x)



CALLIGRAPHY WYRM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Urban
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
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	16	52	98	168
Speed	10 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Tiny dragon, unaligned	Tiny dragon, unaligned	Tiny dragon, unaligned	Tiny dragon, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Magical unconscious, paralyzed			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.
Languages	Celestial, Common, Draconic, Infernal			
Challenge	3	7	11	15
Special Abilities & Qualities	<p>Change Shape As a full-round action, a calligraphy wurm can turn into a golden fountain pen decorated with designs reminiscent of sovereign dragons. The wurm gains AC 20 against weapon attacks, but loses all its senses except hearing and blindsight, and cannot take any actions other than to return to its dragon form as a full-round action. The golden pen counts as a tool for the purpose of skill and ability checks.</p>			
Special Abilities & Qualities	<p>Saving Throw Dexterity DC 12</p>	<p>Saving Throw Dexterity DC 13</p>	<p>Saving Throw Dexterity DC 16</p>	<p>Saving Throw Dexterity DC 18</p>
	<p>Ink Spray As a standard action with Recharge 1, a calligraphy wurm can sneeze a 10-foot cone of ink. Creatures must succeed at a Dexterity save or be covered in ink. Affected creatures are treated as though they had failed a saving throw against color spray, except that affected creatures don't take a penalty on Stealth checks, and can remove the blinded condition automatically as a standard action.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Gore Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2-3 (2) piercing damage.	Gore Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3-3 (2) piercing damage.	Gore Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3-1 (1) piercing damage.	Gore Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d4+2 (4) piercing damage.
Legendary Actions	-	-	-	-
Innate	-	-	-	-
Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



CAMEROCERAS



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any Oceans
Rarity	Rare
Role	Soldier / Minion
Organization	Solitary or Pair; Companion
Treasure	Incidental

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	11	28	77	146
Speed	5 ft. Swim 20 ft. Jet 90 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 9 (-1)	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	-			
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	7	11	15
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+2 (4) piercing damage. Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage. Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage. Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage. Tentacle Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CANDLESTONE COURTIER



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Rare
Role	Soldier / Elite
Organization	Solitary, Pair, or Delegation (3-6x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	21 (natural armor)
Hit Points	52	89	165	294
Speed	30 ft.			
Size, Type, Alignment	Small fey, neutral evil	Small fey, neutral evil	Medium fey, neutral evil	Large fey, neutral evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 14 (+2)	STR 19 (+4)
	DEX 20 (+5)	DEX 24 (+7)	DEX 22 (+6)	DEX 23 (+6)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+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 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Aklo, Common, Sylvan, Terran, Undercommon			
Challenge	8	13	19	23
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22
	<p>Fey Bargain Once per week, a Candlestone courtier can grant a limited wish or a permanent +2 inherent bonus to one ability score. In exchange, the bargainer is cursed to be carried off in its dreams each night by the courtier to a never-ending fey ball that, while pleasant as often as not, affects the dreamer as nightmare, requiring a saving throw each night (Wisdom negates). The DC to remove this curse is reduced by 4 if the courtier is killed, and a successful coup de grace on the courtier with a cold iron weapon automatically ends the curse. Ending the curse also ends any noninstantaneous effects of the bargain. A creature can have only one fey bargain at a time.</p>			
Special Abilities & Qualities	<p>See Invisibility You can See Invisibility, as per the spell, as a constant ability.</p> <p>Spellthrust When a courtier threatens a critical hit, it can trigger a spell-like ability with a range of touch against the target.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Buckler Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p> <p>Rapier Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (4) piercing damage.</p>	<p>Buckler Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p> <p>Rapier Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (4) piercing damage.</p>	<p>Buckler Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.</p> <p>Rapier Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6 (4) piercing damage.</p>	<p>Buckler weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p> <p>Rapier weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d3+7 (9) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>disguise self (3/day); etherealness (1/day); faerie fire (3/day); major image (1/day); phantom steed (1/day); see invisibility (3/day)</i>	<i>disguise self (5/day); etherealness (2/day); faerie fire (5/day); major image (2/day); phantom steed (2/day); see invisibility (5/day)</i>	<i>disguise self (at will); etherealness (3/day); faerie fire (at will); major image (3/day); phantom steed (3/day); see invisibility (at will)</i>	<i>disguise self (at will); etherealness (5/day); faerie fire (at will); major image (5/day); phantom steed (5/day); see invisibility (at will)</i>
Spellcasting Possessions	-			



CAPYBARA



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Temperate Coast or Forest
Rarity	Common
Role	Brute / Normal
Organization	Solitary, Pair, or Nest (3-12x); Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	16	48	96	174
Speed	30 ft. Swim 20 ft.	35 ft. Swim 20 ft.	35 ft. Swim 20 ft.	35 ft. Swim 20 ft.
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	2	7	11	15
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: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -



CARBUNCLE



Low

Moderate

Advanced

Elite

Terrain

Any Forests or Swamps

Rarity

Uncommon

Role

Skirmisher / Minion

Organization

Solitary or Group (2-8x)

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class **14** (natural armor) **14** (natural armor) **16** (natural armor) **16** (natural armor)

Hit Points 5 39 98 148

Speed 20 ft.

Size, Type, Alignment Tiny monstrosity, unaligned Tiny monstrosity, unaligned Tiny monstrosity, unaligned Small monstrosity, unaligned

Ability Scores / Saves	Low	Moderate	Advanced	Elite
STR	3 (-4)	4 (-3)	8 (-1)	13 (+1)
DEX	5 (-3)	5 (-3)	10 (+0)	8 (-1)
CON	10 (+0)	10 (+0)	14 (+2)	17 (+3)
INT	4 (-3)	4 (-3)	8 (-1)	8 (-1)
WIS	11 (+0)	11 (+0)	15 (+2)	15 (+2)
CHA	8 (-1)	8 (-1)	12 (+1)	12 (+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**

Special Abilities & Qualities **Empath** Carbuncles possess a crude form of telepathy, allowing them to transmit mild impressions and remembered sensations to other creatures. This form of telepathy cannot convey language or hinder a target in any way (such as by transmitting pain). Thus, a carbuncle can relate a feeling of fear or the faint smell of leaves, but cannot directly warn an ally of a monster or tell of a treasure under a dirt mound.

Special Abilities & Qualities **Fatal Faker** As a standard action three times per day, a carbuncle can teleport as per the spell dimension door, but only within a range of 30 feet. Upon teleporting, the carbuncle leaves behind a perfect replica of itself amid a colored flash and the sound of a reptilian choke. This replica duplicates the carbuncle in all ways, though it is obviously dead and the colorless stone in its head is reduced to worthless dust.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 12**Saving Throw**
Wisdom DC 13**Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 18

Specious Suggestion As a standard action three times per day, a carbuncle can concentrate intently on one creature within its line of sight and attempt to impose its will upon the target. A Wisdom save is enough to resist this compulsion. If the target fails to resist, roll 1d6. On a result of 1-2, the target gains a flash of insight and attacks against it suffer disadvantage for 1 minute. On a result of 3-4, the victim is affected as if by suggestion for 1 minute, and must follow a single (usually embarrassing, always harmless) suggestion from the carbuncle. On a result of 5-6, the victim's thoughts are garbled with those of the carbuncle, imposing disadvantage on the victim's Wisdom saving throws for 1 minute. This is a mind-affecting effect.

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 1d4 (4) piercing damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.**Legendary Actions**

-

Innate

-

Spellcasting

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Spellcasting

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Possessions

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CARNIVOROUS BLOB



Low

Moderate

Advanced

Elite

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

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	13 (natural armor)	11 (natural armor)	12 (natural armor)
Hit Points	70	120	186	268
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Gargantuan ooze, unaligned	Gargantuan ooze, unaligned	Gargantuan ooze, unaligned	Gargantuan ooze, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 21 (+5)	STR 25 (+7)	STR 28 (+9)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 13 (+1)
	CON 16 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks			
Immunities	Acid, Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +5, , Blindsight 60 ft., Tremorsense 120 ft.	Passive Perception +5, , Blindsight 60 ft., Tremorsense 120 ft.	Passive Perception +5, , Blindsight 60 ft., Tremorsense 120 ft.	Passive Perception +6, , Blindsight 60 ft., Tremorsense 120 ft.
Languages	-			
Challenge	8	12	16	20
Special Abilities & Qualities	Absorb Flesh A carnivorous blob cannot eat plant matter or inorganic matter, but it devours living flesh with a voracious speed by dealing 1 point of Constitution damage each time it slams or constricts a creature. Whenever the blob deals Constitution damage in this manner, it heals 10 hit points for each point of Constitution it drains. Excess hit points above its normal maximum are gained as temporary hit points. As soon as a carnivorous blob has at least 50 temporary hit points, it loses those temporary hit points and splits as an immediate action.			
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 7d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

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

Reactive Strike Whenever a carnivorous blob takes damage, it reflexively lashes out with a slam attack. This ability effectively grants the carnivorous blob an attack of opportunity against any adjacent foe that deals it damage. These attacks of opportunity do not count against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reactive strike - rather, they cause the creature to split. Whenever a carnivorous blob takes cold damage, the creature cannot use its reactive strike ability until after it takes its next action in combat.

Split The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Special Abilities & Qualities

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

Standard Actions

Slam Melee weapon attack: +5 to hit, reach 20 ft., one target.
Hit 8d4+13 (33)
bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 20 ft., one target.
Hit 8d4+17 (37)
bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 30 ft., one target.
Hit 8d6+19 (47)
bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 30 ft., one target.
Hit 8d8+22 (58)
bludgeoning damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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CARNIVOROUS CRYSTAL



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any Underground (Plane of Earth)
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Colony (2-4x), or Formation (5-10x)
Treasure	Incidental

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	53	84	135	250
Speed	10 ft. Climb 10 ft.			
Size, Type, Alignment	Small ooze, unaligned	Small ooze, unaligned	Medium ooze, unaligned	Large ooze, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 3 (-4)	DEX 3 (-4)	DEX 1 (-5)	DEX 1 (-5)
	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 1 (-5)	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Fire, all physical attacks			
Immunities	Cold, Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Sonic			
Senses	Passive Perception +5, , Blindsight 120 ft.	Passive Perception +5, , Blindsight 120 ft.	Passive Perception +5, , Blindsight 120 ft.	Passive Perception +6, , Blindsight 120 ft.
Languages	-			
Challenge	8	12	16	20

Special Abilities & Qualities

Brittle Bludgeoning and sonic attacks can inflict critical hits on a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

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.

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

**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 21

Crystallize A creature entrapped by a carnivorous crystal's attack must succeed at a Constitution save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains.

Special Abilities & Qualities**Saving Throw**

Constitution DC 14

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 21

Subsonic Hum An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a Constitution save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect.

Standard Actions**Slam** Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 7d6+6 (30) bludgeoning damage.

Slam Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 7d6+6 (30) bludgeoning damage.

Slam Melee weapon

attack: +4 to hit, reach 5 ft., one target. Hit 7d8+6 (38) bludgeoning damage.

Slam Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 21d6+10 (84) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

-

Possessions

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CARRIONSTORM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (near ghouls)
Rarity	Rare
Role	Lurker / Minion
Organization	Solitary, Flock (2-4x), or Murder (5-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	8	24	73	98
Speed	10 ft. Fly 40 ft. (Clumsy)			
Size, Type, Alignment	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Small undead, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 9 (-1)
	DEX 9 (-1)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, diseased, exhaustion, fatigued, Flanking, psychic, paralyzed, poisoned, unconscious, stunned, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Necril			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
	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	Vulnerable to Channeled Energy A carrionstorm takes 150% as much damage as normal from channeled positive energy.			

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



CARYATID COLUMN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Colonnade (6-11x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	35	54	71	96
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 7 (-2)	DEX 7 (-2)	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	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Stature A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains advantage on its initiative check.			
Standard Actions	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8 (5) slashing damage.	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8 (5) slashing damage.	Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.	Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.



Low



Moderate



Advanced



Elite

Legendary

-

Actions

Innate

-

Spellcasting

Spellcasting

-

Possessions

Longsword

Longsword

Longsword

Longsword



CAT



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Temperate or Hot Plains or Urban
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Pack (3-12x); Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	4	19	51	93
Speed	30 ft.	35 ft.	35 ft.	35 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 6 (-2)	STR 10 (+0)
	DEX 13 (+1)	DEX 14 (+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 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	-	-	-	-
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Resistances	-	-	-	-
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Immunities	-	-	-	-
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Vulnerabilities	-	-	-	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-	-	-	-
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Challenge	1	5	9	13
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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 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.
	Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Claw Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Claw Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CHEETAH



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Warm Plains
Rarity	Common
Role	Skirmisher / 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)	18 (natural armor)
Hit Points	22	48	96	162
Speed	50 ft., Sprint	55 ft., Sprint	55 ft., Sprint	55 ft., Sprint
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 20 (+5)	DEX 19 (+4)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+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 +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	3	7	11	15
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Sprint Once per hour, a cheetah can move at 10 times its normal speed when it makes a charge.

Innate

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Spellcasting

-

Spellcasting

-

Possessions

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CAT (LEOPARD)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Forest
Rarity	Common
Role	Skirmisher / 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	27	53	112	176
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 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	3	7	11	15
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.			

	☒ 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 1d4+3 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.</p>

Legendary Actions	-
Innate Spellcasting	-
Spellcasting	-
Possessions	-



CAT (MARGAY)



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Warm Forests
Rarity	Uncommon
Role	Lurker / Minion
Organization	Solitary or Pair
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	27	66	119
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 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	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 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 +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	<p>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.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p> <p>Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.</p>	<p>Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.</p> <p>Claw Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.</p>	<p>Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.</p> <p>Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+2 (9) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+2 (6) slashing damage.</p>

Legendary Actions -

Innate -

Spellcasting

Spellcasting -

Possessions -



CAT (SABER-TOOTHED)



	Low	Moderate	Advanced	Elite
Terrain	WARM FORESTS OR PLAINS			
Rarity	UNCOMMON			
Role	SKIRMISHER / NORMAL			
Organization	SOLITARY, PAIR, OR DEN (6-10x); COMPANION			
Treasure	NONE			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	17	36	91	150
Speed	40 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	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 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 +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Special Abilities & Qualities	Damage 1d10	Damage 2d8	Damage 2d10	Damage 4d8
	Saber-Toothed Bite Advanced bite attack, only on a grapple check to deal damage.			
Standard Actions	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+7 (10) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CAT (SEA)



Low

Moderate

Advanced

Elite

Terrain	Any Water
Rarity	Uncommon
Role	Soldier / Normal
Organization	Solitary, Pair, or Pride (3-15x)
Treasure	None

Low

Moderate

Advanced

Elite

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	36	56	123	204
Speed	10 ft. Swim 40 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	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 18 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
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.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+4 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) 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: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9 (14) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



CAT SITH



Low

Moderate

Advanced

Elite

Terrain	Temperate Hills
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, or Band (3-7x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	21	39	78	143
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Speak with Animals			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
	False Curse Once per day, a cat sith can fool a creature into believing it has been cursed by the cat sith's black magic. The target must be within 60 feet and must be able to see the cat sith to be affected by the false curse (Wisdom save negates). An affected creature suffers disadvantage on attack rolls, saving throws, ability checks, and skill checks. Because this effect is not a true curse, the target gains a new Wisdom saving throw to end the effect at the beginning of each day. This is a language-dependent, mind-affecting effect that can be affected by any healing magic or effect that removes curses or disease.			
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
No Luck A creature hit by a cat sith's claws must succeed at a Wisdom save or be stricken with lucklessness. For 1d4 rounds, the affected creature suffers disadvantage on attack rolls.				

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See Invisibility** You can See Invisibility, as per the spell, as a constant ability.**Speak with Animals** You can use Speak with Animals, as per the spell, as a constant ability.**Standard Actions****Bite** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.**Claw** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d2+0 (2) slashing damage.**Bite** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.**Claw** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d3+0 (2) slashing damage.**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+2 (4) slashing damage.**Bite** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.**Claw** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+4 (6) slashing damage.**Legendary Actions**

-

Innate*hypnotic pattern (3/day); arcanist's magic aura (3/day); see invisibility (at will); speak with animals (at will)***Spellcasting****Spellcasting**

-

Possessions

-



CATFOLK



Low

Moderate

Advanced

Elite

Terrain	Any Temperate or Warm Forest or Plains, or Urban
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Pride (3-12x+), or Tribe (13-60x+)
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	9	44	83	133
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Large humanoid, chaotic neutral
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 15 (+2)	STR 20 (+5)
	DEX 16 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 10 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 5 (-3)	WIS 5 (-3)	WIS 9 (-1)	WIS 9 (-1)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +7, Darkvision 60 ft.	Passive Perception +7, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	Catfolk, Common			
Challenge	1	6	10	14
Special Abilities & Qualities	Cat's Luck Once per day when a catfolk makes a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Short Sword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) slashing damage.</p> <p>Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4/19-00 (2/10) piercing damage.</p> <p>Shortbow Ranged weapon attack: +6 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Short Sword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (2/10) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (2/10) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Short Sword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6/19-00 (10) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (2/10) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (2/10) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Short Sword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+11/19-00 (14) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d6+11/19-00 (14) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	Short sword; dagger; shortbow			



CATERPILLAR (GIANT)



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Temperate or Warm Forest or Underground
Rarity	Common
Role	Brute / Minion
Organization	Solitary, Pair, or Colony (3-6x); Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	11	42	104	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 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 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	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 16
	Bristles A creature attacking the giant caterpillar with a natural attack or non-reach melee weapon must succeed at a Dexterity save or take damage as if the caterpillar had struck the creature with its bristles attack.			
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			

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

Constitution DC 12

Saving Throw

Constitution DC 12

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 16

Poison Bite - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing**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+2 (6) piercing damage.

Bite Melee weapon

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

Bite Melee weapon

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

Bristles Melee weapon

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

Bristles Melee weapon

attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

Bristles Melee weapon

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

Bristles Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CATOBLEPAS



Low

Moderate

Advanced

Elite

Terrain	Any Swamps
Rarity	Uncommon
Role	Brute / Elite
Organization	Solitary, Pair, or Herd (3-6x)
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	49	92	158	279
Speed	40 ft. Swim 20 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 22 (+6)
	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 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aklo			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
	Poison Breath A catoblepas's horrid, stinking breath is a 60-foot cone of poison gas. Breath - contact; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 3 consecutive saves. Ability damage is healed following a long rest, or any magical healing effect.			
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
	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****Special Abilities & Qualities****Saving Throw**

Dexterity DC 16

Damage 2d6**Saving Throw**

Dexterity DC 17

Damage 4d6**Saving Throw**

Dexterity DC 19

Damage 5d6**Saving Throw**

Dexterity DC 22

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. 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: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing 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 1d6+4 (8) bludgeoning damage.

Bite Melee weapon

attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

Gore Melee weapon

attack: +3 to hit, reach 10 ft., one target. Hit 2d6+9 (20) piercing damage.

Hoof Melee weapon

attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Bite Melee weapon

attack: +3 to hit, reach 10 ft., one target. Hit 3d6+5 (16) piercing damage.

Gore Melee weapon

attack: +3 to hit, reach 10 ft., one target. Hit 2d8+9 (27) piercing damage.

Hoof Melee weapon

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

Bite Melee weapon

attack: +6 to hit, reach 10 ft., one target. Hit 6d6+9 (30) piercing damage.

Gore Melee weapon

attack: +6 to hit, reach 10 ft., one target. Hit 4d8+9 (42) piercing damage.

Hoof Melee weapon

attack: +6 to hit, reach 10 ft., one target. Hit 3d6+4 (14) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CATTLE



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Temperate Plains
Rarity	Common
Role	Soldier / Minion
Organization	Solitary, Pair, or Herd (3-30x); Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	17	38	83	140
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 +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
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	-			



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -



CAULBORN



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Colony (3-12x)
Treasure	Double

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	28	66	125	204
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 20 (+5)	INT 20 (+5)	INT 22 (+6)	INT 22 (+6)
	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)	WIS 19 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Visual Effects			
Vulnerabilities	-			
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 +20, Blindsight 60 ft., Darkvision 60 ft.
Languages	Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Giant, 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 20
	Consume Thoughts A caulborn can consume the thoughts of a willing, helpless, or fascinated creature with a touch attack. If the target fails a Wisdom save, the caulborn can alter the victim's memory as if using modify memory. This process deals 1d4 points of Intelligence and Wisdom damage to the target. Ability damage is healed following a long rest.			
Special Abilities & Qualities	Cooperative Scrying Three or more caulborn joining hands can scry on a place or creature as if using the scrying spell (DC 20), but with no limit to the spell's duration so long as at least three of the caulborn involved continue to join hands and concentrate. This ability functions at CL 7th (or at the highest CL available to the most powerful caulborn in the group).			
	Hive Mind As long as there are at least two caulborn within 300 feet of each other, if one caulborn in the group is aware of a particular danger, they all are. No caulborn in a group is considered flanked or flat-footed unless all of them are.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Thoughtsense A caulborn notices and locates living, conscious creatures within 60 feet, just as if it possessed the blindsight ability. Spells such as nondetection or mind blank make an affected creature undetectable by this sense.

Standard Actions

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10+1 (6) piercing damage.

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

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

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

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

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+8 (22) piercing damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CAVE FISHER



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, or Tangle (3-6x)
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	19	48	97	168
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 10 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	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 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
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	7	11	15
Special Abilities & Qualities	<p>Filament A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Dexterity check. A filament is AC 18, has 5 hit points, and resists all damage except slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p> <p>Filament Ranged weapon attack: +0 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p>Filament Ranged weapon attack: +0 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.</p> <p>Filament Ranged weapon attack: +2 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.</p> <p>Filament Ranged weapon attack: +5 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



CAYHOUND



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Elysium)
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Pack (3-10x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	43	83	143	222
Speed	40 ft.			
Size, Type, Alignment	Medium celestial, chaotic good	Medium celestial, chaotic good	Medium celestial, chaotic good	Large celestial, chaotic good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+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 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	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 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	Celestial			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Damage 3d6	Damage 5d6	Damage 7d6	Damage 9d6
	Thunderous Bark With Recharge 2, a Cayhound can cause every creature within a 15 foot cone to take sonic damage and be knocked prone (Constitution save halves damage and negates knocked prone).			
Special Abilities & Qualities	Unbound Cayhounds move as though under a continuous Freedom of Movement spell.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+8 (17) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+10 (19) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d8+13 (26) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



CAVE SALAMANDER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Mountains or Underground
Rarity	Common
Role	Lurker / Minion
Organization	Solitary, Pair, or Cluster (3-5x); Companion
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	8	36	110	182
Speed	40 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	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 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	2	7	11	15
Standard Actions	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 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13/19-20 (20) piercing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -



CAYPUP



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Skirmisher / Minion

Organization

Solitary or Pack (2-4x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **14** (natural armor) **14** (natural armor) **16** (natural armor) **16** (natural armor)

Hit Points 20 45 91 169

Speed 30 ft.

Size, Type, Alignment Medium celestial, chaotic good Medium celestial, chaotic good Medium celestial, chaotic good Large celestial, chaotic good

Ability Scores / Saves	STR 13 (+1)	DEX 9 (-1)	CON 12 (+1)	INT 4 (-3)	WIS 7 (-2)	CHA 10 (+0)	STR 14 (+2)	DEX 9 (-1)	CON 12 (+1)	INT 4 (-3)	WIS 7 (-2)	CHA 10 (+0)	STR 18 (+4)	DEX 13 (+1)	CON 16 (+3)	INT 8 (-1)	WIS 11 (+0)	CHA 14 (+2)	STR 20 (+5)	DEX 11 (+0)	CON 18 (+4)	INT 8 (-1)	WIS 11 (+0)	CHA 14 (+2)	

Saving Throws - - - -

Resistances all physical attacks except cold iron

Immunities -

Vulnerabilities -

Senses - - - -

Languages Common (cannot speak)

Challenge **3** **7** **11** **15**

Special Abilities & Qualities **Saving Throw** Wisdom DC 13 **Saving Throw** Wisdom DC 14 **Saving Throw** Wisdom DC 17 **Saving Throw** Wisdom DC 19

Thunderous Growl Three times per day, a caypup can issue a rumbling growl from its throat that sounds like distant thunder and scares away potential attackers. Creatures within 15 feet of the caypup must succeed at a Wisdom save to attack the caypup (as if affected by sanctuary). The caypup can choose to bestow the same effect on an adjacent ally as well. This effect lasts for 3 rounds or until the caypup or its ally attacks (whichever comes first), after which time the caypup must wait at least 1d6 rounds before using this ability again.

Standard Actions **Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (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+7 (10) piercing damage. **Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+12 (16) piercing damage.

 **Low**

 **Moderate**

 **Advanced**

 **Elite**

Legendary -
Actions

Innate *dimension door (self plus 5 lbs. only) (1/day); knock (3/day); mage hand (3/day)*

Spellcasting

Spellcasting -

Possessions -



CECAELIA



Low

Moderate

Advanced

Elite

Terrain

Warm Water

Rarity

Rare

Role

Soldier / Normal

Organization

Solitary, Pair, or Hunting Party (2-7x)

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class **16** (natural armor) **16** (natural armor) **18** (natural armor) **18** (natural armor)

Hit Points **38** **72** **135** **207**

Speed 30 ft. Swim 40 ft. Jet 200 ft.

Size, Type, Alignment Medium monstrosity, chaotic neutral Medium monstrosity, chaotic neutral Medium monstrosity, chaotic neutral Large monstrosity, chaotic neutral

	Low	Moderate	Advanced	Elite
STR	14 (+2)	15 (+2)	18 (+4)	20 (+5)
DEX	17 (+3)	17 (+3)	18 (+4)	18 (+4)
CON	12 (+1)	12 (+1)	16 (+3)	18 (+4)
INT	7 (-2)	7 (-2)	11 (+0)	11 (+0)
WIS	10 (+0)	10 (+0)	14 (+2)	14 (+2)
CHA	9 (-1)	9 (-1)	13 (+1)	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 Aquan, Common

Challenge **6** **10** **14** **18**

Special Abilities & Qualities Saving Throw Wisdom DC 14 Saving Throw Wisdom DC 15 Saving Throw Wisdom DC 18 Saving Throw Wisdom DC 20

Ink Cloud Once per hour as a standard action, a cecaelia can emit a 10-foot-radius sphere of ink while underwater. This ink cloud provides total concealment and persists for 1 minute.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Spear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) piercing damage.</p> <p>Tentacles Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p>	<p>Spear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) piercing damage.</p> <p>Tentacles Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Spear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9/x3 (14) piercing damage.</p> <p>Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.</p> <p>Tentacles Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8/x3 (12) piercing damage.</p> <p>Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8+8/x3 (12) piercing damage.</p> <p>Tentacles Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Spear	Spear	Spear	Spear



CENTAUR



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests and Plains
Rarity	Common
Role	Soldier / Normal
Organization	Solitary, Pair, Band (3-10x), Tribe (11-30x plus others)
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	35	69	135	203
Speed	35 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 15 (+2)
	CON 13 (+1)	CON 13 (+1)	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 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
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, Elvish, Sylvan			
Challenge	4	8	12	16

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Longsword Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d819-20 (410) slashing damage.

Shield Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Spear Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8x3 (1) piercing damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) piercing damage.

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

Longsword Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d819-20 (410) slashing damage.

Shield Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

Spear Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8x3 (1) piercing damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) piercing damage.

Hoof Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Longsword Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d819-20 (410) slashing damage.

Shield Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.

Spear Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

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

Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7/19-20 (12) slashing damage.

Shield Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Spear Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

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

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

**Spellcasting
Possessions**

-
Longsword, shield, spear (3x)



Illustration 14: Centaur

CENTIPEDE (GIANT WHIPTAIL)



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Forests or Underground
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	14 (natural armor) ⁵	17 (natural armor)	17 (natural armor)
Hit Points	34	73	137	215
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Huge vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 9 (-1)	DEX 9 (-1)	DEX 14 (+2)	DEX 13 (+1)
	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 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+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.	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 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 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+18 (28) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CENTIPEDE (GIANT)



Low

Moderate

Advanced

Elite

Terrain

Temperate or Warm Forest or Underground

Rarity

Common

Role

Brute / 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

5

19

60

122

Speed

40 ft. Climb 40 ft.

Size, Type, Alignment

Medium vermin, unaligned

Medium vermin, unaligned

Medium vermin, unaligned

Large vermin, 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 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 5 (-3)

CHA 5 (-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

1

5

9

13

Special Abilities & Qualities

Saving Throw
Constitution DC 12

Saving Throw
Constitution DC 13

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 18

Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.

Standard Actions

Bite Melee weapon attack: -2 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 (6) piercing damage.

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

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CENTIPEDE (GREAT FOREST)



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Forest or Underground
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	82	130	201	298
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 24 (+7)	STR 24 (+7)	STR 26 (+8)	STR 28 (+9)
	DEX 9 (-1)	DEX 10 (+0)	DEX 14 (+2)	DEX 13 (+1)
	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 12 (+1)	WIS 12 (+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.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	7	11	15	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 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
Standard Actions	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+16 (26) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+21 (32) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+24 (38) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CENTIPEDE (HISSER)



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Forest or Underground
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Colony (3-6x)
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	14	47	98	168
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+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 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+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.	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	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CENTIPEDE (HOUSE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forest or Underground
Rarity	Common
Role	Lurker / Minion
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	5	26	61	113
Speed	40 ft. Climb 40 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 3 (-4)	STR 8 (-1)
	DEX 17 (+3)	DEX 17 (+3)	DEX 20 (+5)	DEX 18 (+4)
	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 5 (-3)	CHA 5 (-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	1	5	9	13
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 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
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 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 5 ft., one target. Hit 1d4 (4) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CENTIPEDE (SEWER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forest or Underground
Rarity	Common
Role	Lurker / Minion
Organization	Solitary, Pair, or Colony (3-6x)
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	3	18	54	106
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 3 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	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 5 (-3)	CHA 5 (-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	1	5	9	13
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 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.
Legendary Actions	-			



Low



Moderate



Advanced



Elite

Innate -

Spellcasting

Spellcasting -

Possessions -



CENTIPEDE (TITAN)



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Forests or Underground
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	14 (natural armor ⁷)	16 (natural armor ⁸)	18 (natural armor ⁸)
Hit Points	66	129	214	273
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 26 (+8)	STR 28 (+9)	STR 30 (+10)	STR 30 (+10)
	DEX 13 (+1)	DEX 9 (-1)	DEX 14 (+2)	DEX 15 (+2)
	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)	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 5 (-3)	CHA 5 (-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	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 22
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
Standard Actions	Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d4+19 (29) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+22 (36) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+25 (39) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+25 (39) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CENTIPEDE SWARM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forest or Underground
Rarity	Common
Role	Soldier / Normal
Organization	Solitary, Pair, or Tangle (3-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	14	36	79	138
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 8 (-1)
	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 2 (-4)	CON 6 (-2)	CON 10 (+0)	CON 15 (+2)
	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	Critical Hits, Flanking, psychic, Weapon Damage			
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	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 9	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 9	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d10 (10) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



CEPHALOPHORE



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Controller / Normal
Organization	Solitary or Pair
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	51	77	114	147
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 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	-	-	-	-
Resistances	-			
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.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15
	Dazing Gaze A cephalophore can make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a Wisdom save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect.			
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15
	Dazing Strike A creature struck by the cephalophore's slam attack must succeed at a Wisdom save or be dazed for 1 round. Those who save are instead sickened for 1 round. This is a mind-affecting fear effect.			

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

Statue Form If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 Perception check to notice the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains advantage on its initiative check.

Standard Actions

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

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

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

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CERATIOIDI



Low

Moderate

Advanced

Elite

Terrain	Any Saltwater
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Mated Individual, or Clan (3-20x)
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	28	48	103	174
Speed	30 ft. Swim 50 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
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 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	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 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	4	8	12	16

Special Abilities & Qualities **Dual Mind** The fact that each ceratioidi is actually two creatures sharing the same body gives it a number of unique abilities. A ceratioidi can delegate various actions and physical processes to the individual minds, allowing it to fight with two weapons simultaneously without any penalties. It can also select two favored classes. The telepathic tangle between its twin consciousnesses makes a ceratioidi impervious to mind-affecting effects.

Special Abilities & Qualities **Saving Throw** Wisdom DC 13 **Saving Throw** Wisdom DC 14 **Saving Throw** Wisdom DC 17 **Saving Throw** Wisdom DC 19
Lure A ceratioidi can light the dangling lure on its forehead, forcing all non-ceratioidi within a 20-foot radius to make a Wisdom save or become fascinated for 1 round. Regardless of the preceding interaction between the ceratioidi and its target, a creature affected by this ability does not view the ceratioidi who has fascinated it as a potential threat until that ceratioidi actually attacks-allowing it to approach without breaking the fascination. Once a creature successfully saves against this effect, it is immune to the same ceratioidi's lure ability for 24 hours.

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

Primitive Amphibian Ceratioidi have rudimentary lungs capable of breathing air indefinitely, but their skin must be bathed in salt water regularly or it begins drying out painfully. They can go for a number of hours equal to twice their Constitution score before they need to be bathed in salt water—if they don't, they take 1 point of Constitution damage per hour. Any Constitution damage accrued is reversed after they spend at least 10 minutes immersed in salt water.

Standard Actions

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

Shortspear Ranged weapon attack: -2 to hit, one target. Hit 1d6+3 (6) piercing damage.

Slams 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+4 (8) piercing damage.

Shortspear Ranged weapon attack: -3 to hit, one target. Hit 1d6+4 (8) piercing damage.

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

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

Shortspear Ranged weapon attack: +0 to hit, one target. Hit 1d6+6 (10) piercing damage.

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

Shortspear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) piercing damage.

Shortspear Ranged weapon attack: -1 to hit, one target. Hit 1d6+9 (12) piercing damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CERBERI



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Hell)

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary, Pair, or Pack (3-9x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
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Hit Points	36	79	156	242
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Speed	40 ft.			
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Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
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Ability Scores / Saves	STR	10 (+0)	14 (+2)	18 (+4)	20 (+5)
	DEX	16 (+3)	12 (+1)	16 (+3)	14 (+2)
	CON	13 (+1)	17 (+3)	19 (+4)	21 (+5)
	INT	4 (-3)	4 (-3)	8 (-1)	8 (-1)
	WIS	13 (+1)	13 (+1)	17 (+3)	17 (+3)
	CHA	7 (-2)	7 (-2)	11 (+0)	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 +11, Darkvision 60 ft., Keen Smell	Passive Perception +14, Darkvision 60 ft., Keen Smell	Passive Perception +17, Darkvision 60 ft., Keen Smell	Passive Perception +18, Darkvision 60 ft., Keen Smell
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Languages	Infernal (cannot speak)			
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Challenge	5	8	12	14
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Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Cerberus' Jaws Curse-bite; save Constitution; effect dimensional anchoring. A creature affected by this curse cannot utilize extradimensional travel such as teleport, as if it were under the effect of a dimensional anchor spell.			

Special Abilities & Qualities	Damage 1d4 (two bites); 2d4 (three bites)	Damage 2d4 (two bites); 3d4 (three bites)	Damage 3d4 (two bites); 4d4 (three bites)	Damage 4d4 (two bites); 5d4 (three bites)
	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	Bites Melee weapon attack: +0 to hit, reach 5 ft., three targets. Hit 1d4+1 (4) piercing damage.	Bites Melee weapon attack: +2 to hit, reach 5 ft., three targets. Hit 1d6+3 (6) piercing damage.	Bites Melee weapon attack: +5 to hit, reach 5 ft., three targets. Hit 1d8+5 (10) piercing damage.	Bites Melee weapon attack: +4 to hit, reach 10 ft., three targets. Hit 2d6+8 (15) piercing damage.
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



CEREBRIC FUNGUS



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Controller / Normal
Organization	Solitary, Pair, or Colony (3-12x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	30	64	115	186
Speed	30 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)	WIS 19 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	psychic, paralyzed, poisoned, Polymorph, 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	-			
Challenge	4	8	12	16

Special Abilities & Qualities

Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Otherworldly Mind Any creature attempting to contact a cerebric fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a Wisdom save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of necrotic damage and are confused for 1d6 rounds, and the divination effect immediately ends.

Unsettling Appearance A cerebric fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a Wisdom save or suffer disadvantage on attack rolls. This is a mind-affecting effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 14**Star-Shriek** Once per day as a full-round action, a cerebriic fungus can unleash a shrill scream of madness. All creatures (except other cerebriic fungi) within 30 feet must make a Wisdom save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect.**Special Abilities & Qualities****Saving Throw**
Wisdom DC 14**Dazed** 1d2 rounds**Saving Throw**
Wisdom DC 15**Dazed** 1d3 rounds**Saving Throw**
Wisdom DC 17**Dazed** 1d4 rounds**Saving Throw**
Wisdom DC 19**Dazed** 2d4 rounds**Touch of Madness** The cerebriic fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a Wisdom save, or it becomes dazed for 1 round per Hit Die the Cerebriic Fungus has. The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.**Standard Actions****Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.**Tendrils** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.**Tendrils** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.**Tendrils** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.**Tendrils** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CERU



Low

Moderate

Advanced

Elite

Terrain	Any Urban
Rarity	Rare
Role	Lurker / Minion
Organization	Solitary, Pair, or Litter (3-5x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	15	42	88	156
Speed	20 ft.			
Size, Type, Alignment	Tiny monstrosity, neutral good	Tiny monstrosity, neutral good	Tiny monstrosity, neutral good	Small monstrosity, neutral good
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	Acid	-	-	-
Resistances	-			
Immunities	poisoned			
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	Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Gore - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full upon a long rest or with any magical healing.			

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

Luckbringer 1/day, a Ceru can cause good or bad luck. If luck is bad, target must roll twice and take worse result on all rolls for 1 round. If luck is good, target may choose a single roll and roll twice taking the better result.

Standard Actions

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

Gore Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.

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

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

Legendary Actions

-

Innate Spellcasting

detect magic (at will); mage hand (at will)

Spellcasting

-

Possessions

-



CHAINED SPIRIT



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary plus up to 4 Spirit Anchors
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	73	123	174	266
Speed	Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small undead, lawful evil	Small 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 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	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 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Common, Telepathy 100 ft.			
Challenge	6	10	14	18

Special Abilities & Qualities	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22
	Charisma Drain Any creature hit by a chained spirit's chains or incorporeal touch attack must succeed on a Wisdom save or take 1d6 points of Charisma damage. Ability score damage from this creature is recovered following a long rest or with restoration or more powerful healing magic.			

Special Abilities & Qualities	Fast Healing You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
	Spectral Sight A chain spirit can see and hear through the senses of any of its anchor spirits whenever it wishes, just as if it were using both effects of the spell clairaudience/clairvoyance.
	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.
	Spiritsense A chained spirit can detect both the living and the undead. It can detect living creatures within 100 feet, just as if it had blindsight. It can also sense the dead, as per detect undead, to a range of 500 feet.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 22

Chain Spirit As a standard action once per day, a chained spirit can attempt to chain any evil-aligned corporeal creature with an Intelligence score of 3 or higher that it can detect via spiritsense; it need not have line of sight or line of effect to such a creature. The targeted evil creature to must succeed at a Wisdom save or take 1d8 points of Charisma damage. On each successful attack, the chained spirit gains 5 temporary hit points. Any creature targeted by this ability is immediately aware of some malevolence attempting to take control of it. If a creature's Charisma score is drained to 0 by this attack, its fate depends on its Hit Dice. If the victim has half the Hit Dice or fewer of the chained spirit (8 Hit Dice for most chained spirits), it is slain by the attack. If the victim has more than 8 Hit Dice, it becomes a spirit anchor linked to the chained spirit (see below). Even though a chained spirit can use this ability once per day, it can create only one spirit anchor per week. In addition, a chained spirit can use this ability only if it currently has three or fewer spirit anchors, and it can never have more than four spirit anchors. A creature with more than half the chained spirit's Hit Dice whose Charisma score is drained to 0 by this attack and who doesn't become a spirit anchor is merely driven unconscious, as per normal for catastrophic Charisma drain.

Numerous chains extend from a chained spirit. A number of these (one for every spirit anchor currently tethered to the chained spirit) are corporeal and can make melee attacks. These corporeal chains are treated as evil, magical, ghost touch weapons and deal bludgeoning damage in addition to Charisma drain. Each chain is treated as if wielded one-handed by a creature with a Strength score of 25. A sundered chain automatically reforms 1 round later."

Special Abilities & Qualities

Create Spawn Any humanoid slain by a chained spirit becomes a spectre in 1d4 rounds. These spawn are under the command of the chained spirit that created them and remain enslaved until its death. They don't have any of the abilities they had in life.

Spectral Bindings A chained spirit is extremely mobile, with only one major hindrance: no matter how far it moves on its turn, as long as it has at least one spirit anchor, it automatically returns to its starting place when its turn ends. This immediate return does not count as an action and does not provoke attacks of opportunity, as the spirit simply reappears back in its original position. In essence, the chained spirit is eternally confined to a single square throughout its existence except the distance it can travel in a single round before returning to its starting position. If another creature occupies the space it has left, that creature is shunted to the closest available square. If a solid object occupies its starting square, the spirit's incorporeal nature allows it to return regardless. Even a force effect cannot thwart it as it simply reappears within the square, though if that square is surrounded by a force effect with no exit, the chained spirit is effectively trapped.

Standard Actions

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.

Chains Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.

Chains 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 1d4 (4) bludgeoning damage.

Chains Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d4 (5) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d8 (8) bludgeoning damage.

Chains Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 3d6 (8) bludgeoning damage.

Innate Spellcasting

-

Spellcasting

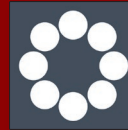
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Possessions

-



CHALKOST



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Heaven)
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Pair, or Team (3-5x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	49	80	146	239
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 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	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 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 16 (+3)
	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 +19, Darkvision 60 ft.
Languages	Celestial, Dwarven, Goblin, Orc			
Challenge	5	16	19	21
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Damage 2d6	Damage 3d6	Damage 5d6	Damage 7d6
	Breath Weapon As a free action with Recharge 1, a chalkost can breathe a 5-foot cone of electricity (Electricity damage, Dexterity save for half).			
Special Abilities & Qualities	Change Shape When a chalkost uses its change shape ability, it can turn into a boar with metallic flesh, coppery bristles, and glistening steel tusks. In this form, a chalkost retains its damage reduction and energy resistances. The copper boar has the same statistics as a normal boar, but its natural armor bonus is +6 and its gore attack deals an extra 1d6 points of electricity damage on a successful hit.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Dwarf Blood** A chalkost counts as a dwarf for any effect related to race, and has the hardy, slow and steady, and stability dwarven racial traits.**Special Abilities & Qualities****Shock Cestus** As a free action, a chalkost can summon or dismiss a cestus on one of its hands. While wielded by the chalkost, the cestus deals an extra 1d6 points of electricity damage on a successful hit. If the cestus is given away or taken, the chalkost loses this ability until it reclaims its weapon.**Standard Actions****Cestus** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+19-00 (210) bludgeoning damage.**Cestus** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+19-00 (210) bludgeoning damage.**Cestus** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+8/19-00 (10) bludgeoning damage.**Cestus** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+13/19-00 (16) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*bear'*; *s endurance (1/day)*; *crafter'*; *s fortune (1/day)*; *cure wounds (3/day)*; *guidance (at will)*; *light (at will)*; *magic weapon (3/day)*; *mending (at will)*; *resistance (at will)***Spellcasting**

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Possessions

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CHALICOTHERIUM



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Temperate Forests
Rarity	Rare
Role	Soldier / Minion
Organization	Solitary or Pair; Companion
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	8	53	109	185
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 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 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 +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Standard Actions	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (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: +7 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -



CHANEQUE



Low

Moderate

Advanced

Elite

Terrain

Any Forests

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary or Gang (2-6x)

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class **15** (natural armor) **16** (natural armor) **17** (natural armor) **18** (natural armor)

Hit Points 18 40 82 138

Speed 20 ft. Climb 20 ft. Fly 60 ft. (Clumsy)

Size, Type, Alignment Small fey, neutral evil Small fey, neutral evil Small fey, neutral evil Medium fey, neutral evil

	Low	Moderate	Advanced	Elite
STR	4 (-3)	5 (-3)	10 (+0)	15 (+2)
DEX	15 (+2)	15 (+2)	18 (+4)	17 (+3)
CON	8 (-1)	8 (-1)	12 (+1)	16 (+3)
INT	11 (+0)	11 (+0)	15 (+2)	15 (+2)
WIS	12 (+1)	12 (+1)	16 (+3)	16 (+3)
CHA	7 (-2)	7 (-2)	11 (+0)	11 (+0)

Saving Throws - - - -

Resistances all physical attacks

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, Common, Sylvan

Challenge 3 7 11 15

Special Abilities & Qualities Saving Throw Wisdom DC 11 Saving Throw Wisdom DC 12 Saving Throw Wisdom DC 15 Saving Throw Wisdom DC 18

Steal Soul As a ranged attack, a chaneque can pelt an opponent with a ritually prepared, soul-stealing fey skull. If the skull strikes its target, she must succeed at a Wisdom saving throw to prevent it from ripping her soul from her body. If the victim fails the saving throw, the skull temporarily devours her soul, leaving her vulnerable to the commands of whoever holds the skull. Thereafter, the skull's possessor can use it to command the victim, as the dominate person spell. The soul remains stolen until the possessor chooses to release the victim or the skull is destroyed. While a chaneque can carry multiple skulls on its belt, it can only manipulate single soul at one time.

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



CHAOS BEAST



Low

Moderate

Advanced

Elite

Terrain

Any

Rarity

Rare

Role

Controller / Normal

Organization

Solitary or Invasion (2-5x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **17** (natural armor) **17** (natural armor) **18** (natural armor) **19** (natural armor)

Hit Points 86 123 174 255

Speed 20 ft.

Size, Type, Alignment Medium monstrosity, chaotic neutral Medium monstrosity, chaotic neutral Medium monstrosity, chaotic neutral Large monstrosity, chaotic neutral

	Low	Moderate	Advanced	Elite
STR	15 (+2)	16 (+3)	18 (+4)	21 (+5)
DEX	13 (+1)	13 (+1)	17 (+3)	15 (+2)
CON	14 (+2)	14 (+2)	17 (+3)	19 (+4)
INT	8 (-1)	8 (-1)	12 (+1)	12 (+1)
WIS	10 (+0)	10 (+0)	14 (+2)	14 (+2)
CHA	9 (-1)	9 (-1)	13 (+1)	13 (+1)

Saving Throws - - - -

Resistances -

Immunities -

Vulnerabilities -

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 4 8 12 16



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throws DC 16

Saving Throws DC 17

Saving Throws DC 18

Saving Throws DC 20

Corporeal Instability Claw - contact (curse); save Constitution; effect amorphous body and 1 Wisdom damage per round; cure 3 consecutive saves. A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried - armor, backpacks, even shirts - hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (disadvantage on attack rolls and a 50% miss chance, regardless of the attack roll). A victim can temporarily regain its own shape by taking a standard action to attempt a Wisdom save (same DC as the initial save). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as alter self, beast shape, elemental body, and polymorph) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom damage for the duration of the spell; shapechange and stonewall have a similar effect. The victim takes 1 point of Wisdom damage from mental shock every round that it ends its turn in an amorphous shape - upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time). Ability score damage from this effect is restored after a long rest, or via restoration or more powerful healing magic.

Special Abilities & Qualities

Resistant to Transformation Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

Standard Actions

Claw Melee weapon attack: +3 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: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.



Illustration 15: Chaos Beast

CHARAU-KA



Low

Moderate

Advanced

Elite

Terrain	Warm Forests
Rarity	Rare
Role	Artillery / Normal
Organization	Solitary, Pair, Patrol (3-8x), or Tribe (9-20x plus others)
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	21	46	98	157
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Small humanoid, chaotic evil	Small humanoid, chaotic evil	Small humanoid, chaotic evil	Medium humanoid, chaotic evil
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 6 (-2)	INT 6 (-2)	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	-			
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	Abyssal, Polyglot			
Challenge	3	7	11	15
Special Abilities & Qualities	Shrieking Frenzy 1/day, a charau-ka can enter a state of shrieking frenzy as a free action. While in this state, the charau-ka automatically fails Stealth checks and cannot speak or cast spells that use verbal components (or use items that require command words to activate), but functions as if under the effects of a haste spell. The charau-ka can continue shrieking for up to 3 rounds, after which it is staggered for 1 round.			

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

Club Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-20 (210) bludgeoning damage.

Club Ranged weapon attack: +0 to hit, one target. Hit 1d4/19-20 (210) bludgeoning damage.

Rock Ranged weapon attack: +0 to hit, one target. Hit 1d4/19-20 (210) bludgeoning damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+2 (4) piercing damage.

Club Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-20 (210) bludgeoning damage.

Club Ranged weapon attack: +0 to hit, one target. Hit 1d4/19-20 (210) bludgeoning damage.

Rock Ranged weapon attack: +0 to hit, one target. Hit 1d4/19-20 (210) bludgeoning damage.

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

Club Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4/19-20 (210) bludgeoning damage.

Club Ranged weapon attack: +4 to hit, one target. Hit 1d4+6/19-20 (8) bludgeoning damage.

Rock Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-20 (210) bludgeoning damage.

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

Club Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+8/19-20 (10) bludgeoning damage.

Club Ranged weapon attack: +2 to hit, one target. Hit 1d4+9/19-20 (12) bludgeoning damage.

Rock Ranged weapon attack: +2 to hit, one target. Hit 1d4+8/19-20 (10) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8 (12) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Club

Club

Club

Club



CHARDA



Low

Moderate

Advanced

Elite

Terrain	Cold Aquatic or Underground
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Pair, Gang (3-5x), or Tribe (6-14x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	40	91	170	257
Speed	20 ft. Swim 60 ft.			
Size, Type, Alignment	Tiny monstrosity, chaotic neutral	Small monstrosity, chaotic neutral	Small monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 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	Cold, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.
Languages	Aklo, Undercommon			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Damage 4d6	Damage 6d6	Damage 8d6	Damage 10d6
	Black Bile A charda's body seethes with freezing black bile. Its supernaturally cold, black bile is the source of the additional cold damage when a charda bites a creature. As a standard action, a charda can expel its full store of bile as a breath weapon that can take the form of a 60-foot line or a 30-foot cone. All creatures in this area take cold damage (Dexterity save halves). A charda can use this breath weapon with Recharge 2 - while its black bile is recharging, it does not deal additional cold damage with its bite.			
Special Abilities & Qualities	Cold Damage 1d4	Cold Damage 1d6	Cold Damage 2d4	Cold Damage 2d6
	Cold The creature inflicts additional cold damage with each successful melee strike.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 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 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



CHARNEL COLOSSUS



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) **21** (natural armor)

Hit Points 109 235 361 473

Speed 30 ft.

Size, Type, Alignment Gargantuan undead, neutral evil Gargantuan undead, neutral evil Gargantuan undead, neutral evil Gargantuan undead, neutral evil

	Low	Moderate	Advanced	Elite
STR	19 (+4)	20 (+5)	24 (+7)	26 (+8)
DEX	11 (+0)	11 (+0)	7 (-2)	12 (+1)
CON	10 (+0)	10 (+0)	10 (+0)	10 (+0)
INT	16 (+3)	16 (+3)	16 (+3)	18 (+4)
WIS	20 (+5)	20 (+5)	25 (+7)	27 (+8)
CHA	18 (+4)	20 (+5)	20 (+5)	22 (+6)

Saving Throws - - - -

Resistances all physical attacks except magic and slashing

Immunities Critical Hits, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, Precision Damage, unconscious, stunned, Turning

Vulnerabilities -

Senses Passive Perception +19, Darkvision 60 ft. Passive Perception +21, Darkvision 60 ft. Passive Perception +26, Darkvision 60 ft. Passive Perception +27, Darkvision 60 ft.

Languages Common

Challenge **10** **20** **30** **34**

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.
Corporate Will The Charnel Colossus can use up to two spell-like abilities in the same round that it makes physical attacks or other full-round actions. It also gains an additional spell attack per round. A Charnel Colossus is immune to being turned.

Special Abilities & Qualities **Saving Throw** Wisdom DC 18 **Saving Throw** Wisdom DC 21 **Saving Throw** Wisdom DC 24 **Saving Throw** Wisdom DC 25

Mind Feed On successful Grapple, victim must make a Wisdom save each round or take 1d6 Wis damage. If victim's Wis is reduced to 0, they are subsumed into the Charnel Colossus. Ability damage from this effect is recovered only with the application of restoration of more powerful healing magic.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 21**Saving Throw**
Wisdom DC 24**Saving Throw**
Wisdom DC 25**Voice of the Ancients** Any one creature within 100 ft must make a Wisdom save or be paralyzed as per Hold Monster.**Standard Actions****Slam** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+10 (17) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 20 ft., one target. Hit 2d6+12/19-20 (19) bludgeoning damage.**Slam** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d8+12/19-20 (21) bludgeoning damage.**Slam** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+14/19-20 (28) bludgeoning damage.**Tendril** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 1d10+10 (16) bludgeoning damage.**Tendril** Melee weapon attack: +4 to hit, reach 20 ft., one target. Hit 1d10+12 (18) bludgeoning damage.**Tendril** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Tendril** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+7 (18) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*augury (at will); bestow curse (3/day); blindness/deafness (at will); , at will); abi-dalzim's horrid wilting (1/day); see invisibility (at will); speak with dead (3/day); (3/day)***Spellcasting**

-

Possessions

-



CHARYBDIS



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	86	127	209	329
Speed	20 ft. Swim 50 ft.			
Size, Type, Alignment	Huge aberration, chaotic neutral	Huge aberration, chaotic neutral	Gargantuan aberration, chaotic neutral	Gargantuan aberration, chaotic neutral
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 24 (+7)	STR 28 (+9)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 10 (+0)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 2 (-4)	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Acid			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.
Languages	Aquan			
Challenge	8	12	16	20

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

Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Dexterity DC 17	Dexterity DC 18	Dexterity DC 20	Dexterity DC 23
	Damage 8d6	Damage 10d6	Damage 12d6	Damage 12d8

Vortex A charybdis can generate a whirlpool as a standard action at will. This ability functions identically to the whirlwind spell, but the whirlpool can only form underwater and cannot leave the water. It's a Dexterity save to avoid being caught by the charybdis's vortex. The vortex itself is 20 feet across and 120 feet deep, and deals bludgeoning damage per round.

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

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 15 ft., one target. Hit 2d6+12 (19) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12/19-20 (19) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+12/19-20 (21) piercing damage.

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

Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+16/19-20 (34) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+16 (30) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CHEMNOST (THE MONARCH WORM)



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

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	112	261	468	600
Speed	40 ft. Burrow 40 ft.			
Size, Type, Alignment	Gargantuan monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 21 (+5)	STR 25 (+7)	STR 27 (+8)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)
	CON 19 (+4)	CON 20 (+5)	CON 24 (+7)	CON 26 (+8)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	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	Bleed Effects, Cold, diseased, psychic, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +22, Darkvision 60 ft., Tremorsense 120 ft.
Languages	Aklo			
Challenge	10	20	27	31

Special Abilities & Qualities

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 21

Saving Throw
Wisdom DC 25

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 300 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	Saving Throws DC 18 Hungry Gaze The monarch worms gaze attack deals psychic damage plus fatigue at a distance of 120 feet. A successful Constitution save negates the fatigue. Creatures already fatigued become exhausted; creatures already exhausted become staggered. A creature that fails its save must succeed at a Wisdom save or gain an overwhelming compulsion to eat flesh of creatures of its type, including its own if no other is available.	Saving Throws DC 21	Saving Throws DC 25	Saving Throws DC 27
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 4d6	Damage 5d6
	Spines Creatures striking this creature with natural weapons, unarmed strikes, melee weapons, or melee touch attacks take piercing damage.			
Standard Actions	Toothed Tentacle Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+10 (19) bludgeoning damage.	Toothed Tentacle Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+13/19-20 (22) bludgeoning damage.	Toothed Tentacle Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d10+13/19-20 (24) bludgeoning damage.	Toothed Tentacle Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+15/19-20 (33) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>disintegrate (1/day); earthquake (1/day)</i>	<i>disintegrate (3/day); earthquake (1/day)</i>	<i>disintegrate (5/day); earthquake (1/day)</i>	<i>disintegrate (at will); earthquake (1/day)</i>
Spellcasting	-			
Possessions	-			



CHICKEN



Low

Moderate

Advanced

Elite

Terrain

Any Temperate

Rarity

Common

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Flock (3-20x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class

13

(natural armor)

13

(natural armor)

15

(natural armor)

15

(natural armor)

Hit Points

7

33

72

138

Speed

30 ft. Fly 20 ft. (Clumsy)

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 9 (-1)

DEX 9 (-1)

DEX 13 (+1)

DEX 11 (+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 10 (+0)

WIS 10 (+0)

WIS 14 (+2)

WIS 14 (+2)

CHA 11 (+0)

CHA 11 (+0)

CHA 15 (+2)

CHA 15 (+2)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +10, Darkvision 60 ft.

Passive Perception +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: -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.

Legendary Actions

-

Innate Spellcasting

-



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -



CHIMERA (BLACK-HEADED)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Hills
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Pride (3-6x), or Flight (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	38	86	149	249
Speed	30 ft. Fly 50 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 21 (+5)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+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	Draconic			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Acid Damage 4d6	Acid Damage 6d6	Acid Damage 8d6	Acid Damage 10d6
	Breath Weapon 40' Line of Acid, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

Gore Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

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

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

Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.

Gore Melee weapon attack: +6 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 4d6+9 (23) piercing damage.

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

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



Illustration 16: Chimera

CHIMERA (BLUE-HEADED)



Low

Moderate

Advanced

Elite

Terrain	Temperate Hills
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Pride (3-6x), or Flight (7-12x)
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	20	77	153	229
Speed	30 ft. Fly 50 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 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+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	Draconic			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Lightning Damage 3d6	Lightning Damage 4d6	Lightning Damage 6d6	Lightning Damage 8d6
	Breath Weapon 40' Line of Lightning, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			

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

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

Gore Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

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

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

Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.

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

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CHIMERA (GREEN-HEADED)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Hills
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Pride (3-6x), or Flight (7-12x)
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	41	87	161	239
Speed	30 ft. Fly 50 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 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+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	Draconic			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Acid Damage 4d8	Acid Damage 6d8	Acid Damage 8d8	Acid Damage 10d8
	Breath Weapon 20' Cone of Corrosive Gas, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			

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

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

Gore Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

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

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

Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.

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

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

**Legendary
Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CHIMERA (RED-HEADED)



Low

Moderate

Advanced

Elite

Terrain

Temperate Hills

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary, Pair, Pride (3-6x), or Flight (7-12x)

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class **16** (natural armor) **17** (natural armor) **18** (natural armor) **18** (natural armor)

Hit Points 39 104 168 255

Speed 30 ft. Fly 50 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 21 (+5)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+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 Draconic

Challenge **5** **9** **13** **17**

Special Abilities & Qualities

Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
Fire Damage 4d8	Fire Damage 6d8	Fire Damage 8d8	Fire Damage 10d8

Breath Weapon 20' Cone of Fire, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.



Low



Moderate



Advanced



Elite

**Standard
Actions**

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

Gore Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

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

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

Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.

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

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

**Legendary
Actions**

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-



CHIMERA (WHITE-HEADED)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Temperate Hills

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary, Pair, Pride (3-6x), or Flight (7-12x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class **16** (natural armor) **17** (natural armor) **18** (natural armor) **18** (natural armor)

Hit Points 39 104 168 255

Speed 30 ft. Fly 50 ft. (Poor)

Size, Type, Alignment Medium monstrosity, chaotic evil Large monstrosity, chaotic evil Large monstrosity, chaotic evil Huge monstrosity, chaotic evil

	Low	Moderate	Advanced	Elite
STR	13 (+1)	17 (+3)	19 (+4)	21 (+5)
DEX	14 (+2)	10 (+0)	14 (+2)	12 (+1)
CON	11 (+0)	15 (+2)	18 (+4)	20 (+5)
INT	2 (-4)	2 (-4)	6 (-2)	6 (-2)
WIS	11 (+0)	11 (+0)	15 (+2)	15 (+2)
CHA	8 (-1)	8 (-1)	12 (+1)	12 (+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 Draconic

Challenge **5** **9** **13** **17**

Special Abilities & Qualities **Saving Throw** Dexterity DC 13 **Cold Damage** 4d8 **Saving Throw** Dexterity DC 16 **Cold Damage** 6d8 **Saving Throw** Dexterity DC 19 **Cold Damage** 8d8 **Saving Throw** Dexterity DC 21 **Cold Damage** 10d8

Breath Weapon 20' Cone of Cold, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

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

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

Gore Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

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

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

Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.

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

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



CHIMPANZEE



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Warm Forests
Rarity	Common
Role	Soldier / Normal
Organization	Solitary, Pair, or Troop (3-12x)
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	7	42	84	142
Speed	30 ft. Climb 30 ft.			

Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
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Ability Scores / Saves	STR	11 (+0)	12 (+1)	16 (+3)	18 (+4)
	DEX	15 (+2)	15 (+2)	18 (+4)	17 (+3)
	CON	10 (+0)	10 (+0)	14 (+2)	17 (+3)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	10 (+0)	10 (+0)	14 (+2)	14 (+2)
	CHA	5 (-3)	5 (-3)	9 (-1)	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 +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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Languages	-
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Challenge	2	7	11	15
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Standard Actions	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 5 ft., one target. Hit 1d8+2 (6) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.
	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (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 -



CHOKER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Common
Role	Lurker / Normal
Organization	Solitary, Pair, or Clutch (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	18	38	83	166
Speed	20 ft. Climb 10 ft.			
Size, Type, Alignment	Small aberration, chaotic evil	Small aberration, chaotic evil	Small aberration, chaotic evil	Medium aberration, chaotic evil
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 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	Undercommon			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4
Special Abilities & Qualities	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p>Quickness A choker is supernaturally quick. It can take an extra move action during its turn each round.</p> <p>Strangle Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.</p>			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Tail Sweep Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+2 (4) bludgeoning damage.</p>	<p>Tail Sweep Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p>	<p>Tail Sweep Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p>	<p>Tail Sweep Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.</p> <p>Tentacle Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>

Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



CHUPACABRA



Low

Moderate

Advanced

Elite

Terrain

Warm Hills or Plains

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Solitary, Pair, or Gang (3-7x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **15** (natural armor) **15** (natural armor) **17** (natural armor) **17** (natural armor)

Hit Points **33** **55** **111** **179**

Speed **30 ft.** **30 ft.** **30 ft.** **35 ft.**

Size, Type, Alignment Small monstrosity, unaligned Small monstrosity, unaligned Small monstrosity, unaligned Medium monstrosity, unaligned

Ability Scores / Saves	STR 11 (+0)	DEX 14 (+2)	CON 12 (+1)	INT 1 (-5)	WIS 13 (+1)	CHA 4 (-3)	STR 12 (+1)	DEX 14 (+2)	CON 12 (+1)	INT 1 (-5)	WIS 13 (+1)	CHA 4 (-3)	STR 17 (+3)	DEX 17 (+3)	CON 16 (+3)	INT 5 (-3)	WIS 17 (+3)	CHA 8 (-1)	STR 19 (+4)	DEX 16 (+3)	CON 18 (+4)	INT 5 (-3)	WIS 17 (+3)	CHA 8 (-1)
STR	11 (+0)	14 (+2)	12 (+1)	1 (-5)	13 (+1)	4 (-3)	12 (+1)	14 (+2)	12 (+1)	1 (-5)	13 (+1)	4 (-3)	17 (+3)	17 (+3)	16 (+3)	5 (-3)	17 (+3)	8 (-1)	19 (+4)	16 (+3)	18 (+4)	5 (-3)	17 (+3)	8 (-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 Aklo, Cannot Speak

Challenge **4** **8** **12** **16**

Special Abilities & Qualities **Chupar** A chupacabra that pins an opponent or maintains a pin can suck blood from that opponent as a free action once per round, dealing 1 point of Constitution damage. Upon successfully draining blood, the chupacabra is invigorated, gaining a significant boost in speed for 10 rounds similar to the haste spell. The invigorated chupacabra can still drain blood - and in so doing increase the length of its invigoration - but it gains no additional effects. Ability damage from this effect is recovered following a long rest or any healing magic.

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



CHUSPIKI



Low

Moderate

Advanced

Elite

Terrain

Warm Hills or Mountains

Rarity

Rare

Role

Artillery / Normal

Organization

Solitary, Pair, or Flock (6-10x)

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class **14** (natural armor) **14** (natural armor) **16** (natural armor) **17** (natural armor)

Hit Points **18** **53** **90** **154**

Speed 30 ft. Fly 60 ft. (Perfect)

Size, Type, Alignment Medium monstrosity, chaotic neutral Medium monstrosity, chaotic neutral Medium monstrosity, chaotic neutral Large monstrosity, chaotic neutral

	Low	Moderate	Advanced	Elite
STR	4 (-3)	5 (-3)	10 (+0)	15 (+2)
DEX	15 (+2)	15 (+2)	18 (+4)	17 (+3)
CON	10 (+0)	10 (+0)	14 (+2)	17 (+3)
INT	10 (+0)	10 (+0)	14 (+2)	14 (+2)
WIS	7 (-2)	7 (-2)	11 (+0)	11 (+0)
CHA	11 (+0)	11 (+0)	15 (+2)	15 (+2)

Saving Throws - - - -

Resistances -

Immunities -

Vulnerabilities -

Senses Passive Perception +8, Darkvision 60 ft. Passive Perception +8, Darkvision 60 ft. Passive Perception +14, Darkvision 60 ft. Passive Perception +15, Darkvision 60 ft.

Languages Auran, Common

Challenge **3** **7** **11** **15**

Special Abilities & Qualities
Air Blast A chuspiki can make a ranged attack with an intense air blast. Treat this as a Gust of Wind.
Feather Fall You can feather fall, as per the spell, as a constant ability.
Wind Blessed A chuspiki is treated as a creature one size category larger for the purposes of determining the effects wind has upon it.

Special Abilities & Qualities
Wind Form Three times per day as an immediate action, a chuspiki can become insubstantial for 1 round. It gains resistance to all physical attacks except magic, and becomes immune to poison, sneak attacks, precision damage, and critical hits. It can't attack or use any of its spell-like abilities while in wind form.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Air Blast Ranged weapon attack: +3 to hit, one target. Hit 1d1+1 (2) bludgeoning damage.</p> <p>Tail Fan Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0/x3 (2) bludgeoning damage.</p>	<p>Air Blast Ranged weapon attack: +2 to hit, one target. Hit 1d1+1 (2) bludgeoning damage.</p> <p>Tail Fan Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0/x3 (4) bludgeoning damage.</p>	<p>Air Blast Ranged weapon attack: +5 to hit, one target. Hit 1d1+1 (2) bludgeoning damage.</p> <p>Tail Fan Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6x3 (1) bludgeoning damage.</p>	<p>Air Blast Ranged weapon attack: +3 to hit, one target. Hit 1d1+1 (2) bludgeoning damage.</p> <p>Tail Fan Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>feather fall (at will); gust of wind (at will)</i>			
Spellcasting	-			
Possessions	-			



CHUUL



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Swamps
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Pack (3-6x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	39	90	145	223
Speed	30 ft. Swim 20 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, 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 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	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 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	poisoned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
Paralytic Tentacles A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a Constitution save each round on the chuul's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes bludgeoning damage each round from the creature's mandibles.				

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+5 (8) slashing damage.

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

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

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12 (16) slashing damage.



CLOAKER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Underground
Rarity	Uncommon
Role	Controller / Normal
Organization	Solitary, Pair, Mob (3-6x), or Flock (7-12x)
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	48	90	155	238
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Large aberration, chaotic neutral	Large aberration, chaotic neutral	Large aberration, chaotic neutral	Huge aberration, chaotic neutral
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 22 (+6)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+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	Undercommon			
Challenge	6	10	14	18

Special Abilities & Qualities

Engulf A cloaker can try to wrap a creature at least one size category smaller than itself in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with advantage on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Special Abilities & Qualities

Saving Throws DC 16 **Saving Throws** DC 17 **Saving Throws** DC 19 **Saving Throws** DC 22

Moan A cloaker can emit an infrasonic moan as a standard action, with one of four effects. Fear; All creatures in a 30-foot spread must save (Wisdom negates) or become panicked for 2 rounds. Nausea; All creatures in a 30-foot cone must save (Constitution negates) or fall prone and be nauseated for 1d4+1 rounds. Stupor; A single creature within 30 feet is affected by hold monster for 5 rounds (Wisdom negates). Unnerve; Anyone within a 60-foot spread automatically suffers disadvantage on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Wisdom negates) or enter a trance, helpless until the moaning stops. Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours.

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

Saving Throws DC 16

Saving Throws DC 17

Saving Throws DC 19

Saving Throws DC 22

Shadow Shift When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: blur (lasts 1d4 rounds, self only), mirror image (CL 6th), or silent image (CL 6th).**Standard Actions****Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+3 (10) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+5 (16) bludgeoning damage.

Illustration 18: Cloaker

CLOCKWORK DRAGON (ADAMANTINE, ACID)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	84	119	189	236
Speed	60 ft. Fly 100 ft. (Average) Swim 60 ft.			

Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
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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 17 (+3)	DEX 18 (+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 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	-	-	-	-
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Resistances Fire, all physical attacks except adamantine

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

Vulnerabilities Vulnerability to Electricity

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.
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Languages -

Challenge	8	16	25	29
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Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Acid Damage 4d6	Acid Damage 6d6	Acid Damage 8d6	Acid Damage 10d6
	Breath Weapon 60' Line of Acid, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.			

Special Abilities & Qualities
See Invisibility You can See Invisibility, as per the spell, as a constant ability.
Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

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

Saving Throw
Dexterity DC 13

Damage
3d6 slashing /
3d6 fire

Saving Throw
Dexterity DC 15

Damage
4d6 slashing /
4d6 fire

Saving Throw
Dexterity DC 18

Damage
5d6 slashing /
5d6 fire

Saving Throw
Dexterity DC 19

Damage
6d6 slashing /
6d6 fire

Self-Destruction When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.

Standard Actions

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

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

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.

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

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.

Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.

Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.

Legendary Actions

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Innate*see invisibility (at will)***Spellcasting****Spellcasting**

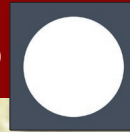
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Possessions

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CLOCKWORK DRAGON (ADAMANTINE, ACID, INFILTRATOR)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	67	120	175	218
Speed	60 ft. Fly 100 ft. (Average) Swim 60 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire, all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Acid Damage 4d6	Acid Damage 6d6	Acid Damage 8d6	Acid Damage 10d6
	Breath Weapon 60' Line of Acid, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See Invisibility** You can See Invisibility, as per the spell, as a constant ability.**Vulnerability** to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure**Special Abilities & Qualities****Saving Throw**
Dexterity DC 13**Damage**
3d6 slashing /
3d6 fire**Saving Throw**
Dexterity DC 15**Damage**
4d6 slashing /
4d6 fire**Saving Throw**
Dexterity DC 18**Damage**
5d6 slashing /
5d6 fire**Saving Throw**
Dexterity DC 19**Damage**
6d6 slashing /
6d6 fire**Self-Destruction** When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wing** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.**Claw** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.**Wing** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*invisibility (3/day); see invisibility (at will)***Spellcasting**

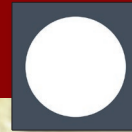
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Possessions

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CLOCKWORK DRAGON (ADAMANTINE, ACID, DESTROYER)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	71	117	175	214
Speed	60 ft. Fly 100 ft. (Average) Swim 60 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire, all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Damage 6d6 slashing & bludgeoning	Damage 8d6 slashing & bludgeoning	Damage 10d6 slashing & bludgeoning	Damage 12d6 slashing & bludgeoning
	Bombard These clockwork dragons are used as highly mobile and powerful siege engines. While the destroyer clockwork dragon lacks a breath weapon, as a full-round action taken while on solid ground, it can move its gears to pull its wings apart and to rise up as a heavy bombard, a missile weapon with a range increment of 100 feet. It still takes five full-round actions on the part of the clockwork to load the bombard. The clockwork dragon can also take the actions necessary to aim the bombard. A clockwork dragon carries enough ammunition to fire the bombard 10 times.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See Invisibility** You can See Invisibility, as per the spell, as a constant ability.**Vulnerability** to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure**Special Abilities & Qualities****Saving Throw**
Dexterity DC 13**Damage**
3d6 slashing /
3d6 fire**Saving Throw**
Dexterity DC 15**Damage**
4d6 slashing /
4d6 fire**Saving Throw**
Dexterity DC 18**Damage**
5d6 slashing /
5d6 fire**Saving Throw**
Dexterity DC 19**Damage**
6d6 slashing /
6d6 fire**Self-Destruction** When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wing** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.**Claw** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.**Wing** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.**Legendary Actions**

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Innate*see invisibility (at will)***Spellcasting****Spellcasting**

-

Possessions

-



CLOCKWORK DRAGON (ADAMANTINE, FIRE)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	67	116	186	228
Speed	60 ft. Fly 100 ft. (Average) Swim 60 ft.			

Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
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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 17 (+3)	DEX 18 (+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 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	-	-	-	-
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Resistances Fire, all physical attacks except adamantine

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

Vulnerabilities Vulnerability to Electricity

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.
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Languages -

Challenge	8	16	25	29
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Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Fire Damage 8d6	Fire Damage 10d6	Fire Damage 12d6	Fire Damage 14d6
	Breath Weapon 100' Line of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.			

Special Abilities & Qualities
See Invisibility You can See Invisibility, as per the spell, as a constant ability.
Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

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

Saving Throw
Dexterity DC 13

Damage
3d6 slashing /
3d6 fire

Saving Throw
Dexterity DC 15

Damage
4d6 slashing /
4d6 fire

Saving Throw
Dexterity DC 18

Damage
5d6 slashing /
5d6 fire

Saving Throw
Dexterity DC 19

Damage
6d6 slashing /
6d6 fire

Self-Destruction When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.

Standard Actions

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

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

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.

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

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.

Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.

Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.

Legendary Actions

-

Innate*see invisibility (at will)***Spellcasting****Spellcasting**

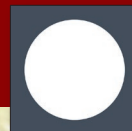
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Possessions

-



CLOCKWORK DRAGON (ADAMANTINE, FLAMING TAR)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	73	121	155	195
Speed	60 ft. Fly 100 ft. (Average) Swim 60 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire, all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Fire Damage 8d6	Fire Damage 10d6	Fire Damage 12d6	Fire Damage 14d6
Breath Weapon These clockwork dragons spray a 30-foot cone of flaming tar. Creatures in the area of effect take fire damage and are entangled in a thick layer of flaming tar. A successful Dexterity save halves the damage and negates the entangled effect. Creatures are entangled for 5 rounds as the tar burns. Entangled creatures take 3d6 points of fire damage each round on their turn. Spending a full-round action and succeeding at a Dexterity save removes the tar, freeing the trapped creature from the entanglement and further fire damage.				

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See Invisibility** You can See Invisibility, as per the spell, as a constant ability.**Vulnerability** to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure**Special Abilities & Qualities****Saving Throw**
Dexterity DC 13**Damage**
3d6 slashing /
3d6 fire**Saving Throw**
Dexterity DC 15**Damage**
4d6 slashing /
4d6 fire**Saving Throw**
Dexterity DC 18**Damage**
5d6 slashing /
5d6 fire**Saving Throw**
Dexterity DC 19**Damage**
6d6 slashing /
6d6 fire**Self-Destruction** When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wing** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.**Claw** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.**Wing** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*see invisibility (at will)***Spellcasting**

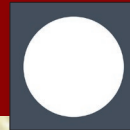
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Possessions

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CLOCKWORK DRAGON (ADAMANTINE, RUST)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	75	111	164	211
Speed	60 ft. Fly 100 ft. (Average) Swim 60 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire, all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	<p>Breath Weapon Rust-breath clockwork dragons do not breathe fire. Instead, the creatures breathe out a fine mist of an alchemical solvent that instantly rusts exposed metals. This so-called “rust breath” forth in a 60-foot line. Creatures can attempt a Dexterity save to avoid the effect for attended items; however, they need to make a separate attempt for each exposed item. Each alchemical dragon can hold enough of the alchemical solvent to make up to three breath weapon attacks before the solvent must be refilled manually, which takes 10 minutes. These clockwork dragons are made of ironwood, adamantine, and other resistant materials immune to rusting of any form.</p>			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See Invisibility** You can See Invisibility, as per the spell, as a constant ability.**Vulnerability** to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure**Special Abilities & Qualities****Saving Throw**
Dexterity DC 13**Damage**
3d6 slashing /
3d6 fire**Saving Throw**
Dexterity DC 15**Damage**
4d6 slashing /
4d6 fire**Saving Throw**
Dexterity DC 18**Damage**
5d6 slashing /
5d6 fire**Saving Throw**
Dexterity DC 19**Damage**
6d6 slashing /
6d6 fire**Self-Destruction** When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wing** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.**Claw** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.**Wing** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.**Legendary Actions**

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Innate*see invisibility (at will)***Spellcasting****Spellcasting**

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Possessions

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CLOCKWORK DRAGON (ADAMANTINE, SLEEP)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	77	119	174	219
Speed	60 ft. Fly 100 ft. (Average) Swim 60 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire, all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Breath Weapon This clockwork dragon's breath weapon is replaced with tanks of sleep gas. When the clockwork breathes out this gas in a 30-foot cone, creatures within the cone must succeed a Wisdom save or fall asleep for 1d6+10 rounds.			
Special Abilities & Qualities	See Invisibility You can See Invisibility, as per the spell, as a constant ability.			
	Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure			

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

Saving Throw
Dexterity DC 13

Damage
3d6 slashing /
3d6 fire

Saving Throw
Dexterity DC 15

Damage
4d6 slashing /
4d6 fire

Saving Throw
Dexterity DC 18

Damage
5d6 slashing /
5d6 fire

Saving Throw
Dexterity DC 19

Damage
6d6 slashing /
6d6 fire

Self-Destruction When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.

Standard Actions

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

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

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.

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

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.

Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.

Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.

Legendary Actions

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Innate*see invisibility (at will)***Spellcasting****Spellcasting**

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Possessions

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CLOCKWORK DRAGON (MITHRAL, ACID)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	73	121	191	232
Speed	70 ft. Fly 200 ft. (Good) Swim 70 ft.			

Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
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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	17 (+3)	DEX	18 (+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	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	-	-	-	-
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Resistances	Fire
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Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned
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Vulnerabilities	Vulnerability to Electricity
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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.
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Languages	-
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Challenge	8	16	25	29
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Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Acid Damage 4d6	Acid Damage 6d6	Acid Damage 8d6	Acid Damage 10d6
	Breath Weapon 60' Line of Acid, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.			

Special Abilities & Qualities	See Invisibility You can See Invisibility, as per the spell, as a constant ability.
	Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure.
	Mithral Construction Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds.

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

Saving Throw
Dexterity DC 13

Damage
3d6 slashing /
3d6 fire

Saving Throw
Dexterity DC 15

Damage
4d6 slashing /
4d6 fire

Saving Throw
Dexterity DC 18

Damage
5d6 slashing /
5d6 fire

Saving Throw
Dexterity DC 19

Damage
6d6 slashing /
6d6 fire

Self-Destruction When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.

Standard Actions

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

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

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.

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

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.

Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.

Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.

Legendary Actions

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Innate*see invisibility (at will)***Spellcasting****Spellcasting**

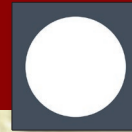
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Possessions

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CLOCKWORK DRAGON (MITHRAL, INFILTRATOR)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	75	100	166	203
Speed	70 ft. Fly 200 ft. (Good) Swim 70 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
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>Mithral Construction Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds.</p>			
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Acid Damage 4d6	Acid Damage 6d6	Acid Damage 8d6	Acid Damage 10d6
	Breath Weapon 60' Line of Acid, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See Invisibility** You can See Invisibility, as per the spell, as a constant ability.**Vulnerability to Electricity** You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure**Special Abilities & Qualities****Saving Throw**
Dexterity DC 13**Damage**
3d6 slashing /
3d6 fire**Saving Throw**
Dexterity DC 15**Damage**
4d6 slashing /
4d6 fire**Saving Throw**
Dexterity DC 18**Damage**
5d6 slashing /
5d6 fire**Saving Throw**
Dexterity DC 19**Damage**
6d6 slashing /
6d6 fire**Self-Destruction** When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wing** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.**Claw** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.**Wing** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*invisibility (3/day); see invisibility (at will)***Spellcasting**

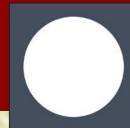
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Possessions

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CLOCKWORK DRAGON (MITHRAL, DESTROYER)



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

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	75	128	196	245
Speed	70 ft. Fly 200 ft. (Good) Swim 70 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Mithral Construction Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds.			

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

Damage 6d6 slashing & bludgeoning	Damage 8d6 slashing & bludgeoning	Damage 10d6 slashing & bludgeoning	Damage 12d6 slashing & bludgeoning
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Bombard These clockwork dragons are used as highly mobile and powerful siege engines. While the destroyer clockwork dragon lacks a breath weapon, as a full-round action taken while on solid ground, it can move its gears to pull its wings apart and to rise up as a heavy bombard, a missile weapon with a range increment of 100 feet. It still takes five full-round actions on the part of the clockwork to load the bombard. The clockwork dragon can also take the actions necessary to aim the bombard. A clockwork dragon carries enough ammunition to fire the bombard 10 times.

Special Abilities & Qualities

See Invisibility You can See Invisibility, as per the spell, as a constant ability.

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

Special Abilities & Qualities

Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
Damage 3d6 slashing / 3d6 fire	Damage 4d6 slashing / 4d6 fire	Damage 5d6 slashing / 5d6 fire	Damage 6d6 slashing / 6d6 fire

Self-Destruction When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.	Bite Melee weapon attack: +9 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: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.	Claw Melee weapon attack: +9 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 1d10+4 (10) bludgeoning damage.	Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.
Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.	Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.

Legendary Actions

-

Innate Spellcastingsee *invisibility* (at will)**Spellcasting**

-

Possessions

-



CLOCKWORK DRAGON (MITHRAL, FIRE)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

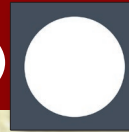
⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	82	131	196	233
Speed	70 ft. Fly 200 ft. (Good) Swim 70 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Fire Damage 8d6	Fire Damage 10d6	Fire Damage 12d6	Fire Damage 14d6
	Breath Weapon 100' Line of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.			
Special Abilities & Qualities	See Invisibility You can See Invisibility, as per the spell, as a constant ability.			
	Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure			
	Mithral Construction Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	<p>Saving Throw Dexterity DC 13</p> <p>Damage 3d6 slashing / 3d6 fire</p>	<p>Saving Throw Dexterity DC 15</p> <p>Damage 4d6 slashing / 4d6 fire</p>	<p>Saving Throw Dexterity DC 18</p> <p>Damage 5d6 slashing / 5d6 fire</p>	<p>Saving Throw Dexterity DC 19</p> <p>Damage 6d6 slashing / 6d6 fire</p>
	<p>Self-Destruction When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.</p>			
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.</p> <p>Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.</p> <p>Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p> <p>Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.</p> <p>Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.</p> <p>Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.</p> <p>Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>see invisibility (at will)</i>			
Spellcasting	-			
Possessions	-			



CLOCKWORK DRAGON (MITHRAL, FLAMING TAR)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	73	124	182	255
Speed	70 ft. Fly 200 ft. (Good) Swim 70 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Fire Damage 8d6	Fire Damage 10d6	Fire Damage 12d6	Fire Damage 14d6
Breath Weapon These clockwork dragons spray a 30-foot cone of flaming tar. Creatures in the area of effect take fire damage and are entangled in a thick layer of flaming tar. A successful Dexterity save halves the damage and negates the entangled effect. Creatures are entangled for 5 rounds as the tar burns. Entangled creatures take 3d6 points of fire damage each round on their turn. Spending a full-round action and succeeding at a Dexterity save removes the tar, freeing the trapped creature from the entanglement and further fire damage.				



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

See Invisibility You can See Invisibility, as per the spell, as a constant ability.

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

Mithral Construction Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds.

Special Abilities & Qualities

Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
Damage 3d6 slashing / 3d6 fire	Damage 4d6 slashing / 4d6 fire	Damage 5d6 slashing / 5d6 fire	Damage 6d6 slashing / 6d6 fire

Self-Destruction When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.	Bite Melee weapon attack: +9 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: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.	Claw Melee weapon attack: +9 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 1d10+4 (10) bludgeoning damage.	Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.
Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.	Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

see invisibility (at will)

Spellcasting

-

Possessions

-



CLOCKWORK DRAGON (MITHRAL, RUST)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	77	117	183	227
Speed	70 ft. Fly 200 ft. (Good) Swim 70 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
	Breath Weapon Rust-breath clockwork dragons do not breathe fire. Instead, the creatures breathe out a fine mist of an alchemical solvent that instantly rusts exposed metals. This so-called “rust breath” forth in a 60-foot line. Creatures can attempt a Dexterity save to avoid the effect for attended items; however, they need to make a separate attempt for each exposed item. Each alchemical dragon can hold enough of the alchemical solvent to make up to three breath weapon attacks before the solvent must be refilled manually, which takes 10 minutes. These clockwork dragons are made of ironwood, adamantine, and other resistant materials immune to rusting of any form.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

See Invisibility You can See Invisibility, as per the spell, as a constant ability.

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

Mithral Construction Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds.

Special Abilities & Qualities

Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19
Damage 3d6 slashing / 3d6 fire	Damage 4d6 slashing / 4d6 fire	Damage 5d6 slashing / 5d6 fire	Damage 6d6 slashing / 6d6 fire

Self-Destruction When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+10 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.	Bite Melee weapon attack: +9 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: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.	Claw Melee weapon attack: +9 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 1d10+4 (10) bludgeoning damage.	Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.
Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.	Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

see invisibility (at will)

Spellcasting

-

Possessions

-



CLOCKWORK DRAGON (MITHRAL, SLEEP)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	86	111	166	213
Speed	70 ft. Fly 200 ft. (Good) Swim 70 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+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 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	Fire			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	16	25	29
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Breath Weapon This clockwork dragon's breath weapon is replaced with tanks of sleep gas. When the clockwork breathes out this gas in a 30-foot cone, creatures within the cone must succeed a Wisdom save or fall asleep for 1d6+10 rounds.			
Special Abilities & Qualities	See Invisibility You can See Invisibility, as per the spell, as a constant ability.			
	Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure			
	Mithral Construction Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds.			

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

Dexterity DC 13

Damage3d6 slashing /
3d6 fire**Saving Throw**

Dexterity DC 15

Damage4d6 slashing /
4d6 fire**Saving Throw**

Dexterity DC 18

Damage5d6 slashing /
5d6 fire**Saving Throw**

Dexterity DC 19

Damage6d6 slashing /
6d6 fire**Self-Destruction** When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals slashing damage plus fire damage to all creatures within a 20-foot-radius burst. A successful Dexterity save halves the damage.**Standard Actions****Bite** Melee weapon

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

Claw Melee weapon

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

Tail Slap Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

Wing Melee weapon

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

Bite Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.

Claw Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.

Tail Slap Melee weapon

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

Wing Melee weapon

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

Bite Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

Claw Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.

Tail Slap Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Wing Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Bite Melee weapon

attack: +9 to hit, reach 20 ft., one target. Hit 8d6+16 (44) piercing damage.

Claw Melee weapon

attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.

Tail Slap Melee weapon

attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Wing Melee weapon

attack: +9 to hit, reach 20 ft., one target. Hit 4d6+16 (30) bludgeoning damage.

Legendary Actions

-

Innatesee *invisibility* (at will)**Spellcasting****Spellcasting**

-

Possessions

-



CLOCKWORK FAMILIAR



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any
Rarity	Rare
Role	Skirmisher / Minion
Organization	Solitary; Companion
Treasure	None

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	12	37	55	94
Speed	30 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Tiny construct, unaligned	Tiny construct, unaligned	Tiny construct, unaligned	Small construct, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+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 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	Cold, all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
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	3	7	11	15

Special Abilities & Qualities **Electricity** A clockwork familiar's bite does an additional 1d6 electricity damage.

Item Installation Each clockwork familiar possesses the ability to carry a magic item in its body. This specific item type is chosen at the time of the construct's creation, and cannot be changed. While the creature cannot activate or use the item, it gains certain constant abilities from the resonant magic fields, and can drain the item's magic as a free action in order to gain additional magical effects. In addition, any clockwork construct can drain a single charge or spell level from its installed item to heal itself for 1d6 hit points as a standard action. Removing a spent item and installing a new one is a full-round action.

Special Abilities & Qualities **Potion Installation** The clockwork familiar gains a constant protection from good/evil/law/chaos effect (one type only, chosen each time a new potion is installed). In addition, a clockwork familiar can drain the magic from the potion in order to grant this ability to a creature sharing its space. This ability to include others in the protection effect lasts for 1 minute per spell level of the potion drained.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Electricity** You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Bite** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) piercing damage.**Bite** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.**Bite** Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d4+4 (6) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.**Legendary Actions**

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Innate

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Spellcasting**Spellcasting**

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Possessions

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