

Aquilae: Bestiary of the Realm

Volume **2**

Clockwork Goliath to River Drake

A Fantasy Roleplaying Supplement

by J. Evans Payne



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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

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

Foreward

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

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

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

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

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

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

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

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

Plus it was just damned cool.

There was just one problem.

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

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

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

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

But it irked me still.

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

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

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

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

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

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

Here’s hoping it brings your gaming group joy.

J. Evans Payne

Malvern, Pennsylvania

July 2019

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About Infinium Game Studio

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

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

Values and Key Differences

Plays Well With Everyone

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

Comprehensive and Immersive

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

Everything You Need

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

Maps: Where Are We, Again?

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

Pervasive Maps

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

Prepared for Anything

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

Thoroughness: But What If...?

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

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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.

“Impossibles”: Some monsters are completely, entirely,

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

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

Weaknesses: When NOT to Use This Book

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

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

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

How to Use This Book

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

you!

With FTEG

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

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

With IGS Adventures

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

With Other Published Adventure Content

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

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

With Homebrew Content

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

Rarity

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

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

Occurrences

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

Challenge Rating

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

impossible to create CR-compliant listings for each monster.

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

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

Common Creature Features

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

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

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

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

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

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

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

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

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

drink, require rest, breathe, and so on.

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

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

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

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

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

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

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

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

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

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

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

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


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

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


Notes & Conventions

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

Player Descriptive Text


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

GM-Only Notes

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

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

Designer's Soapbox

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


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


Quests

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

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

Quest: Rats in the Cellar (example)

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


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

 **Locations:** Bar.

 **Key NPCs:** Bartender.

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

 **Description:**

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


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


Obstacles


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

Locked Secret Door (example)

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


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

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

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

Skill Checks

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

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



Skill Challenges



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

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

Falling Timbers (example)


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

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

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


Rewards

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

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


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


Secret Closet Chest

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

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

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

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

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

Traps

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

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

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

♁ Acid Arrow Chest Trap

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

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

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

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

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

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

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

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

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

Items

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

📖 Adventurer's Chronicle (example)

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

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

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

NPCs and Monsters

Crunch time!

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

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

game system you are playing.

Variable Challenge

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

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

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

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

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

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

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

Experience Points and Reward Nuggets

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

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

I Want Candy

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

However, I also gave out candy for good roleplaying,

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

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

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

Candy as XP

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

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

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

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

Namely: to have fun!


Reward Stars: The Formalized Approach

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

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

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

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

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

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

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

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

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

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

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

Stay In Character... Or Else

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

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

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

Converting Reward Stars to XP

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

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

XP reward.

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

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

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

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

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

Table 2: Converting Reward Stars to XP

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

“Quadded” Stat Blocks

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

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

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

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

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

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

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

Quadded Challenge Blocks

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

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

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

Locked Secret Wooden Door

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

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

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

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


The Campaign World

Overview

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



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

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

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

What You Need to Know

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

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

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

High Ability, Low Tech

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

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

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

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

Religion

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

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

Tribute

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

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

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

to the gods themselves.

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

FlexAI

What is FlexAI?

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

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

Summary vs. Full Version

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

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

How to Use FlexAI

Sanity Checks & Rerolls

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


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

Three Tiers of Complexity

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

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

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

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

Behavior Common Concepts

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

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

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

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

Combat Outcomes







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

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

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

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








Table 3: Combat Outcomes


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

Combat Targeting

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

Table 4: Combat Targeting Summary

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

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

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

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

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

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

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

Simple AI Rules

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

Advantages & When to Use

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

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







Limitations

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

Simple AI Outcome Table

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

Table 5: Simple AI Outcomes

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

Simple AI Targets

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

Table 6: Simple AI Targeting

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

Full AI Rules

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

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

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

Advantages & When to Use


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

Limitations

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

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

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

 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.

FlexContent

FlexTable 14: Leader Role; Fresh Stance: Action

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

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

FlexTable 15: Leader Role; Fresh Stance: Targeting

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

Monster Reference

Crunch and Fluff

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

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

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

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

Quadded Stat Blocks and Default Language

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

Header

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

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

Quadded Stat Blocks

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

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

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

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

Special Abilities

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

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

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

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

Feats

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

Treasure

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



CLOCKWORK GOLIATH



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------|---------------------------------|------------------|-------------------|-------------------|
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Artillery / Solo | Artillery / Solo | Artillery / Elite | Artillery / Elite |
| Organization | Solitary, Pair, or Siege (3-6x) | | | |
| Treasure | None | | | |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|--|--|--|---|
| Armor Class | 22 (natural armor) | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 95 | 145 | 207 | 240 |
| Speed | 40 ft. | | | |
| Size, Type, Alignment | Huge construct, unaligned | Huge construct, unaligned | Gargantuan construct, unaligned | Gargantuan construct, unaligned |
| Ability Scores / Saves | STR 22 (+6) | STR 22 (+6) | STR 30 (+10) | STR 34 (+10) |
| | DEX 19 (+4) | DEX 19 (+4) | DEX 17 (+3) | DEX 18 (+4) |
| | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) |
| | INT 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 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 | 10 | 20 | 28 | 32 |
| Special Abilities & Qualities | Damage 4d6 | Damage 6d6 | Damage 8d6 | Damage 10d6 |
| | Cannon One of a goliath's arms ends in a cannon. The goliath may use this as one of its four slam attacks, or it can use it to fire cannonballs. A cannon has a range increment of 100 feet, and deals bludgeoning and piercing damage on a hit with a x4 critical modifier. A clockwork goliath's cannon can hold up to 12 cannonballs-reloading a single cannonball is a standard action. | | | |

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

Saving Throw
Dexterity DC 14

Damage
2d6 slashing +
2d6 fire

Saving Throw
Dexterity DC 16

Damage
3d6 slashing +
3d6 fire

Saving Throw
Dexterity DC 18

Damage
4d6 slashing +
4d6 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.

Special Abilities & Qualities

Saving Throw
Dexterity DC 14

Damage 4d6

Saving Throw
Dexterity DC 16

Damage 6d6

Saving Throw
Dexterity DC 18

Damage 6d6

Saving Throw
Dexterity DC 19

Damage 8d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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.

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

Cannon Ranged weapon attack: +5 to hit, one target. Hit 6d6/x4 (9) bludgeoning damage.

Cannon Ranged weapon attack: +4 to hit, one target. Hit 6d6/x4 (9) bludgeoning damage.

Cannon Ranged weapon attack: +5 to hit, one target. Hit 6d6/x4 (9) bludgeoning damage.

Cannon Ranged weapon attack: +7 to hit, one target. Hit 6d6/none/x4 (9) bludgeoning damage.

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

Slams Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

Slams Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+17 (28) bludgeoning damage.

Slams Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 6d6+22 (43) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CLOCKWORK LEVIATHAN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|------------------------|
| Terrain | Any |
| Rarity | Rare |
| Role | Soldier / Elite |
| Organization | Solitary or Pod (2-4x) |
| Treasure | None |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|--|--|--|---|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 21 (natural armor) |
| Hit Points | 82 | 102 | 137 | 169 |
| Speed | 30 ft. 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 21 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 18 (+4) | DEX 18 (+4) | DEX 16 (+3) | DEX 17 (+3) |
| | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) |
| | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) |
| | CHA 1 (-5) | CHA 1 (-5) | CHA 1 (-5) | CHA 3 (-4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except adamantine | | | |
| Immunities | diseased, exhaustion, fatigued, Fire, 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 | 12 | 16 | 20 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 13 | Saving Throw Dexterity DC 14 | Saving Throw Dexterity DC 15 | Saving Throw Dexterity DC 16 |
| | Damage 6d8 fire | Damage 8d8 fire | Damage 10d8 fire | Damage 12d8 fire |
| Special Abilities & Qualities | Breath Weapon 60-ft. line of scorching steam, fire damage, Dexterity save for half, usable with Recharge 2. It functions equally well above and under water. | | | |
| Special Abilities & Qualities | Damage 1d8 slashing | Damage 1d8+4 slashing | Damage 1d8+6 slashing | Damage 2d8+8 slashing |
| | Grind A clockwork leviathan deals additional slashing damage when it makes a successful grapple check because of the myriad twisting gears and churning pistons that make up its jagged underbelly. | | | |



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

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: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+13 (18) piercing damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+13 (16) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+11 (16) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+16 (30) piercing damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) bludgeoning damage.

Special Actions

-

Special Actions

-

Special Actions

-

Special Actions

-

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CLOCKWORK MAGE



Low

Moderate

Advanced

Elite

| | |
|--------------|--------------------|
| Terrain | Any Land |
| Rarity | Rare |
| Role | Controller / Elite |
| Organization | Solitary |
| Treasure | None |

Low

Moderate

Advanced

Elite

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 50 | 83 | 115 | 144 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small construct, unaligned | Small construct, unaligned | Medium construct, unaligned | Large construct, unaligned |
| Ability Scores / Saves | STR 17 (+3) | STR 17 (+3) | STR 18 (+4) | STR 23 (+6) |
| | DEX 18 (+4) | DEX 18 (+4) | DEX 16 (+3) | DEX 17 (+3) |
| | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) |
| | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) |
| | WIS 13 (+1) | WIS 13 (+1) | WIS 13 (+1) | WIS 17 (+3) |
| | CHA 1 (-5) | CHA 1 (-5) | CHA 1 (-5) | CHA 3 (-4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except adamantine | | | |
| Immunities | diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned | | | |
| Vulnerabilities | Vulnerability to Electricity | | | |
| Senses | Passive Perception +11, Darkvision 60 ft. | Passive Perception +11, Darkvision 60 ft. | Passive Perception +11, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Wand Magic A clockwork mage's wand crystal allows it to cast spells as if using a spell trigger magic item. The arcane school of the wand crystal determines a clockwork mage's spells. They cast 1st-level spells at will, 2nd-level spells 3 times per day, and 3rd level spells 1 time per day. | | | |
| 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 | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|---|---|---|
| Standard Actions | Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+6 (8) bludgeoning damage. | Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+6 (8) bludgeoning damage. | Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage. | Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) bludgeoning damage. |
| Legendary Actions | - | - | - | - |
| Innate Spellcasting | <i>fireball (1/day); gust of wind (1/day); magic missile (at will); shocking grasp (at will)</i> | <i>fireball (2/day); gust of wind (2/day); magic missile (at will); scorching ray (1/day); shocking grasp (at will)</i> | <i>fireball (3/day); gust of wind (3/day); magic missile (at will); scorching ray (3/day); shocking grasp (at will)</i> | <i>fireball (5/day); gust of wind (5/day); magic missile (at will); scorching ray (5/day); shocking grasp (at will)</i> |
| Spellcasting | - | - | - | - |
| Possessions | - | - | - | - |



CLOCKWORK SERVANT



Low

Moderate

Advanced

Elite

Terrain

Any

Rarity

Rare

Role

Lurker / Minion

Organization

Solitary, Team (2-4x), or Squadron (5-10x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **16** (natural armor) **16** (natural armor) **17** (natural armor) **18** (natural armor)

Hit Points 36 63 91 119

Speed 30 ft.

Size, Type, Alignment Medium construct, unaligned Medium construct, unaligned Medium construct, unaligned Large construct, unaligned

| | Low | Moderate | Advanced | Elite |
|------------|---------|----------|----------|---------|
| STR | 17 (+3) | 17 (+3) | 20 (+5) | 22 (+6) |
| DEX | 12 (+1) | 12 (+1) | 16 (+3) | 14 (+2) |
| CON | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |
| INT | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |
| WIS | 9 (-1) | 9 (-1) | 13 (+1) | 13 (+1) |
| CHA | 1 (-5) | 1 (-5) | 3 (-4) | 3 (-4) |

Saving Throws

-

-

-

-

Resistances

-

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 +11, Darkvision 60 ft. Passive Perception +11, Darkvision 60 ft.

Languages

-

Challenge **2** **6** **10** **14**

Special Abilities & Qualities

Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

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

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

Net As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets-loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with or even magic nets, although the clockwork servant presented here is armed with standard nets.

Special Abilities & Qualities

Repair Clockwork Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Standard Actions

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

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

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

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

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

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

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

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

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CLOCKWORK SOLDIER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary, Pair, Trio, Troop (3-8x), or Company (9-12x plus others)

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 | 29 | 55 | 72 | 106 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small construct, unaligned | Medium construct, unaligned | Medium construct, unaligned | Large construct, unaligned |
| Ability Scores / Saves | STR 19 (+4) | STR 21 (+5) | STR 24 (+7) | STR 26 (+8) |
| | 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 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 1 (-5) | CHA 1 (-5) | CHA 3 (-4) | CHA 3 (-4) |
| Saving Throws | - | | | |
| Resistances | all physical attacks except 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 +11, Darkvision 60 ft. | Passive Perception +11, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Standard Actions | Halberd Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+11/x3 (16) slashing damage. | Halberd Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d10+14/x3 (20) slashing damage. | Halberd Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+17/x3 (22) slashing damage. | Halberd Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+20/x3 (29) slashing damage. |
| Legendary Actions | - | | | |

Low

Moderate

Advanced

Elite

Innate -

Spellcasting -

Spellcasting -

Possessions -



CLOCKWORK SPY



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|-----------------|
| Terrain | Any |
| Rarity | Rare |
| Role | Lurker / Minion |
| Organization | Solitary |
| 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 | 6 | 17 | 30 | 57 |
| Speed | 30 ft. Fly 30 ft. (Clumsy) | | | |
| Size, Type, Alignment | Tiny construct, unaligned | Tiny construct, unaligned | Tiny construct, unaligned | Small construct, unaligned |
| Ability Scores / Saves | STR 9 (-1) | STR 9 (-1) | STR 14 (+2) | STR 17 (+3) |
| | DEX 10 (+0) | DEX 11 (+0) | DEX 15 (+2) | 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 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 | 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 +11, Darkvision 60 ft. | Passive Perception +11, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 1 | 5 | 9 | 13 |

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



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Record Audio A clockwork spy can record nearby sounds as a standard action, archiving all sound within a 20-foot spread onto a small gemstone worth 50 gp embedded in its body. The clockwork spy can record up to 1 hour of sound per Hit Die it possesses. Starting and stopping playback of recorded sound is a standard action. Removing a gemstone or installing a gemstone into a clockwork spy is a full-round action; failure does not damage the gemstone, but does erase any recorded sounds on the gemstone. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals—a spy can be ordered to start recording sound as soon as a humanoid (human) or an aberration comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a gemstone that already contains a recording.

Special Abilities & Qualities

Saving Throw
Dexterity DC 12

Damage
1d6 slashing +
1d6 fire

Saving Throw
Dexterity DC 13

Damage
3d6 slashing +
3d6 fire

Saving Throw
Dexterity DC 14

Damage
4d6 slashing +
4d6 fire

Saving Throw
Dexterity DC 15

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

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+3 (5) bludgeoning damage.

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



CLOCKWORK STEED



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|--|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 41 | 74 | 88 | 115 |
| Speed | 50 ft. | | | |
| Size, Type, Alignment | Medium construct, unaligned | Large construct, unaligned | Large construct, unaligned | Huge construct, unaligned |
| Ability Scores / Saves | STR 17 (+3) | STR 19 (+4) | STR 22 (+6) | STR 24 (+7) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) |
| | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 1 (-5) | CHA 1 (-5) | CHA 3 (-4) | CHA 3 (-4) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned | | | |
| Vulnerabilities | Vulnerability to Electricity | | | |
| 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 | Powerful Kick As a standard action, the clockwork steed can make two hoof attacks with its rear hooves; if both hit, it can perform an additional bonus Hoof attack this round. | | | |
| 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 | | | |

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|-------------------------|--|---|--|---|
| Standard Actions | <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p>Hoof Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Hoof Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.</p> <p>Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p> |

Legendary Actions -

Innate Spellcasting -

Spellcasting -

Possessions -



CLOCKWORK STEED (CHARGER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|---|---|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 48 | 85 | 119 | 152 |
| Speed | 50 ft. | | | |
| Size, Type, Alignment | Medium construct, unaligned | Large construct, unaligned | Large construct, unaligned | Huge construct, unaligned |
| Ability Scores / Saves | STR 19 (+4) | STR 21 (+5) | STR 22 (+6) | STR 24 (+7) |
| | DEX 18 (+4) | DEX 15 (+2) | 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 12 (+1) | WIS 12 (+1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 3 (-4) | CHA 3 (-4) | CHA 3 (-4) | CHA 3 (-4) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned | | | |
| Vulnerabilities | Vulnerability to Electricity | | | |
| Senses | Passive Perception +11, Darkvision 60 ft. | Passive Perception +11, Darkvision 60 ft. | Passive Perception +11, Darkvision 60 ft. | Passive Perception +11, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Powerful Kick As a standard action, the clockwork steed can make two hoof attacks with its rear hooves; if both hit, it can perform an additional bonus Hoof attack this round. | | | |
| 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 | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|--|---|
| Standard Actions | <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Hoof Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.</p> <p>Hoof Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Hoof Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.</p> <p>Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



COACH OF THE SILENT



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|------------------|
| Terrain | Any |
| Rarity | Rare |
| Role | Soldier / Normal |
| Organization | Solitary |
| 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 | 83 | 145 | 218 | 259 |
| Speed | 20 ft. | | | |
| Size, Type, Alignment | Small undead, lawful evil | Small undead, lawful evil | Medium undead, lawful evil | Large undead, lawful evil |
| Ability Scores / Saves | STR 17 (+3) | STR 17 (+3) | STR 19 (+4) | STR 22 (+6) |
| | DEX 18 (+4) | DEX 18 (+4) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) |
| | INT 16 (+3) | INT 16 (+3) | INT 16 (+3) | INT 16 (+3) |
| | WIS 17 (+3) | WIS 17 (+3) | WIS 17 (+3) | WIS 17 (+3) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 18 (+4) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +16, 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 +20, Blindsight 60 ft., Darkvision 60 ft. |
| Languages | Common, Sylvan | | | |
| Challenge | 8 | 14 | 20 | 24 |
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 2d6 |
| | Chilling Blade When this creature wields a slashing weapon, the blade inflicts additional cold damage. | | | |

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

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 21

Death's Calling Once per day as a standard action, this creature may place death's calling on a target within 60 feet (Constitution save negates). If the creature knows and speaks the target's name, the target suffers disadvantage on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until this creature is slain), all critical hits against the victim automatically confirm. The coach of the silent can cast trap the soul on those who fail to resist its death's calling. This is a mind-affecting curse effect.

Special Abilities & Qualities

Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Summon Mount As a standard action, this creature can summon a war-trained heavy horse. This horse remains until it is slain or the creature dismisses it. He can only have one such horse in his service at a time.

Special Abilities & Qualities**Saving Throw**

Wisdom DC 17

Saving Throw

Wisdom DC 19

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 21

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Standard Actions**Longsword Melee**

weapon attack: +3 to hit, reach 5 ft., one target.
Hit 1d8+8/17-00 (12) slashing damage.

Longsword Melee

weapon attack: +3 to hit, reach 5 ft., one target.
Hit 1d8+8/17-00 (12) slashing damage.

Longsword Melee

weapon attack: +4 to hit, reach 5 ft., one target.
Hit 1d8+8/17-00 (12) slashing damage.

Longsword Melee

weapon attack: +6 to hit, reach 10 ft., one target.
Hit 1d8+12/17-00 (16) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



COBRA (SPITTING)



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

| | |
|--------------|-----------------------------------|
| Terrain | Warm Forests, Plains, and Deserts |
| Rarity | Uncommon |
| Role | Artillery/ Minion |
| Organization | Solitary; Companion |
| 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 | 8 | 36 | 92 | 166 |
| Speed | 20 ft. Climb 20 ft. | | | |
| Size, Type, Alignment | Medium companion, unaligned | Medium companion, unaligned | Medium companion, unaligned | Large companion, unaligned |
| Ability Scores / Saves | STR 6 (-2) | STR 7 (-2) | STR 12 (+1) | STR 17 (+3) |
| | DEX 13 (+1) | DEX 13 (+1) | DEX 17 (+3) | DEX 15 (+2) |
| | CON 9 (-1) | CON 9 (-1) | CON 14 (+2) | CON 17 (+3) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 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 +14, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 2 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Constitution DC 11 | Saving Throw Constitution DC 11 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 15 |
| | Poison Spit or Bite - Contact or Injury; save Constitution; frequency 1/round for 1 round; effect blurred vision (disadvantage on attack rolls) and is Poisoned; cure 1 save. | | | |
| Special Abilities & Qualities | Spit Ranged touch attack, 10-foot range, poison, usable with Recharge 2. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------------------|--|--|--|--|
| Standard Actions | <p>Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.</p> <p>Spit Ranged weapon attack: +2 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p> <p>Spit Ranged weapon attack: +2 to hit, one target. Hit 1d1+1 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+19-20 (310) piercing damage.</p> <p>Spit Ranged weapon attack: +5 to hit, one target. Hit 1d1+1 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8/19-20 (12) piercing damage.</p> <p>Spit Ranged weapon attack: +3 to hit, one target. Hit 1d1+1 (2) bludgeoning damage.</p> |
| Legendary Actions | - | | | |
| Innate | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



COCKATRICE



Low

Moderate

Advanced

Elite

Terrain

Temperate Plains

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Solitary, Pair, Flight (3-5x), or Flock (6-12x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **15** (natural armor) **15** (natural armor) **17** (natural armor) **17** (natural armor)

Hit Points **17** **35** **85** **168**

Speed 20 ft. Fly 60 ft. (Poor)

Size, Type, Alignment Small monstrosity, unaligned Small monstrosity, unaligned Small monstrosity, unaligned Medium monstrosity, unaligned

| | Low | Moderate | Advanced | Elite |
|------------|---------|----------|----------|---------|
| STR | 4 (-3) | 5 (-3) | 9 (-1) | 13 (+1) |
| DEX | 15 (+2) | 15 (+2) | 18 (+4) | 17 (+3) |
| CON | 9 (-1) | 9 (-1) | 13 (+1) | 17 (+3) |
| INT | 1 (-5) | 1 (-5) | 1 (-5) | 1 (-5) |
| WIS | 11 (+0) | 11 (+0) | 15 (+2) | 15 (+2) |
| CHA | 6 (-2) | 6 (-2) | 10 (+0) | 10 (+0) |

Saving Throws - - - -

Resistances -

Immunities -

Vulnerabilities -

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

Languages -

Challenge **5** **9** **13** **17**

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Fortitude DC 12**Saving Throw**
Fortitude DC 13**Saving Throw**
Fortitude DC 16**Saving Throw**
Fortitude DC 19

Petrification A cockatrice's bite causes flesh to calcify and harden-multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice's bite attack, it must succeed on a Constitution save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice's bites immediately turns completely to stone, as if petrified by a flesh to stone spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new Constitution save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)-but after a petrified creature fails three of these Constitution saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. Ability score damage from this effect is recovered with restoration or greater healing magic so long as the victim has not yet turned to stone as described.

Standard Actions**Bite** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.**Bite** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.**Bite** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



COCKROACH



Low

Moderate

Advanced

Elite

| | |
|--------------|----------------------------------|
| Terrain | Any |
| Rarity | Common |
| Role | Skirmisher / Minion |
| Organization | Solitary, Pair, or Swarm (3-60x) |
| 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 | 9 | 40 | 81 | 143 |
| Speed | 20 ft. Climb 20 ft. Fly 30 ft. (Poor) | | | |
| 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 13 (+1) | DEX 13 (+1) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) |
| | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 1 (-5) | CHA 1 (-5) | CHA 4 (-3) | CHA 4 (-3) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | psychic | | | |
| Vulnerabilities | Light Sensitivity | | | |
| 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 | Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects. | | | |
| Standard Actions | Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage. | Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage. | Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage. | Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6+1 (8) piercing damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



COCKROACH (DRAGONROACH)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|--|---|
| Armor Class | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 81 | 180 | 286 | 371 |
| Speed | 30 ft. Climb 30 ft. Fly 40 ft. (Poor) | | | |
| Size, Type, Alignment | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned |
| Ability Scores / Saves | STR 23 (+6) | STR 30 (+10) | STR 32 (+10) | STR 33 (+10) |
| | DEX 8 (-1) | DEX 4 (-3) | DEX 8 (-1) | DEX 8 (-1) |
| | CON 21 (+5) | CON 26 (+8) | CON 28 (+9) | CON 28 (+9) |
| | 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 | Light Sensitivity | | | |
| Senses | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. |
| Languages | - | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects. | | | |
| Standard Actions | Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+21 (31) piercing damage. | Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+27 (41) piercing damage. | Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+30 (48) piercing damage. | Bite Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 4d8+31 (49) piercing damage. |

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



COCKROACH (FLESH-EATING SWARM)



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

| | |
|--------------|--------------------------------------|
| Terrain | Any Temperate, Warm, or Urban |
| Rarity | Rare |
| Role | Skirmisher / Normal |
| Organization | Solitary, Pair, or Intrusion (3-20x) |
| 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 | 17 | 30 | 98 | 161 |
| Speed | 20 ft. Climb 20 ft. Fly 30 ft. (Clumsy) | | | |
| Size, Type, Alignment | Tiny vermin, unaligned | | | |
| Ability Scores / Saves | STR 1 (-5) | STR 1 (-5) | STR 5 (-3) | STR 10 (+0) |
| | DEX 13 (+1) | DEX 13 (+1) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 12 (+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 1 (-5) | CHA 1 (-5) | CHA 4 (-3) | CHA 4 (-3) |
| Saving Throws | - | | | |
| Resistances | - | | | |
| Immunities | Critical Hits, Flanking, psychic, Weapon Damage | | | |
| Vulnerabilities | Light Sensitivity | | | |
| 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 | 4 | 8 | 12 | 16 |

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

Special Abilities & Qualities

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|---------------------|--|--------------------|--------------------|--------------------|
| Saving Throw | Constitution DC 13 | Constitution DC 14 | Constitution DC 17 | 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. | | | |

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



COCKROACH (GIANT HISSING)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|-------------------------------|
| Terrain | Any Land |
| Rarity | Rare |
| Role | Soldier / Normal |
| Organization | Solitary or Intrusion (2-20x) |
| 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 | 21 | 59 | 130 | 203 |
| Speed | 30 ft. Climb 30 ft. Fly 40 ft. (Poor) | | | |
| Size, Type, Alignment | Medium vermin, unaligned | Medium vermin, unaligned | Medium vermin, unaligned | Large vermin, unaligned |
| Ability Scores / Saves | STR 13 (+1) | STR 14 (+2) | STR 17 (+3) | STR 20 (+5) |
| | DEX 8 (-1) | DEX 8 (-1) | DEX 12 (+1) | DEX 10 (+0) |
| | 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 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 | Light Sensitivity | | | |
| Senses | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. |
| Languages | - | | | |
| Challenge | 2 | 6 | 10 | 14 |
| Special Abilities & Qualities | Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects. | | | |
| Standard Actions | Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. | Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. | Bite Melee weapon attack: +4 to hit, reach 5 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. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



COCKROACH (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|-------------------------------|
| Terrain | Any Land |
| Rarity | Common |
| Role | Soldier / Minion |
| Organization | Solitary or Intrusion (2-20x) |
| 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 | 7 | 51 | 108 | 177 |
| Speed | 30 ft. Climb 30 ft. Fly 40 ft. (Poor) | | | |
| Size, Type, Alignment | Small vermin, unaligned | Small vermin, unaligned | Small vermin, unaligned | Medium vermin, unaligned |
| Ability Scores / Saves | STR 9 (-1) | STR 9 (-1) | STR 14 (+2) | STR 18 (+4) |
| | DEX 10 (+0) | DEX 10 (+0) | DEX 14 (+2) | DEX 12 (+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 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 | Light Sensitivity | | | |
| Senses | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. |
| Languages | - | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Special Abilities & Qualities | Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects. | | | |
| Standard Actions | Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage. | Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage. | Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



COCKROACH (MONSTROUS)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|-------------------------------|
| Terrain | Any Land |
| Rarity | Common |
| Role | Soldier / Minion |
| Organization | Solitary or Intrusion (2-20x) |
| 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 | 8 | 60 | 126 | 205 |
| Speed | 30 ft. Climb 30 ft. Fly 40 ft. (Clumsy) | | | |
| Size, Type, Alignment | Small vermin, unaligned | Small vermin, unaligned | Small vermin, unaligned | Medium vermin, unaligned |
| Ability Scores / Saves | STR 8 (-1) | STR 9 (-1) | STR 14 (+2) | STR 18 (+4) |
| | DEX 10 (+0) | DEX 10 (+0) | DEX 14 (+2) | DEX 12 (+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 4 (-3) | CHA 4 (-3) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | psychic | | | |
| Vulnerabilities | Light Sensitivity | | | |
| Senses | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. |
| Languages | - | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Special Abilities & Qualities | Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects. | | | |
| Standard Actions | Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage. | Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage. | Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage. |

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



COCKROACH (SAWBACK)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------|-------------------------------|--|--|--|
| Terrain | Any Land | | | |
| Rarity | Common | | | |
| Role | Soldier / Normal | | | |
| Organization | Solitary or Intrusion (2-20x) | | | |
| 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 | 73 | 119 | 203 | 320 |
| Speed | 30 ft. Climb 30 ft. Fly 40 ft. (Poor) | | | |
| Size, Type, Alignment | Huge vermin, unaligned | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned |
| Ability Scores / Saves | STR 24 (+7) | STR 26 (+8) | STR 29 (+9) | STR 30 (+10) |
| | DEX 8 (-1) | DEX 4 (-3) | DEX 8 (-1) | DEX 6 (-2) |
| | CON 22 (+6) | CON 24 (+7) | CON 26 (+8) | CON 28 (+9) |
| | 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 | Light Sensitivity | | | |
| Senses | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. |
| Languages | - | | | |
| Challenge | 5 | 8 | 12 | 16 |
| Special Abilities & Qualities | Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects. | | | |
| Standard Actions | Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+24 (31) piercing damage. | Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+21 (32) piercing damage. | Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+25 (39) piercing damage. | Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+28 (49) piercing damage. |

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



COCKROACH (SPITTING)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------|-------------------------------|--|--|--|
| Terrain | Any Land | | | |
| Rarity | Uncommon | | | |
| Role | Soldier / Normal | | | |
| Organization | Solitary or Intrusion (2-20x) | | | |
| 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 | 79 | 141 | 240 | 334 |
| Speed | 30 ft. Climb 30 ft. Fly 40 ft. (Poor) | | | |
| Size, Type, Alignment | Huge vermin, unaligned | Huge vermin, unaligned | Huge vermin, unaligned | Gargantuan vermin, unaligned |
| Ability Scores / Saves | STR 22 (+6) | STR 23 (+6) | STR 25 (+7) | STR 28 (+9) |
| | DEX 4 (-3) | DEX 4 (-3) | DEX 8 (-1) | DEX 6 (-2) |
| | CON 22 (+6) | CON 22 (+6) | CON 24 (+7) | CON 26 (+8) |
| | 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 | Light Sensitivity | | | |
| Senses | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. |
| Languages | - | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects. | | | |
| Standard Actions | Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage. | Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+16 (26) piercing damage. | Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+19 (30) piercing damage. | Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+22 (36) piercing damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



COCKROACH (VENOMROACH)



Low

Moderate

Advanced

Elite

| | |
|--------------|-------------------------------|
| Terrain | Any Land |
| Rarity | Rare |
| Role | Soldier / Normal |
| Organization | Solitary or Intrusion (2-20x) |
| 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 | 33 | 81 | 153 | 243 |
| Speed | 30 ft. Climb 30 ft. Fly 40 ft. (Poor) | | | |
| Size, Type, Alignment | Large vermin, unaligned | Large vermin, unaligned | Large vermin, unaligned | Huge vermin, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 19 (+4) | STR 22 (+6) | STR 24 (+7) |
| | DEX 6 (-2) | DEX 6 (-2) | DEX 10 (+0) | DEX 8 (-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 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 | Light Sensitivity | | | |
| Senses | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. | Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft. |
| Languages | - | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects. | | | |
| Standard Actions | Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+18 (28) piercing damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



COCKROACH (SWARM)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------|--------------------------------------|--|--|--|
| Terrain | Any Temperate, Warm, or Urban | | | |
| Rarity | Common | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, or Intrusion (3-20x) | | | |
| 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 | 30 | 49 | 105 | 178 |
| Speed | 20 ft. Climb 20 ft. Fly 30 ft. (Poor) | | | |
| Size, Type, Alignment | Tiny vermin, unaligned | | | |
| Ability Scores / Saves | STR 1 (-5) | STR 1 (-5) | STR 1 (-5) | STR 3 (-4) |
| | DEX 13 (+1) | DEX 13 (+1) | DEX 13 (+1) | DEX 17 (+3) |
| | CON 12 (+1) | CON 13 (+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 8 (-1) | WIS 12 (+1) |
| | CHA 1 (-5) | CHA 1 (-5) | CHA 1 (-5) | CHA 4 (-3) |
| Saving Throws | - | | | |
| Resistances | - | | | |
| Immunities | Critical Hits, Flanking, psychic, Weapon Damage | | | |
| Vulnerabilities | Light Sensitivity | | | |
| 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 | 4 | 8 | 12 | 16 |

Special Abilities & Qualities

Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects.

Special Abilities & Qualities

| | | | |
|---|---|---|---|
| Saving Throw Constitution DC 13 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 17 | 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.

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



COLD RIDER



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | |
|--------------|------------------------------------|
| Terrain | Any Cold |
| Rarity | Rare |
| Role | Skirmisher / Normal |
| Organization | Solitary, Pair, or Cavalry (3-12x) |
| Treasure | Standard |

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) |
| Hit Points | 30 | 46 | 88 | 188 |
| Speed | 20 ft. | | | |
| Size, Type, Alignment | Small fey, chaotic evil | Small fey, chaotic evil | Medium fey, chaotic evil | Large fey, chaotic evil |
| Ability Scores / Saves | STR 11 (+0) | STR 11 (+0) | STR 15 (+2) | STR 20 (+5) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 14 (+2) | DEX 16 (+3) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 20 (+5) |
| | INT 12 (+1) | INT 12 (+1) | INT 12 (+1) | INT 16 (+3) |
| | 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 | - | | | |
| Immunities | Cold | | | |
| Vulnerabilities | Vulnerability to Fire; Susceptible to Shatter | | | |
| 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, Elvish, Sylvan | | | |
| Challenge | 5 | 9 | 13 | 17 |

Special Abilities & Qualities

Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Icwalking A cold rider and any creature it rides can move across icy surfaces without penalty and do not need to make skill or ability checks to run or charge on ice. They may climb icy surfaces as if under the effects of the spider climb spell.

Implements of Ice A cold rider wears full plate armor and wields a glaive made of magical ice as hard as steel. Its armor has no armor check penalty. When a cold rider dies, its armor and glaive melt into water in 1d6 rounds.

Susceptible to Shatter A shatter spell deals 3d6 points of damage to a cold rider (no save) and reduces its armor bonus by 2 for 1 minute. Shatter spells automatically overcome a cold rider's resistance.

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

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------------------|---|---|--|--|
| Standard Actions | <p>Glaive Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p> <p>Gore Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10+1 (6) piercing damage.</p> | <p>Glaive Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p> <p>Gore Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10+1 (6) piercing damage.</p> | <p>Glaive Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+6/x3 (12) bludgeoning damage.</p> <p>Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage.</p> | <p>Glaive Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+15/x3 (24) bludgeoning damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+8 (22) piercing damage.</p> |
| Legendary Actions | - | | | |
| Innate | - | | | |
| Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



COLOSSUS (FLESH)



Low

Moderate

Advanced

Elite

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

Low

Moderate

Advanced

Elite

| | | | | |
|--|--|--|--|---|
| Armor Class | 22 (natural armor) | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 135 | 155 | 226 | 273 |
| Speed | 60 ft. | | | |
| Size, Type, Alignment | Huge construct, unaligned | Huge construct, unaligned | Gargantuan construct, unaligned | Gargantuan construct, unaligned |
| Ability Scores / Saves | STR 21 (+5) | STR 22 (+6) | STR 28 (+9) | STR 32 (+10) |
| | DEX 13 (+1) | DEX 13 (+1) | DEX 9 (-1) | DEX 11 (+0) |
| | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 5 (-3) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) |
| | CHA 5 (-3) | CHA 5 (-3) | CHA 5 (-3) | CHA 9 (-1) |
| Saving Throws | - | | | |
| Resistances | all physical attacks | | | |
| Immunities | diseased, Electricity, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Common | | | |
| Challenge | 8 | 12 | 16 | 20 |
| Special Abilities & Qualities | Saving Throws DC 13 | Saving Throws DC 14 | Saving Throws DC 15 | Saving Throws DC 16 |
| | Unnatural Aura 30': Animals do not willingly approach the creature unless the animal's master succeeds at a relevant skill or ability check. | | | |
| Special Abilities & Qualities | Damage 1d12 | Damage 2d12 | Damage 2d12+4 | Damage 3d12 |
| | Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Pinning Stomp When a colossus is in its normal form, as an action it can make a single melee attack at its highest attack bonus against a target three or more size categories smaller than the colossus. This attack deals an amount of damage equal to twice that of its slam attack plus 1-1/2 times the colossus's Strength bonus. If the colossus hits with this attack, it can attempt a grapple check as a free action. This grapple doesn't provoke attacks of opportunity. If the grapple is successful, the target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can at most have two creatures pinned with this attack at one time.

Special Abilities & Qualities

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

Alternate Form Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by true seeing or similar magic. As a full-round action, a flesh colossus can break apart into four composite creatures. These composite creatures are identical to flesh golems but lack the golem's resistances and the berserk and immunity to magic abilities. They gain resistance to physical damage, electricity absorption, and a selective antimagic aura (10 feet). Divide the colossus's current total hit points by 4 to determine how many hit points each composite creature has. Reverting into a single form requires all of the remaining composite creatures to be adjacent to each other and a full-round action. When this occurs, add up the remaining hit points to determine the colossus's total hit points.

Selective Antimagic Aura A colossus exudes a constant antimagic field, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura. Spells and abilities with the electricity descriptor or that deal electricity damage are unaffected by this field, as are necromancy spells and effects.

Standard Actions

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d10+13/19-20/x3 (24) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d10+15/19-20/x3 (26) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d12+16/19-20/x3 (29) bludgeoning damage.

Slam Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 8d6+20/19-20/x3 (48) bludgeoning damage.

Stomp Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d10+13 (35) bludgeoning damage.

Stomp Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d10+15 (37) bludgeoning damage.

Stomp Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d12+16 (42) bludgeoning damage.

Stomp Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 16d6+20 (76) bludgeoning damage.

Legendary Actions

-

Innate

-

circle of death (1/day)

circle of death (1/day)

circle of death (3/day)

Spellcasting

Spellcasting

-

Possessions

-



COLOSSUS (IRON)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Artillery / 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 183 226 285 310

Speed 50 ft.

Size, Type, Alignment

Gargantuan construct, unaligned

Gargantuan construct, unaligned

Gargantuan construct, unaligned

Gargantuan construct, unaligned

Ability Scores / Saves

| | Low | Moderate | Advanced | Elite |
|------------|---------|----------|----------|----------|
| STR | 26 (+8) | 26 (+8) | 32 (+10) | 35 (+10) |
| DEX | 11 (+0) | 11 (+0) | 7 (-2) | 11 (+0) |
| CON | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |
| INT | 3 (-4) | 3 (-4) | 3 (-4) | 7 (-2) |
| WIS | 8 (-1) | 8 (-1) | 8 (-1) | 12 (+1) |
| CHA | 12 (+1) | 12 (+1) | 12 (+1) | 16 (+3) |

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 +16, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

Languages

Common

Challenge

8

15

23

27

Special Abilities & Qualities

Alternate Form Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by true seeing or similar magic. As a full-round action, an iron colossus can transform its legs into a massive, destructive track. Its speed becomes 80 ft., it can't be tripped, and it gains a trample attack that deals 4d8+30 damage. It loses its stomp attack. It can resume its base form as a full-round action.

Fire Absorption Not only is a flesh colossus immune to fire, but when targeted or hit by a spell or attack that would deal fire damage, it heals half the fire damage it would be dealt.

Selective Antimagic Field A colossus exudes a constant antimagic field, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura. Spells and abilities with the fire descriptor or that deal fire damage are unaffected by this field, as are necromancy spells and effects.

Siege Tower An iron colossus's ballistae don't provoke attacks of opportunity, and they reload themselves at the start of the colossus's turn.

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

Constitution DC 14

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 21

Deadly Fumes An iron colossus emits a 30-foot-radius cloud of poisonous gas, exposing creatures that start their turn in this area. Inhaled; save Constitution; frequency 1/round for 2 rounds; effect 1d4 Constitution damage and is Poisoned and Sickened; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.

Special Abilities & Qualities

Pinning Stomp When a colossus is in its normal form, as an action it can make a single melee attack at its highest attack bonus against a target three or more size categories smaller than the colossus. This attack deals an amount of damage equal to twice that of its slam attack plus 1-1/2 times the colossus's Strength bonus. If the colossus hits with this attack, it can attempt a grapple check as a free action. This grapple doesn't provoke attacks of opportunity. If the grapple is successful, the target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can at most have two creatures pinned with this attack at one time.

Standard Actions

Light Flail Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 6d6+19/19-20 (40) bludgeoning damage.

Light Flail Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 6d6+19/19-20 (40) bludgeoning damage.

Light Flail Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+20/19-20 (41) bludgeoning damage.

Light Flail Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d6+23/19-20 (44) bludgeoning damage.

Heavy Ballistae Ranged weapon attack: -1 to hit, one target. Hit 4d6/19-20 (8) bludgeoning damage.

Heavy Ballistae Ranged weapon attack: -1 to hit, one target. Hit 4d6/19-20 (8) bludgeoning damage.

Heavy Ballistae Ranged weapon attack: -1 to hit, one target. Hit 4d8/19-20 (10) bludgeoning damage.

Heavy Ballistae Ranged weapon attack: +2 to hit, one target. Hit 8d6/19-20 (10) bludgeoning damage.

Stomp Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 6d4+19 (34) bludgeoning damage.

Stomp Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 6d4+19 (34) bludgeoning damage.

Stomp Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+20 (41) bludgeoning damage.

Stomp Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d8+23 (50) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting*wall of fire (1/day)**delayed blast fireball (1/day); wall of fire (2/day)**delayed blast fireball (1/day); wall of fire (3/day)**delayed blast fireball (3/day); wall of fire (5/day)***Spellcasting**

-

Possessions

-



COLOSSUS (STONE)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Brute / 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

171

209

269

293

Speed

40 ft.

Size, Type, Alignment

Gargantuan construct, unaligned

Gargantuan construct, unaligned

Gargantuan construct, unaligned

Gargantuan construct, unaligned

Ability Scores / Saves

STR 24 (+7)

STR 24 (+7)

STR 31 (+10)

STR 34 (+10)

DEX 13 (+1)

DEX 13 (+1)

DEX 9 (-1)

DEX 13 (+1)

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 8 (-1)

WIS 8 (-1)

WIS 8 (-1)

WIS 12 (+1)

CHA 5 (-3)

CHA 5 (-3)

CHA 5 (-3)

CHA 9 (-1)

Saving Throws

-

-

-

-

Resistances

all physical attacks

Immunities

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 +16, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

Languages

Common

Challenge

8

14

21

25

Special Abilities & Qualities

Alternate Form Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by true seeing or similar magic. A stone colossus can take the form of a small keep as a full-round action. It gains fast healing 10. While in this form, the colossus cannot make melee attacks.

Movable Keep In either form, a stone colossus holds up to 12 Medium creatures. Those on its ramparts gain cover. Any inside when it's destroyed take 3d10+20 points of damage.

Special Abilities & Qualities

Selective Antimagic Aura A colossus exudes a constant antimagic field, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura. Spells and abilities with the force descriptor or that manipulate earth are unaffected by this field, as are necromancy spells and effects.

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

Siege Tower An iron colossus's ballistae don't provoke attacks of opportunity, and they reload themselves at the start of the colossus's turn.

Self Repair With Recharge 1, the colossus may gain fast healing 20 for 2 rounds.

Pinning Stomp When a colossus is in its normal form, as an action it can make a single melee attack at its highest attack bonus against a target three or more size categories smaller than the colossus. This attack deals an amount of damage equal to twice that of its slam attack plus 1-1/2 times the colossus's Strength bonus. If the colossus hits with this attack, it can attempt a grapple check as a free action. This grapple doesn't provoke attacks of opportunity. If the grapple is successful, the target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can at most have two creatures pinned with this attack at one time.

Standard Actions

Light Ballista Ranged weapon attack: +1 to hit, one target. Hit 3d6x3 (2) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+18 (32) bludgeoning damage.

Stomp Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+18 (45) bludgeoning damage.

Light Ballista Ranged weapon attack: +1 to hit, one target. Hit 3d6x3 (2) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+18 (32) bludgeoning damage.

Stomp Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+18 (45) bludgeoning damage.

Light Ballista Ranged weapon attack: +0 to hit, one target. Hit 3d8x3 (2) bludgeoning damage.

Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d10+19/19-20 (36) bludgeoning damage.

Stomp Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d10+19 (52) bludgeoning damage.

Light Ballista Ranged weapon attack: +3 to hit, one target. Hit 6d6x3 (3) bludgeoning damage.

Slam Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d8+21/19-20 (48) bludgeoning damage.

Stomp Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 12d8+21 (75) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting*wall of stone (1/day)**wall of stone (2/day)**wall of stone (3/day)**wall of stone (5/day)***Spellcasting**

-

Possessions

-



COLOUR OUT OF SPACE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|---------------------|
| Terrain | Any |
| Rarity | Rare |
| Role | Controller / Normal |
| Organization | Solitary |
| Treasure | Incidental |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------------|--|--|--|--|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 40 | 76 | 141 | 243 |
| Speed | 30 ft. Fly 50 ft. (Perfect) | | | |
| Size, Type, Alignment | Large ooze, chaotic neutral | Large ooze, chaotic neutral | Huge ooze, chaotic neutral | Gargantuan ooze, chaotic neutral |
| Ability Scores / Saves | STR 10 (+0) | STR 10 (+0) | STR 10 (+0) | STR 10 (+0) |
| | DEX 20 (+5) | DEX 22 (+6) | DEX 20 (+5) | DEX 21 (+5) |
| | CON 16 (+3) | CON 16 (+3) | CON 18 (+4) | CON 22 (+6) |
| | INT 17 (+3) | INT 17 (+3) | INT 17 (+3) | INT 18 (+4) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | Acid, Cold, Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, Sonic, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Blindsight 120 ft. | Passive Perception +17, Blindsight 120 ft. | Passive Perception +18, Blindsight 120 ft. | Passive Perception +20, Blindsight 120 ft. |
| Languages | Aklo (cannot speak) | | | |
| Challenge | 4 | 8 | 12 | 16 |

Special Abilities & Qualities

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

Susceptible to Force Effects A colour out of space takes half again as much damage (+50%) from force effects, and suffers disadvantage on all saving throws to resist force effects. A colour out of space can't damage force effects with its disintegrating touch. Its aura of lassitude and feed ability is blocked if the colour is completely entrapped by force effects (such as by a windowless cell version of forcecage or a telekinetic sphere).

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 21

Aura of Lassitude A creature within 300 feet of a colour out of space (even when the colour is hiding within a solid object) must succeed at a Wisdom save or become overwhelmed with listlessness and ennui. While under this effect, the creature suffers disadvantage on all Wisdom saving throws, and doesn't willingly travel farther than a mile from the area where it failed its saving throw against that colour's aura of lassitude. A dispel magic spell ends the effect, as does removing the victim from the aura's area of effect. Every 24 hours, a creature affected by an aura of lassitude can attempt a new Wisdom save to cast off the effects of the aura. A creature that succeeds at this saving throw is immune to that colour's aura of lassitude for 24 hours. A creature that is under the effects of an aura of lassitude from a colour out of space can't be further affected by this ability from other colours. This is a mind-affecting effect.

Special Abilities & Qualities**Saving Throw**
Constitution DC 16**Saving Throw**
Constitution DC 17**Saving Throw**
Constitution DC 18**Saving Throw**
Constitution DC 21

Disintegrating Touch A colour's touch causes a terrible disintegration of flesh and bone. A successful Constitution save halves the damage caused by a colour out of space's touch attack. A creature reduced to 0 hit points by a colour out of space's touch attack must succeed at a Constitution save or be immediately slain and reduced to a pile of fine ash.

Special Abilities & Qualities**Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 21

Feed A colour can attempt to feed on any living creature or a region of plant life as a full-round action. If it feeds on a single creature, the colour must have line of sight and be within 300 feet of the target. If it feeds on a region of plant and animal life, it only needs to be within that region. It can attempt to feed on a region once per week, and upon a living creature at will (but only once per day per living creature). Feeding on a region of plant life is automatically successful, blighting that region of plant life as if by a diminish plants spell used to stunt growth. A creature can resist being fed upon by a colour out of space by succeeding at a Wisdom save, in which case the colour must wait 24 hours before attempting to feed on that creature again. If this saving throw fails, the victim takes 1d4 points of Charisma damage and Constitution damage. If either of these abilities is drained to 0 by a colour out of space's feed attack, the victim immediately dies, crumbling into a mass of desiccated tissue. A creature whose Charisma score is drained to 0 by a colour out of space's feed attack gains the colour-blighted simple template. Every time a colour successfully feeds on a creature, it gains 1 growth point. A colour out of space can never have more than 100 growth points-it can expend 100 growth points after spending 24 hours concentrating on its growth, and in so doing gains 1 permanent Hit Die. Ability damage suffered via this effect is restored with a restoration spell or more powerful healing magic

Standard Actions**Disintegrating Touch**
Melee weapon attack:
+7 to hit, one target. Hit
3d6 force damage.**Disintegrating Touch**
Melee weapon attack:
+8 to hit, one target. Hit
5d6 force damage.**Disintegrating Touch**
Melee weapon attack:
+9 to hit, one target. Hit
6d6 force damage.**Disintegrating Touch**
Melee weapon attack:
+10 to hit, one target.
Hit 8d6 force damage.**Legendary Actions**

-

Innate Spellcasting*control weather (intensify or dispel storm only) (1/day)**control weather (intensify or dispel storm only) (1/day)**control weather (intensify or dispel storm only) (3/day)**control weather (intensify or dispel storm only) (5/day)***Spellcasting**

-

Possessions

-



CONTEMPLATIVE



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

| | |
|--------------|--------------------------------|
| Terrain | Any Urban |
| Rarity | Rare |
| Role | Controller / Normal |
| Organization | Solitary, Trio, or Band (4-7x) |
| Treasure | Standard |

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--|---|--|--|--|
| Armor Class | 14 (natural armor) | 14 (natural armor) | 15 (natural armor) | 16 (natural armor) |
| Hit Points | 20 | 51 | 103 | 165 |
| Speed | 5 ft. Fly 30 ft. (Perfect) | | | |
| Size, Type, Alignment | Medium monstrosity, unaligned | Medium monstrosity, unaligned | Medium monstrosity, unaligned | Large monstrosity, unaligned |
| Ability Scores / Saves | STR 4 (-3) | STR 5 (-3) | STR 10 (+0) | STR 15 (+2) |
| | DEX 11 (+0) | DEX 11 (+0) | DEX 15 (+2) | DEX 13 (+1) |
| | CON 6 (-2) | CON 6 (-2) | CON 10 (+0) | CON 14 (+2) |
| | INT 19 (+4) | INT 19 (+4) | INT 21 (+5) | INT 21 (+5) |
| | WIS 15 (+2) | WIS 15 (+2) | WIS 18 (+4) | WIS 18 (+4) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | psychic | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +12, Blindsight 60 ft., Darkvision 60 ft. | Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | <p>Detect Magic You detect magical auras, as per the spell Detect Magic, as a constant ability.</p> <p>Mage Hand You Mage Hand auras, as per the spell Mage Hand, as a constant ability.</p> <p>Read Magic You Read Magical auras, as per the spell Read Magic, as a constant ability.</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> <p>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.</p> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|---|---|--|
| Standard Actions | Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage. | Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage. | Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage. | Claw Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | <i>detect magic (at will); detect thoughts (at will); mage hand (at will); magic missile (at will); telekinesis (3/day); tongues (at will)</i> | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



COMOZANT WYRD



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|---------------------------|
| Terrain | Any Ocean (during storms) |
| Rarity | Rare |
| Role | Artillery / Normal |
| Organization | Solitary |
| Treasure | None |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 32 | 48 | 107 | 179 |
| Speed | 20 ft. Fly 30 ft. (Good) | | | |
| Size, Type, Alignment | Small elemental, unaligned | Small elemental, unaligned | Small elemental, unaligned | Medium elemental, unaligned |
| Ability Scores / Saves | STR 10 (+0) | STR 10 (+0) | STR 10 (+0) | STR 10 (+0) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 18 (+4) | DEX 18 (+4) |
| | CON 8 (-1) | CON 8 (-1) | CON 12 (+1) | CON 16 (+3) |
| | INT 6 (-2) | INT 6 (-2) | INT 10 (+0) | INT 10 (+0) |
| | WIS 15 (+2) | WIS 15 (+2) | WIS 18 (+4) | WIS 18 (+4) |
| | CHA 16 (+3) | CHA 16 (+3) | CHA 18 (+4) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | Cold, Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned | | | |
| 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 | Auran | | | |
| Challenge | 5 | 9 | 13 | 17 |

Special Abilities & Qualities

Illuminating Flames As a standard action, a comozant wyrd can shroud the upper halves of any Small or larger creatures it can see within 30 feet of it in cold, buzzing flames similar to the wyrd's own. Any electricity resistance blocks this effect unless the target willingly submits. Otherwise the flames persist until the wyrd is out of range. Targets of this effect suffer disadvantage on Stealth checks. A comozant wyrd can communicate empathically with creatures subject to this effect, and gains advantage on checks to do so. Interacting with a wyrd in this way still uses standard social skills and rules. While communicating this way, a comozant can confer unexpected insight or information equivalent to a divination spell.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Constitution DC 16
Damage 2d6**Saving Throw**
Constitution DC 17
Damage 3d6**Saving Throw**
Constitution DC 19
Damage 4d6**Saving Throw**
Constitution DC 20
Damage 4d6**Lightning Lash** As a standard action that doesn't provoke attacks of opportunity, a comozant wyrd can shock any creature or object within 30 feet to which it has line of effect, dealing electricity damage. The wyrd can choose for this damage to be nonlethal. If the target is also affected by the wyrd's illuminating flames, it is stunned for 1 round (Constitution save negates) and the flames are dispelled.**Special Abilities & Qualities****Plasma Form** Although incorporeal, a comozant wyrd can't hide inside solid objects. It must start its turn attached to the outside of something that's solid and of Small size or larger, or else it takes 5 points of damage. Anyone attacking the wyrd must either take disadvantage on the attack roll or resolve the attack against whatever the wyrd is attached to as well.**Standard Actions****Lightning Lash** Ranged weapon attack: +2 to hit, one target. Hit 2d6 electricity damage.**Lightning Lash** Ranged weapon attack: +5 to hit, one target. Hit 3d6 electricity damage.**Lightning Lash** Ranged weapon attack: +8 to hit, one target. Hit 4d6 electricity damage.**Lightning Lash** Ranged weapon attack: +12 to hit, one target. Hit 4d6 electricity damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CORPSE-EATER FUNGUS



Low

Moderate

Advanced

Elite

| | |
|--------------|---------------------|
| Terrain | Any Land |
| Rarity | Rare |
| Role | Artillery / Minion |
| Organization | Solitary; 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 | 11 | 43 | 85 | 136 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Medium companion, unaligned | Medium companion, unaligned | Medium companion, unaligned | Large companion, unaligned |
| Ability Scores / Saves | STR 12 (+1) | STR 13 (+1) | STR 17 (+3) | STR 19 (+4) |
| | 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 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 2 (-4) | CHA 2 (-4) | CHA 6 (-2) | CHA 6 (-2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 2 | 7 | 11 | 15 |
| Standard Actions | Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Spit Ranged weapon attack: +1 to hit, one target. Hit 1d1 (2) bludgeoning damage. | Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Spit Ranged weapon attack: +1 to hit, one target. Hit 1d1+1 (2) bludgeoning damage. | Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Spit Ranged weapon attack: +3 to hit, one target. Hit 1d1+1 (2) bludgeoning damage. | Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage. Spit Ranged weapon attack: +3 to hit, one target. Hit 1d1+1 (2) bludgeoning damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



COUATL



Low

Moderate

Advanced

Elite

| | |
|---------------------|----------------------------------|
| Terrain | Warm Forests |
| Rarity | Rare |
| Role | Leader / Normal |
| Organization | Solitary, Pair, or Flight (3-6x) |
| Treasure | Standard |

Low

Moderate

Advanced

Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 88 | 142 | 212 | 303 |
| Speed | 20 ft. Fly 60 ft. (Good) | | | |

| | | | | |
|------------------------------|-------------------------------|------------------------------|------------------------------|-----------------------------|
| 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 | 19 (+4) | STR | 22 (+6) |
| | DEX | 17 (+3) | DEX | 14 (+2) | DEX | 17 (+3) | DEX | 16 (+3) |
| | CON | 14 (+2) | CON | 17 (+3) | CON | 19 (+4) | CON | 21 (+5) |
| | INT | 15 (+2) | INT | 15 (+2) | INT | 18 (+4) | INT | 18 (+4) |
| | WIS | 17 (+3) | WIS | 17 (+3) | WIS | 18 (+4) | WIS | 18 (+4) |
| | CHA | 15 (+2) | CHA | 15 (+2) | CHA | 18 (+4) | CHA | 18 (+4) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | |
|--------------------|---|
| Resistances | - |
|--------------------|---|

| | |
|-------------------|---|
| 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 | Abyssal, Celestial, Common, Draconic, Gnoll, Halfling, Telepathy 100 ft. | | | |
|------------------|--|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 12 | 16 | 20 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|------------|------------|------------|------------|
| 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).

Detect Chaos You can Detect Chaos, as per the spell, as a constant ability.

Detect Evil You can Detect Evil, as per the spell, as a constant ability.

Detect Good You can Detect Good, as per the spell, as a constant ability.

Detect Law You can Detect Law, as per the spell, as a constant ability.

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 15

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Poison Bite - Injury; save Constitution; frequency 1/minute for 10 minutes; effect 1d4 Strength damage and is Poisoned; cure 2 consecutive saves.**Standard Actions****Bite** Melee weapon

attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.

Bite Melee weapon

attack: +3 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.

Bite Melee weapon

attack: +4 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*detect evil and good (at will); detect thoughts (1/day); etherealness (/day); invisibility (1/day); plane shift (1/day)***Spellcasting**

-

Possessions**Known Sorcerer Spells (CL 6th):***gaseous form; acid arrow; burning gaze; endure elements; mage armor; protection from chaos; true strike; acid splash; bleed; disrupt undead; light; ray of frost; resistance***Known Sorcerer Spells (CL 8th):***acid pit; gaseous form; acid arrow; burning gaze; scorching ray; endure elements; mage armor; protection from chaos; true strike; acid splash; bleed; disrupt undead; light; ray of frost; resistance***Known Sorcerer Spells (CL 12th):***acid pit; charm monster; gaseous form; summon lesser demon; acid arrow; burning gaze; scorching ray; endure elements; mage armor; protection from chaos; true strike; acid splash; bleed; disrupt undead; light; ray of frost; resistance***Known Sorcerer Spells (CL 16th):***acid pit; charm monster; gaseous form; summon lesser demon; acid arrow; burning gaze; scorching ray; endure elements; mage armor; protection from chaos; true strike; acid splash; bleed; disrupt undead; light; ray of frost; resistance*

CRAB (GIANT COCONUT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|--------------------------|
| Terrain | Any Aquatic |
| Rarity | Rare |
| Role | Soldier / Minion |
| Organization | Solitary or Cast (2-12x) |
| 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 | 8 | 44 | 87 | 138 |
| Speed | 30 ft. Swim 20 ft. | | | |
| Size, Type, Alignment | Small vermin, unaligned | Small vermin, unaligned | Small vermin, unaligned | Medium vermin, unaligned |
| Ability Scores / Saves | STR 9 (-1) | STR 9 (-1) | STR 14 (+2) | STR 17 (+3) |
| | DEX 13 (+1) | DEX 14 (+2) | DEX 17 (+3) | DEX 17 (+3) |
| | CON 10 (+0) | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) |
| | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 1 (-5) | CHA 1 (-5) | CHA 4 (-3) | CHA 4 (-3) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | psychic | | | |
| Vulnerabilities | Water Dependency | | | |
| 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 | Damage 1d6 | Damage 2d6 | Damage 3d6 | Damage 3d6 |
| 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>Water Dependency Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.</p> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage. | Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage. | Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage. | Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CRAB (GIANT KING)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Aquatic

Rarity

Rare

Role

Solider / Minion

Organization

Solitary or Cast (2-12x)

Treasure

None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

17

(natural armor)

17

(natural armor)

18

(natural armor)

19

(natural armor)

Hit Points

7

43

85

144

Speed

30 ft. Swim 20 ft.

Size, Type, Alignment

Tiny vermin, unaligned

Tiny vermin, unaligned

Tiny vermin, unaligned

Small vermin, unaligned

Ability Scores / Saves

STR 5 (-3)

STR 6 (-2)

STR 10 (+0)

STR 15 (+2)

DEX 15 (+2)

DEX 15 (+2)

DEX 18 (+4)

DEX 17 (+3)

CON 10 (+0)

CON 10 (+0)

CON 14 (+2)

CON 17 (+3)

INT 10 (+0)

INT 10 (+0)

INT 10 (+0)

INT 10 (+0)

WIS 8 (-1)

WIS 8 (-1)

WIS 12 (+1)

WIS 12 (+1)

CHA 1 (-5)

CHA 1 (-5)

CHA 4 (-3)

CHA 4 (-3)

Saving Throws

-

-

-

-

Resistances

-

Immunities

psychic

Vulnerabilities

-

Senses

Passive Perception +9, Darkvision 60 ft.

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

Damage 1d2

Damage 1d4

Damage 1d6

Damage 2d4

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

Water Dependency Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | Claw Melee weapon attack: -4 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 1d3+0 (2) slashing damage. | Claw Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage. | Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CRAB (GIANT REEF)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|--------------------------|
| Terrain | Any Aquatic |
| Rarity | Rare |
| Role | Solider / Minion |
| Organization | Solitary or Cast (2-12x) |
| 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 | 71 | 141 | 230 | 318 |
| Speed | 30 ft. Swim 20 ft. | | | |
| Size, Type, Alignment | Huge vermin, unaligned | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned |
| Ability Scores / Saves | STR 24 (+7) | STR 26 (+8) | STR 28 (+9) | STR 30 (+10) |
| | DEX 7 (-2) | DEX 7 (-2) | DEX 11 (+0) | DEX 10 (+0) |
| | CON 18 (+4) | CON 20 (+5) | CON 22 (+6) | CON 24 (+7) |
| | 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 | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Damage 1d8 | 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>Water Dependency Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.</p> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|--|--|--|
| Standard Actions | Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+12 (18) slashing damage. | Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+14 (21) slashing damage. | Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+16 (23) slashing damage. | Claw Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+18 (28) slashing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CRAB (GIANT ROCK)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain

Any Aquatic

Rarity

Rare

Role

Solider / Minion

Organization

Solitary or Cast (2-12x)

Treasure

None

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class

15
(natural armor)

15
(natural armor)

17
(natural armor)

17
(natural armor)

Hit Points

49

83

142

220

Speed

30 ft. Swim 20 ft.

Size, Type, Alignment

Large vermin, unaligned

Large vermin, unaligned

Large vermin, unaligned

Huge vermin, unaligned

Ability Scores / Saves

STR 18 (+4)

STR 19 (+4)

STR 22 (+6)

STR 24 (+7)

DEX 9 (-1)

DEX 9 (-1)

DEX 13 (+1)

DEX 11 (+0)

CON 16 (+3)

CON 16 (+3)

CON 18 (+4)

CON 20 (+5)

INT 10 (+0)

INT 10 (+0)

INT 10 (+0)

INT 10 (+0)

WIS 8 (-1)

WIS 8 (-1)

WIS 12 (+1)

WIS 12 (+1)

CHA 1 (-5)

CHA 1 (-5)

CHA 4 (-3)

CHA 4 (-3)

Saving Throws

-

-

-

-

Resistances

-

Immunities

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

Damage 1d4

Damage 1d6

Damage 2d6

Damage 3d4

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

Water Dependency Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|--|
| Standard Actions | Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage. | Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage. | Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage. | Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage. |
| Legendary Actions | - | - | - | - |
| Innate Spellcasting | - | - | - | - |
| Spellcasting | - | - | - | - |
| Possessions | - | - | - | - |



CRAB (GIANT SHARK-EATING)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | | | | |
|--------------|--------------------------|--|--|--|
| Terrain | Any Aquatic | | | |
| Rarity | Rare | | | |
| Role | Solider / Minion | | | |
| Organization | Solitary or Cast (2-12x) | | | |
| 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 | 31 | 79 | 149 | 233 |
| Speed | 30 ft. Swim 20 ft. | | | |
| Size, Type, Alignment | Large vermin, unaligned | Huge vermin, unaligned | Huge vermin, unaligned | Gargantuan vermin, unaligned |
| Ability Scores / Saves | STR 20 (+5) | STR 22 (+6) | STR 25 (+7) | STR 27 (+8) |
| | DEX 11 (+0) | DEX 7 (-2) | DEX 11 (+0) | DEX 10 (+0) |
| | 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 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 | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Damage 1d6 | Damage 1d8 | Damage 2d6 | Damage 2d8 |
| | Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). | | | |
| Special Abilities & Qualities | Water Dependency Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning. | | | |

| |  Low |  Moderate |  Advanced |  Elite |
|----------------------------|---|--|--|--|
| Standard Actions | Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+8 (12) slashing damage. | Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+10 (14) slashing damage. | Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) slashing damage. | Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CRAB (GIANT SHIPWRECKER)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | | | | |
|--------------|--------------------------|--|--|--|
| Terrain | Any Water | | | |
| Rarity | Rare | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary or Cast (2-12x) | | | |
| Treasure | None | | | |

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--|---|--|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 113 | 187 | 278 | 344 |
| Speed | 30 ft. Swim 20 ft. | | | |
| Size, Type, Alignment | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned | Gargantuan vermin, unaligned |
| Ability Scores / Saves | STR 28 (+9) | STR 30 (+10) | STR 32 (+10) | STR 32 (+10) |
| | DEX 11 (+0) | DEX 7 (-2) | DEX 12 (+1) | DEX 13 (+1) |
| | CON 20 (+5) | CON 22 (+6) | CON 24 (+7) | CON 24 (+7) |
| | 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 | 10 | 14 | 18 | 22 |
| Special Abilities & Qualities | Damage 2d6 | Damage 2d8 | Damage 3d8 | Damage 4d8 |
| 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>Water Dependency Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.</p> | | | |

**Low****Moderate****Advanced****Elite****Standard
Actions****Claw** Melee weapon
attack: +9 to hit, reach
15 ft., one target. Hit
2d6+16 (23) slashing
damage.**Claw** Melee weapon
attack: +9 to hit, reach
30 ft., one target. Hit
2d8+18 (27) slashing
damage.**Claw** Melee weapon
attack: +9 to hit, reach
20 ft., one target. Hit
2d8+20 (29) slashing
damage.**Claw** Melee weapon
attack: +9 to hit, reach
20 ft., one target. Hit
3d8+20 (34) slashing
damage.**Legendary
Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-



CRAB (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Aquatic

Rarity

Rare

Role

Soldier / Minion

Organization

Solitary or Cast (2-12x)

Treasure

None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

15

(natural armor)

15

(natural armor)

17

(natural armor)

17

(natural armor)

Hit Points

24

54

96

159

Speed

30 ft. Swim 20 ft.

Size, Type, Alignment

Medium vermin, unaligned

Medium vermin, unaligned

Medium vermin, unaligned

Large vermin, unaligned

Ability Scores / Saves

STR 13 (+1)

STR 14 (+2)

STR 17 (+3)

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 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

3

7

11

15

Special Abilities & Qualities

Damage 1d4

Damage 1d6

Damage 1d8

Damage 2d4

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

Water Dependency Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|--|
| Standard Actions | Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage. | Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage. | Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage. | Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CRAB (SHARK-EATING)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Water

Rarity

Rare

Role

Soldier / Minion

Organization

Solitary or Cast (2-8x)

Treasure

None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class **17** (natural armor) **17** (natural armor) **18** (natural armor) **18** (natural armor)

Hit Points **28** **77** **137** **216**

Speed 30 ft. Swim 60 ft.

Size, Type, Alignment Large vermin, unaligned Huge vermin, unaligned Huge vermin, unaligned Gargantuan vermin, unaligned

| Ability Scores / Saves | Low | Moderate | Advanced | Elite |
|------------------------|----------------|----------------|----------------|----------------|
| STR | 20 (+5) | 22 (+6) | 24 (+7) | 26 (+8) |
| DEX | 16 (+3) | 12 (+1) | 16 (+3) | 14 (+2) |
| CON | 16 (+3) | 18 (+4) | 20 (+5) | 22 (+6) |
| INT | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |
| WIS | 10 (+0) | 10 (+0) | 14 (+2) | 14 (+2) |
| CHA | 1 (-5) | 1 (-5) | 4 (-3) | 4 (-3) |

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

4

8

12

16

Special Abilities & Qualities

Damage 1d4

Damage 1d6

Damage 1d8

Damage 2d4

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

Water Dependency Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|---|--|--|
| Standard Actions | Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+10 (14) slashing damage. | Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+9 (14) slashing damage. | Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) slashing damage. | Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+14 (24) slashing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CRAB (SHIPWRECKER)



Low

Moderate

Advanced

Elite

Terrain

Any Water

Rarity

Rare

Role

Brute / Elite

Organization

Solitary or Cast (2-12x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **19** (natural armor) **20** (natural armor) **20** (natural armor) **20** (natural armor)

Hit Points 72 122 199 287

Speed 30 ft. Swim 40 ft.

Size, Type, Alignment Gargantuan vermin, unaligned Gargantuan vermin, unaligned Gargantuan vermin, unaligned Gargantuan vermin, unaligned

| | Low | Moderate | Advanced | Elite |
|------------|---------|----------|----------|---------|
| STR | 20 (+5) | 22 (+6) | 26 (+8) | 29 (+9) |
| DEX | 17 (+3) | 17 (+3) | 14 (+2) | 17 (+3) |
| CON | 19 (+4) | 19 (+4) | 21 (+5) | 23 (+6) |
| INT | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |
| WIS | 12 (+1) | 12 (+1) | 12 (+1) | 16 (+3) |
| CHA | 3 (-4) | 3 (-4) | 3 (-4) | 7 (-2) |

Saving Throws - - - -

Resistances -

Immunities psychic

Vulnerabilities -

Senses Passive Perception +11, Darkvision 60 ft. Passive Perception +11, Darkvision 60 ft. Passive Perception +11, Darkvision 60 ft. Passive Perception +19, Darkvision 60 ft.

Languages -

Challenge **6** **10** **14** **18**

Special Abilities & Qualities Damage 1d8 Damage 2d6 Damage 2d8 Damage 3d8

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).

Water Dependency Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|--|--|--|
| Standard Actions | Claw Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+10 (17) slashing damage. | Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+15 (22) slashing damage. | Claw Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d8+14 (23) slashing damage. | Claw Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+17 (30) slashing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CRAB SWARM



Low

Moderate

Advanced

Elite

Terrain

Any Aquatic

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary, Pair, or Wave (3-8x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **16** (natural armor) **16** (natural armor) **17** (natural armor) **17** (natural armor)

Hit Points 36 65 121 206

Speed 30 ft. Swim 20 ft.

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 3 (-4)

STR 7 (-2)

DEX 12 (+1)

DEX 12 (+1)

DEX 16 (+3)

DEX 14 (+2)

CON 11 (+0)

CON 12 (+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 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
Constitution DC 13

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.

Standard Actions

Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.

Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.

Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.

Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.

Legendary Actions

-



Low



Moderate



Advanced



Elite

Innate

-

Spellcasting

Spellcasting

-

Possessions

-



CRAWLING HAND



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------------|----------|----------|-------|
| Terrain | Any Land | | | |
| Rarity | Uncommon | | | |
| Role | Lurker / Minion | | | |
| Organization | Solitary, Pair, or Gang (2-5x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 15 (natural armor) | 15 (natural armor) |
| Hit Points | 7 | 39 | 75 | 97 |
| Speed | 40 ft. Climb 40 ft. | | | |
| Size, Type, Alignment | Tiny undead, neutral evil | Tiny undead, neutral evil | Tiny undead, neutral evil | Tiny undead, neutral evil |
| Ability Scores / Saves | STR 11 (+0) | STR 12 (+1) | STR 12 (+1) | STR 13 (+1) |
| | DEX 9 (-1) | DEX 9 (-1) | DEX 10 (+0) | DEX 10 (+0) |
| | 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 9 (-1) |
| | CHA 12 (+1) | CHA 12 (+1) | CHA 12 (+1) | CHA 12 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft. |
| Languages | Common, Cannot Speak | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | <p>Mark Quarry A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains advantage on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.</p> <p>Strangle An opponent grappled by the creature cannot speak or cast spells with verbal components.</p> | | | |
| Standard Actions | Claw Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d1+1 (2) slashing damage. | Claw Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d1+3 (4) slashing damage. | Claw Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d1+3 (4) slashing damage. | Claw Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d1+3 (4) slashing damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CRAWLING HAND (GIANT)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | |
|--------------|--------------------------------|
| Terrain | Any Land |
| Rarity | Uncommon |
| Role | Lurker / Minion |
| Organization | Solitary, Pair, or Gang (2-5x) |
| 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 | 23 | 68 | 112 | 153 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small undead, neutral evil | Medium undead, neutral evil | Medium undead, neutral evil | Large undead, neutral evil |
| Ability Scores / Saves | STR 15 (+2) | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) |
| | 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 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 12 (+1) | CHA 12 (+1) | CHA 16 (+3) | CHA 16 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft. |
| Languages | Common, Cannot Speak | | | |
| Challenge | 3 | 7 | 11 | 15 |

Special Abilities & Qualities **Mark Quarry** A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains advantage on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

| Special Abilities & Qualities | Saving Throw | Saving Throw | Saving Throw | Saving Throw |
|--|---------------------|---------------------|---------------------|---------------------|
| | Dexterity DC 13 | Dexterity DC 14 | Dexterity DC 17 | Dexterity DC 18 |
| | Damage 2d6 | Damage 3d6 | Damage 4d6 | Damage 5d6 |

Pus Burst When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a Dexterity save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take necrotic damage.

**Low****Moderate****Advanced****Elite****Standard
Actions****Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.**Legendary
Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CREEPER IVY



Low

Moderate

Advanced

Elite

| | |
|--------------|-----------------------------------|
| Terrain | Temperate Forests and Urban |
| Rarity | Uncommon |
| Role | Lurker / Minion |
| Organization | Solitary, Pair, or Tangle (3-10x) |
| 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 | 4 | 25 | 75 | 133 |
| Speed | 15 ft. Climb 15 ft. | | | |
| Size, Type, Alignment | Medium plant, unaligned | Medium plant, unaligned | Medium plant, unaligned | Large plant, unaligned |
| Ability Scores / Saves | STR 5 (-3) | STR 6 (-2) | STR 11 (+0) | STR 16 (+3) |
| | 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 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 3 (-4) | CHA 3 (-4) | CHA 7 (-2) | CHA 7 (-2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | psychic, paralyzed, poisoned, Polymorph, unconscious, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +11, Darkvision 60 ft. | - |
| Languages | - | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Special Abilities & Qualities | Damage 1d3 | Damage 1d4 | Damage 1d6 | Damage 2d4 |
| Standard Actions | Slam Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) bludgeoning damage. | Slam Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) bludgeoning damage. | Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage. | Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage. |

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



CREEPING PUFFBALL



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

| | |
|--------------|--|
| Terrain | Any Land or Underground |
| Rarity | Uncommon |
| Role | Lurker / Minion |
| Organization | Solitary, or Clutch (2-12x); 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 | 15 | 58 | 108 | 175 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Medium companion, unaligned | Medium companion, unaligned | Medium companion, unaligned | Large companion, unaligned |
| Ability Scores / Saves | STR 10 (+0) | STR 11 (+0) | STR 16 (+3) | STR 18 (+4) |
| | DEX 13 (+1) | DEX 13 (+1) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 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 +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 | Defensive Puff As a free action when hit, and with Recharge 1, the fungus can expose one adjacent creature to its poison. | | | |
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 15 | Saving Throw Constitution DC 16 |
| | Poison Contact; save Constitution; frequency 1/round for 4 minutes; effect 1d2 Wisdom damage and is Dazzled; cure 1 save. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|--|---|--|
| Standard Actions | Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage. | Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage. | Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage. | Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CROCODILE



Low

Moderate

Advanced

Elite

Terrain

Warm Rivers and Marshes

Rarity

Common

Role

Lurker / Normal

Organization

Solitary, Pair, or Colony (3-12x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **15** (natural armor) **15** (natural armor) **16** (natural armor) **16** (natural armor)

Hit Points 24 49 111 181

Speed 20 ft. Swim 30 ft., Sprint

Size, Type, Alignment Large beast, unaligned Large beast, unaligned Large beast, unaligned Huge beast, unaligned

| Ability Scores / Saves | Low | Moderate | Advanced | Elite |
|------------------------|---------|----------|----------|---------|
| STR | 17 (+3) | 17 (+3) | 19 (+4) | 22 (+6) |
| DEX | 10 (+0) | 10 (+0) | 14 (+2) | 12 (+1) |
| CON | 15 (+2) | 15 (+2) | 18 (+4) | 20 (+5) |
| INT | 1 (-5) | 1 (-5) | 1 (-5) | 1 (-5) |
| WIS | 10 (+0) | 10 (+0) | 14 (+2) | 14 (+2) |
| CHA | 1 (-5) | 1 (-5) | 4 (-3) | 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 3 7 11 15

Special Abilities & Qualities **Death Roll** When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Special Abilities & Qualities **Sprint** With Recharge 1, a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|----------------------------|--|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d12+2 (8) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+2 (12) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+4 (18) bludgeoning damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CROCODILE (DIRE)



Low

Moderate

Advanced

Elite

Terrain

Warm Rivers and Marshes

Rarity

Uncommon

Role

Brute / Elite

Organization

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

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class

17
(natural armor)

17
(natural armor)

18
(natural armor)

18
(natural armor)

Hit Points

92

136

211

329

Speed

20 ft. Swim 30 ft., Sprint

Size, Type, Alignment

Gargantuan beast, unaligned

Gargantuan beast, unaligned

Gargantuan beast, unaligned

Gargantuan beast, unaligned

Ability Scores / Saves

STR 26 (+8)

STR 26 (+8)

STR 28 (+9)

STR 30 (+10)

DEX 8 (-1)

DEX 8 (-1)

DEX 12 (+1)

DEX 10 (+0)

CON 20 (+5)

CON 20 (+5)

CON 22 (+6)

CON 24 (+7)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

WIS 12 (+1)

WIS 12 (+1)

WIS 16 (+3)

WIS 16 (+3)

CHA 1 (-5)

CHA 1 (-5)

CHA 4 (-3)

CHA 4 (-3)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

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

Death Roll When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Special Abilities & Qualities

Sprint With Recharge 1, a crocodile may sprint, increasing its land speed to 40 feet for 1 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: +8 to hit, reach 20 ft., one target. Hit 3d6+13/19-20 (24) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13/19-20 (24) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16/19-20 (30) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 6d6+18/19-20 (39) piercing damage.

Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+6 (24) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+6 (24) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 8d6+8 (36) bludgeoning damage.

Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 12d6+9 (51) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



CRYPT THING



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|-----------------|
| Terrain | Any Underground |
| Rarity | Rare |
| Role | Lurker / Normal |
| Organization | Solitary |
| 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 | 22 | 52 | 95 | 127 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small undead, neutral evil | Medium undead, neutral evil | Medium undead, neutral evil | Large undead, neutral evil |
| Ability Scores / Saves | STR 13 (+1) | STR 17 (+3) | STR 19 (+4) | STR 22 (+6) |
| | 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 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 | all physical attacks except bludgeoning or magic | | | |
| Immunities | diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned | | | |
| 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 Wisdom DC 13 | Saving Throw Wisdom DC 14 | Saving Throw Wisdom DC 17 | Saving Throw Wisdom DC 18 |
| | Fear Aura 10', frightened for 1d4 rounds, Wisdom save negates. The use of this ability is a free action. The aura functions like the fear spell. A fear aura is an area effect. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|--|---|
| Special Abilities & Qualities | Saving Throw Wisdom DC 13 Teleporting Burst Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful Wisdom save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 x 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all. | Saving Throw Wisdom DC 14 | Saving Throw Wisdom DC 17 | Saving Throw Wisdom DC 18 |
| Standard Actions | Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage. | Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage. | Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage. | Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage. |
| Legendary Actions | - | | | |
| 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 | - | | | |



CRYSMAL



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|----------------------------------|
| Terrain | Any Underground (Plane of Earth) |
| Rarity | Rare |
| Role | Artillery / Normal |
| Organization | Solitary or Cluster (2-5x) |
| Treasure | Standard |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--|---|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 15 | 34 | 104 | 168 |
| Speed | 30 ft. Burrow 20 ft. | | | |
| Size, Type, Alignment | Small elemental, unaligned | Small elemental, unaligned | Small elemental, unaligned | Medium elemental, unaligned |
| Ability Scores / Saves | STR 13 (+1) | STR 14 (+2) | STR 17 (+3) | STR 20 (+5) |
| | DEX 12 (+1) | DEX 12 (+1) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 11 (+0) | CON 11 (+0) | CON 16 (+3) | CON 18 (+4) |
| | INT 4 (-3) | INT 4 (-3) | INT 8 (-1) | INT 8 (-1) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 12 (+1) | CHA 12 (+1) | CHA 16 (+3) | CHA 16 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Electricity, all physical attacks except bludgeoning | | | |
| Immunities | Cold, Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Terran | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Crystal Sense Crystals can sense the presence of any crystals or gems within 30 feet as if using the scent ability. | | | |
| Special Abilities & Qualities | Damage 2d6 | Damage 3d6 | Damage 4d6 | Damage 5d6 |
| | Shard Spike Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing piercing damage to the target and piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does half its normal amount of damage. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | Sting Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage. | Sting Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 3d6+4 (14) piercing damage. | Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage. | Sting Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 4d6+10 (24) piercing damage. |
| Legendary Actions | - | - | - | - |
| Innate Spellcasting | <i>detect magic (at will); dimension door (1/day); mage hand (at will); sanctuary (1/day); silent image (at will)</i> | <i>detect magic (at will); dimension door (2/day); mage hand (at will); sanctuary (2/day); silent image (at will)</i> | <i>detect magic (at will); dimension door (3/day); mage hand (at will); sanctuary (3/day); silent image (at will)</i> | <i>detect magic (at will); dimension door (5/day); mage hand (at will); sanctuary (5/day); silent image (at will)</i> |
| Spellcasting | - | - | - | - |
| Possessions | - | - | - | - |



CYCLOPS



Low

Moderate

Advanced

Elite

| | |
|--------------|---|
| Terrain | Any Temperate or Tropical |
| Rarity | Uncommon |
| Role | Brute / Normal |
| Organization | Solitary, Conclave (2-6x), or Tribe (7-18x) |
| 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 | 32 | 75 | 115 | 188 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Medium humanoid, neutral evil | Large humanoid, neutral evil | Large humanoid, neutral evil | Huge humanoid, neutral evil |
| Ability Scores / Saves | STR 15 (+2) | STR 18 (+4) | STR 18 (+4) | STR 20 (+5) |
| | DEX 10 (+0) | DEX 6 (-2) | DEX 6 (-2) | DEX 4 (-3) |
| | CON 9 (-1) | CON 13 (+1) | CON 14 (+2) | CON 17 (+3) |
| | INT 8 (-1) | INT 8 (-1) | INT 8 (-1) | INT 8 (-1) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 11 (+0) | WIS 11 (+0) |
| | CHA 6 (-2) | CHA 6 (-2) | CHA 6 (-2) | CHA 6 (-2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +13 | Passive Perception +14 | Passive Perception +15 | Passive Perception +16 |
| Languages | Common, Cyclops, Giant | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Flash of Insight Once per day, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|---|---|---|
| Standard Actions | <p>Heavy Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d10/19-20 (10) piercing damage.</p> <p>Greataxe Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d12x3 (1) slashing damage.</p> | <p>Crossbow, Heavy Ranged weapon attack: -3 to hit, one target. Hit 2d8/19-20 (9) piercing damage.</p> <p>Greataxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7/x3 (18) slashing damage.</p> | <p>Crossbow, Heavy Ranged weapon attack: -3 to hit, one target. Hit 2d8/19-20 (9) piercing damage.</p> <p>Greataxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7/x3 (18) slashing damage.</p> | <p>Crossbow, Heavy Ranged weapon attack: -3 to hit, one target. Hit 3d8/19-20 (10) piercing damage.</p> <p>Greataxe Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12/x3 (26) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



CYCLOPS (GREAT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|---|
| Terrain | Any Temperate or Tropical |
| Rarity | Rare |
| Role | Brute / Elite |
| Organization | Solitary, Colony (2-5x), or Tribe (6-14x) |
| Treasure | Standard |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|---|---|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 69 | 98 | 172 | 325 |
| Speed | 35 ft. | | | |
| Size, Type, Alignment | Large humanoid, chaotic evil | Large humanoid, chaotic evil | Huge humanoid, chaotic evil | Gargantuan humanoid, chaotic evil |
| Ability Scores / Saves | STR 22 (+6) | STR 23 (+6) | STR 25 (+7) | STR 30 (+10) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 11 (+0) | DEX 13 (+1) |
| | CON 17 (+3) | CON 17 (+3) | CON 19 (+4) | CON 23 (+6) |
| | INT 4 (-3) | INT 4 (-3) | INT 4 (-3) | INT 8 (-1) |
| | WIS 13 (+1) | WIS 13 (+1) | WIS 13 (+1) | WIS 17 (+3) |
| | CHA 7 (-2) | CHA 7 (-2) | CHA 7 (-2) | CHA 11 (+0) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +11, Darkvision 60 ft. | Passive Perception +11, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Common, Cyclops, Giant | | | |
| Challenge | 8 | 12 | 17 | 21 |
| Special Abilities & Qualities | Flash of Brutality Once per day, a great cyclops can gain a burst of savage of inspiration. When it does, it gains advantage on attacks with all weapons, natural attacks, and rock attacks it makes until the start of its next turn. | | | |

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

Greatclub Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Rock Ranged weapon attack: +2 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.

Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+15 (18) piercing damage.

Slams Melee weapon attack: +7 to hit, reach 10 ft., two targets. Hit 1d10+15 (20) bludgeoning damage.

Greatclub Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+11 (16) bludgeoning damage.

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

Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+16 (20) piercing damage.

Slams Melee weapon attack: +6 to hit, reach 10 ft., two targets. Hit 1d10+16 (22) bludgeoning damage.

Greatclub Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d10+13 (18) bludgeoning damage.

Rock Ranged weapon attack: +0 to hit, one target. Hit 2d6+19 (26) bludgeoning damage.

Gore Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d8+13 (18) piercing damage.

Slams Melee weapon attack: +8 to hit, reach 15 ft., two targets. Hit 2d6+13 (20) bludgeoning damage.

Greatclub Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit +X (0) bludgeoning damage.

Rock Ranged weapon attack: +2 to hit, one target. Hit 2d6+25 (32) bludgeoning damage.

Gore Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 2d6+17 (24) piercing damage.

Slams Melee weapon attack: +9 to hit, reach 20 ft., two targets. Hit 3d6+17 (28) bludgeoning damage.

**Legendary
Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



DAEMON (ASTRADAEMON)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------------|----------|----------|-------|
| Terrain | Any (Abaddon or Astral Plane) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Solo | | | |
| Organization | Solitary, Pair, or Pack (3-6x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) |
| Hit Points | 72 | 113 | 200 | 297 |
| Speed | 90 ft. Fly 90 ft. (Good) | | | |
| Size, Type, Alignment | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
| Ability Scores / Saves | STR 15 (+2) | STR 15 (+2) | STR 18 (+4) | STR 20 (+5) |
| | DEX 20 (+5) | DEX 22 (+6) | DEX 20 (+5) | DEX 18 (+4) |
| | CON 17 (+3) | CON 17 (+3) | CON 19 (+4) | CON 21 (+5) |
| | INT 12 (+1) | INT 12 (+1) | INT 12 (+1) | INT 12 (+1) |
| | WIS 13 (+1) | WIS 13 (+1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 19 (+4) | CHA 19 (+4) | CHA 19 (+4) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good and silver | | | |
| Immunities | Acid, diseased, poisoned | | | |
| 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 | Abyssal, Infernal, Telepathy 100 ft. | | | |
| Challenge | 8 | 12 | 17 | 21 |
| Special Abilities & Qualities | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 20 | Saving Throw Constitution DC 22 |
| | Devour Soul As a standard action, an astradaemon that begins its turn with a grappled opponent can attempt to draw out and consume the soul of its victim, killing it instantly. This ability only works on living creatures, which may resist with a Constitution saving throw. If the daemon slays at least 10 HD worth of creatures in this manner, it gains advantage on attacks, saving throws, and checks for 24 hours. This ability does not consume all of the soul, and pieces of it still exist after the daemon completes its feast (enough to be able to resurrect the slain victim normally). | | | |
| Special Abilities & Qualities | Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Soul Siphon If a Small or larger creature dies within 10 feet of an astradaemon, the daemon gains 1d8 temporary hit points and a +2 bonus to Strength for 10 minutes. Incorporeal undead and living spirits traveling outside the body (such as a person using astral projection or magic jar) take 1d8 points of damage each round within the daemon's aura.

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.

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

Standard Actions

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+4 (10) piercing damage.

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

Tail Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+4 (10) piercing damage.

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

Tail Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.

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

Tail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d12+2 (8) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+8 (22) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+8 (18) slashing damage.

Tail Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+4 (18) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

blink (at will); enervation (at will); fear (at will); finger of death (1/day); locate creature (3/day); plane shift (3/day); summon monster vi (1d3 derghodaemons 50%) (1/day); true seeing (at will); vampiric touch (at will)

Spellcasting

-

Possessions

-



DAEMON (CACODAEMON)



| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--------------|---------------------------|------------|------------|---------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary or Swarm (2-10x) | | | |
| Treasure | Standard | | | |

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 19 | 51 | 115 | 190 |
| Speed | 5 ft. Fly 50 ft. (Perfect) | | | |
| Size, Type, Alignment | Tiny fiend, neutral evil | Tiny fiend, neutral evil | Tiny fiend, neutral evil | Small fiend, neutral evil |
| Ability Scores / Saves | STR 10 (+0) | STR 11 (+0) | STR 15 (+2) | STR 18 (+4) |
| | DEX 9 (-1) | DEX 9 (-1) | DEX 13 (+1) | DEX 11 (+0) |
| | CON 11 (+0) | CON 11 (+0) | CON 16 (+3) | CON 18 (+4) |
| | INT 6 (-2) | INT 6 (-2) | INT 10 (+0) | INT 10 (+0) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 10 (+0) | CHA 10 (+0) | CHA 14 (+2) | CHA 14 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good or silver | | | |
| Immunities | Acid, diseased, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Abyssal, Common, Infernal, Telepathy 100 ft. | | | |
| Challenge | 3 | 7 | 11 | 15 |

Special Abilities & Qualities

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

Detect Good You can Detect Good, as per the spell, as a constant ability.

Detect Magic You can Detect Magic, as per the spell, as a constant ability.

Special Abilities & Qualities

| | | | |
|---|---|---|---|
| Saving Throw Constitution DC 12 | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 |
|---|---|---|---|

Disease (Cacodaemonia) Disease-Bite-Injury; save Constitution; frequency 1/day; effect 1d2 Wis damage; cure 2 consecutive saves. Ability score damage is healed in full following a full rest. In addition to the normal effects of the disease, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance (as long as they remain on the same plane).

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

Soul Lock Once per day as a full-round action, a cacodaemon can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of the cacodaemon's gut, which it can regurgitate as a standard action. A soul gem is a tiny-sized object with 1 hit point and AC 7. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life.

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

Standard Actions

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

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

Bite Melee weapon attack: +2 to hit, reach 0 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.

Legendary Actions

-

Innate Spellcasting

commune (1/week); confusion (lesser) (3/day); detect magic (at will); invisibility (self only) (at will)

Spellcasting

-

Possessions

-

DAEMON (CEUSTODAEEMON)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------|----------|----------|-------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Controller / Normal | | | |
| Organization | Solitary | | | |
| Treasure | None | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 27 | 61 | 121 | 193 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Medium fiend, neutral evil | Large fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
| Ability Scores / Saves | STR 12 (+1) | STR 16 (+3) | STR 18 (+4) | STR 20 (+5) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) |
| | INT 9 (-1) | INT 9 (-1) | INT 13 (+1) | INT 13 (+1) |
| | WIS 12 (+1) | WIS 12 (+1) | WIS 16 (+3) | WIS 16 (+3) |
| | CHA 13 (+1) | CHA 13 (+1) | CHA 17 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good or silver | | | |
| Immunities | Acid, diseased, psychic, paralyzed, poisoned, Polymorph Effects, unconscious | | | |
| 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, Infernal, Telepathy 100 ft. | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 13 | Saving Throw Dexterity DC 15 | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 19 |
| | Damage 3d6 fire | Damage 4d6 fire | Damage 6d6 fire | Damage 8d6 fire |
| Special Abilities & Qualities | Breath Weapon 30-ft. cone; fire damage; Dexterity save for half; usable with Recharge 3. | | | |
| | Detect Good You can Detect Good, as per the spell, as a constant ability. | | | |
| | Detect Magic You can Detect Magic, as per the spell, as a constant ability. | | | |
| | See Invisibility You can See Invisibility, as per the spell, as a constant ability. | | | |
| | 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**

Drawn to Service When brought to another plane with a planar binding or planar ally spell (or any similar calling effect), ceustodaemons suffer disadvantage on saves and checks to refuse service. Ceustodaemons also suffer disadvantage on saves against binding, planar binding, summoning, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Standard Actions

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+3 (8) piercing damage.

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

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.

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

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d6+8 (22) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+8 (15) slashing damage.

Legendary Actions

-

Innate Spellcasting

detect magic (at will); dimension door (at will); dispel magic (3/day); fly (3/day); hold monster (1/day); see invisibility (at will); slow (1/day)

Spellcasting

-

Possessions

-

DAEMON (CEUSTODAEEMON, GREATER)



| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--------------|---------------------|------------|------------|---------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Controller / Normal | | | |
| Organization | Solitary | | | |
| Treasure | None | | | |

D

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 41 | 76 | 129 | 205 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Large fiend, neutral evil | Large fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
| Ability Scores / Saves | STR 16 (+3) | STR 16 (+3) | STR 18 (+4) | STR 20 (+5) |
| | DEX 11 (+0) | DEX 11 (+0) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 14 (+2) | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) |
| | INT 9 (-1) | INT 9 (-1) | INT 13 (+1) | INT 13 (+1) |
| | WIS 12 (+1) | WIS 12 (+1) | WIS 16 (+3) | WIS 16 (+3) |
| | CHA 13 (+1) | CHA 13 (+1) | CHA 17 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good or silver | | | |
| Immunities | Acid, diseased, psychic, paralyzed, poisoned, Polymorph Effects, unconscious | | | |
| 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 | Abyssal, Infernal, Telepathy 100 ft. | | | |
| Challenge | 5 | 8 | 12 | 16 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 15 | Saving Throw Dexterity DC 15 | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 19 |
| | Damage 4d6 electricity | Damage 5d6 electricity | Damage 7d6 electricity | Damage 9d6 electricity |
| | Breath Weapon 30-ft. cone; lightning damage; Dexterity save for half; usable with Recharge 3. | | | |
| Special Abilities & Qualities | Detect Good You can Detect Good, as per the spell, as a constant ability. | | | |
| | Detect Magic You can Detect Magic, as per the spell, as a constant ability. | | | |
| | See Invisibility You can See Invisibility, as per the spell, as a constant ability. | | | |
| | 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**

Drawn to Service When brought to another plane with a planar binding or planar ally spell (or any similar calling effect), ceustodaemons suffer disadvantage on saves and checks to refuse service. Ceustodaemons also suffer disadvantage on saves against binding, planar binding, summoning, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Standard Actions

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

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

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.

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

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d6+8 (22) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+8 (15) slashing damage.

Legendary Actions

-

Innate Spellcasting

detect magic (at will); dimension door (at will); dispel magic (3/day); fly (3/day); hold monster (1/day); see invisibility (at will); slow (1/day)

Spellcasting

-

Possessions

-

DAEMON (CEUSTODAEEMON, LESSER)



| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--------------|---------------------|------------|------------|---------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Controller / Normal | | | |
| Organization | Solitary | | | |
| Treasure | None | | | |

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| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 26 | 75 | 136 | 210 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Medium fiend, neutral evil | Large fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
| Ability Scores / Saves | STR 12 (+1) | STR 16 (+3) | STR 18 (+4) | STR 20 (+5) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) |
| | INT 9 (-1) | INT 9 (-1) | INT 13 (+1) | INT 13 (+1) |
| | WIS 12 (+1) | WIS 12 (+1) | WIS 16 (+3) | WIS 16 (+3) |
| | CHA 13 (+1) | CHA 13 (+1) | CHA 17 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good or silver | | | |
| Immunities | Acid, diseased, psychic, paralyzed, poisoned, Polymorph Effects, unconscious | | | |
| 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, Infernal, Telepathy 100 ft. | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 13 | Saving Throw Dexterity DC 15 | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 19 |
| | Damage 2d6 cold | Damage 3d6 cold | Damage 4d6 cold | Damage 6d6 cold |
| Special Abilities & Qualities | Breath Weapon 30-ft. cone; cold damage; Dexterity save for half; usable with Recharge 3. | | | |
| | Detect Good You can Detect Good, as per the spell, as a constant ability. | | | |
| | Detect Magic You can Detect Magic, as per the spell, as a constant ability. | | | |
| | See Invisibility You can See Invisibility, as per the spell, as a constant ability. | | | |
| | 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**

Drawn to Service When brought to another plane with a planar binding or planar ally spell (or any similar calling effect), ceustodaemons suffer disadvantage on saves and checks to refuse service. Ceustodaemons also suffer disadvantage on saves against binding, planar binding, summoning, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Standard Actions

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+3 (8) piercing damage.

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

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.

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

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+9 (23) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.

Legendary Actions

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Innate Spellcasting

detect magic (at will); dimension door (at will); dispel magic (3/day); fly (3/day); hold monster (1/day); see invisibility (at will); slow (1/day)

Spellcasting

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Possessions

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DAEMON (CRUCIDAEEMON)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------------|----------|----------|-------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Artillery / Elite | | | |
| Organization | Solitary, Pair, or Inquisition (3-6x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 22 (natural armor) |
| Hit Points | 90 | 138 | 226 | 360 |
| Speed | 50 ft. | | | |
| Size, Type, Alignment | Small fiend, neutral evil | Small fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil |
| Ability Scores / Saves | STR 19 (+4) | STR 19 (+4) | STR 21 (+5) | STR 25 (+7) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 18 (+4) | DEX 19 (+4) |
| | CON 17 (+3) | CON 17 (+3) | CON 19 (+4) | CON 23 (+6) |
| | 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 19 (+4) | CHA 22 (+6) | CHA 22 (+6) | CHA 24 (+7) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good and silver | | | |
| Immunities | Acid, Bleed, diseased, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. |
| Languages | Abyssal, Draconic, Infernal, Telepathy 200 ft. | | | |
| Challenge | 8 | 13 | 17 | 21 |
| Special Abilities & Qualities | <p>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.</p> <p>Chained Daggers A crucidaemon fights with the two daggers chained to its wrists as if dual wielding daggers with a reach of 10 feet (although it can also attack adjacent foes with no penalty). It takes no penalty on attack or damage rolls while wielding both of these daggers at once. These daggers are considered to be magical daggers that deal 2d6 points of bleed damage. The daggers become nonmagical upon the daemon's death, and cannot be disarmed. A crucidaemon may remanifest a destroyed dagger as a standard action.</p> | | | |
| Special Abilities & Qualities | <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> <p>Trap Making A crucidaemon can use Dexterity checks to disarm magic traps. When it uses its spell-like abilities to create a spell glyph, it may utilize any 6th-level or lower spell from the cleric or the wizard spell list, even though it otherwise can't cast these spells.</p> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------|---|---|---|--|
| Standard Actions | <p>Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9/19-00 (12) piercing damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+9/19-00 (12) piercing damage.</p> | <p>Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+9/19-00 (12) piercing damage.</p> <p>Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4+9/19-00 (12) piercing damage.</p> | <p>Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+11/19-00 (14) piercing damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+11/19-00 (14) piercing damage.</p> | <p>Dagger Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+15/19-00 (18) piercing damage.</p> |

Legendary Actions -

Innate Spellcasting -

Spellcasting -

Possessions -



DAEMON (DERGHODAEMON)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------------|----------|----------|-------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Brute / Elite | | | |
| Organization | Solitary or Infestation (2-6x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) | 21 (natural armor) |
| Hit Points | 62 | 105 | 181 | 300 |
| Speed | 40 ft. | | | |
| Size, Type, Alignment | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
| Ability Scores / Saves | STR 18 (+4) | STR 18 (+4) | STR 20 (+5) | STR 25 (+7) |
| | DEX 19 (+4) | DEX 19 (+4) | DEX 17 (+3) | DEX 18 (+4) |
| | CON 16 (+3) | CON 16 (+3) | CON 18 (+4) | CON 22 (+6) |
| | INT 5 (-3) | INT 5 (-3) | INT 5 (-3) | INT 9 (-1) |
| | WIS 15 (+2) | WIS 15 (+2) | WIS 15 (+2) | WIS 18 (+4) |
| | CHA 14 (+2) | CHA 14 (+2) | CHA 14 (+2) | CHA 17 (+3) |
| Saving Throws | - | | | |
| Resistances | Cold, all physical attacks except good | | | |
| Immunities | Acid, diseased, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Abyssal, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 14 | 18 |

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|--|---|-------------------|-------------------|-------------------|
| Special Abilities & Qualities | All-Around Vision You can see in all directions at once. You cannot be flanked. | | | |
| | Detect Magic You can Detect Magic, as per the spell, as a constant ability. | | | |
| | Swarmwalking A derghodaemon is immune to damage or distraction effects caused by swarms. | | | |
| | See Invisibility You can See Invisibility, as per the spell, as a constant ability. | | | |
| 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. | | | |
| | Damage 2d6 | Damage 4d6 | Damage 5d6 | Damage 6d6 |
| | Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 22

Feeblemind Aura By grinding and clicking its mandibles and chitinous plates together (a free action), a derghodaemon can affect all creatures within 30 feet as if by a feeblemind spell. Daemons are immune to this effect, but all other creatures must make a Wisdom save to resist the effects. A creature that makes this save is immune to the effect for 24 hours. A creature that fails remains affected as long as the derghodaemon continues to maintain the aura and the subject remains within 30 feet of the derghodaemon. Once either condition ends, the victim of this effect can attempt a new save once per minute to recover from the effect; otherwise, it can be cured by a heal, limited wish, miracle, or wish spell. A derghodaemon cannot use its spell-like abilities or rend attack in any round in which it uses its feeblemind aura. This is a sonic mind-affecting effect.

Standard Actions**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+9 (12) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+9/19-00 (12) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8/19-00 (12) slashing damage.**Claw** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) slashing damage.**Special Actions**

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Special Actions

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Special Actions

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Special Actions

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Legendary Actions

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Innate Spellcasting*detect magic (at will); fear (3/day); insect plague (3/day); see invisibility (at will); summon lesser demon (1 derghodaemon, 30%) (1/day)***Spellcasting**

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Possessions

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DAEMON (HYDRODAEMON)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---------------------------------------|------------|------------|---------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Gang (2-5x), or Mob (6-12x) | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 38 | 74 | 139 | 220 |
| Speed | 30 ft. Fly 40 ft. (Average) Swim 60 ft., Glide, Water Walk | | | |
| Size, Type, Alignment | Medium fiend, neutral evil | Large fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
| Ability Scores / Saves | STR 12 (+1) | STR 16 (+3) | STR 18 (+4) | STR 21 (+5) |
| | DEX 17 (+3) | DEX 13 (+1) | DEX 17 (+3) | DEX 15 (+2) |
| | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) | CON 20 (+5) |
| | INT 7 (-2) | INT 7 (-2) | INT 11 (+0) | INT 11 (+0) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 12 (+1) | CHA 12 (+1) | CHA 16 (+3) | CHA 16 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except cold iron or silver | | | |
| Immunities | Acid, diseased, poisoned, Waters of the River Styx | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +12, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Abyssal, Infernal, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 14 | 18 |

Special Abilities & Qualities

Detect Magic You can Detect Magic, as per the spell, as a constant ability.

Glide A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability.

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.

Water Walk You can Water Walk, as per the spell, as a constant ability.

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****Special Abilities & Qualities****Saving Throw**
Wisdom DC 14**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21**Sleep Spittle** A hydrodaemon can spit at a single target within 20 feet, making a ranged attack as shown. A target hit by this spittle must succeed on a Wisdom save or fall asleep for 6 rounds.**Standard Actions****Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.**Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.**Sleep Spittle** Ranged weapon attack: +5 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.**Sleep Spittle** Ranged weapon attack: +1 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.**Sleep Spittle** Ranged weapon attack: +3 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.**Sleep Spittle** Ranged weapon attack: +2 to hit, one target. Hit 1d1-8 (8) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*acid arrow (at will); control water (3/day); detect magic (at will); summon lesser demon (1 hydrodaemon, 50%); summon monster v (large water elemental only) (3/day); water walk (at will)***Spellcasting**

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Possessions

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DAEMON (LEUKODAEEMON)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------|----------|----------|-------|
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Artillery / Normal | | | |
| Organization | Solitary or Wake (2-10x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
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|--------------------|------------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 48 | 110 | 192 | 284 |
| Speed | 30 ft. Fly 60 ft. (Average) | | | |

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|------------------------------|----------------------------|---------------------------|---------------------------|--------------------------|
| Size, Type, Alignment | Medium fiend, neutral evil | Large fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
|------------------------------|----------------------------|---------------------------|---------------------------|--------------------------|

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|-------------------------------|---------------------------|---------------------------|---------------------------|---------------------------|
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) | STR 24 (+7) |
| | DEX 20 (+5) | DEX 19 (+4) | DEX 21 (+5) | DEX 20 (+5) |
| | CON 17 (+3) | CON 18 (+4) | CON 21 (+5) | CON 23 (+6) |
| | 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 14 (+2) | CHA 14 (+2) | CHA 17 (+3) | CHA 17 (+3) |

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|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

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|--------------------|--|--|--|--|
| Resistances | Cold, all physical attacks except good or silver | | | |
|--------------------|--|--|--|--|

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|-------------------|--------------------------|--|--|--|
| Immunities | Acid, diseased, poisoned | | | |
|-------------------|--------------------------|--|--|--|

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|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

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|---------------|---|---|---|---|
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. |
|---------------|---|---|---|---|

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|------------------|--|--|--|--|
| Languages | Abyssal, Draconic, Infernal, Telepathy 100 ft. | | | |
|------------------|--|--|--|--|

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|------------------|----------|-----------|-----------|-----------|
| Challenge | 6 | 10 | 14 | 18 |
|------------------|----------|-----------|-----------|-----------|

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|--|--|--|--|--|
| Special Abilities & Qualities | Saving Throw Dexterity DC 16 | Saving Throw Dexterity DC 18 | Saving Throw Dexterity DC 20 | Saving Throw Dexterity DC 22 |
| | Damage 4d6 | Damage 6d6 | Damage 8d6 | Damage 10d6 |

Breath of Flies Once per minute as a standard action, a leukodaemon can unleash a cloud of corpse-bloated, biting black flies in a 20-foot cone. Those caught in the cone take slashing damage. A Dexterity save halves this damage. Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds, congealing into a buzzing 20-foot-square cloud centered on the cone's original point of origin. Any creature that ends its turn in this cloud must make a Dexterity save to avoid taking half the initial amount of damage and becoming sickened for 1 minute. This cloud of flies may be dispersed by any area effect that does damage or creates wind of at least strong wind force. All daemons are immune to this effect.

**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

Contagion Any arrow a leukodaemon fires from a bow is tainted with disease. If a creature is damaged by a leukodaemon's arrow, it must make a Constitution save or be affected as if by the spell contagion. A leukodaemon can manifest arrows at will and never runs out of ammunition.

Special Abilities & Qualities

Infectious Aura All creatures within 50 feet of a leukodaemon suffer disadvantage on Constitution saves against disease effects.

Special Abilities & Qualities

Detect Good You can Detect Good, as per the spell, as a constant ability.

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**Composite Longbow**

Ranged weapon attack: +6 to hit, one target. Hit 2d6+6/x3 (13) piercing damage.

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

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.

Composite Longbow

Ranged weapon attack: +5 to hit, one target. Hit 2d6+8/x3 (15) piercing damage.

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

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

Composite Longbow

Ranged weapon attack: +7 to hit, one target. Hit 2d6+8/x3 (15) piercing damage.

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

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

Composite Longbow

Ranged weapon attack: +5 to hit, one target. Hit 2d6+8/x3 (15) piercing damage.

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

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

Legendary Actions

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Innate Spellcasting

contagion (at will); dispel magic (at will); harm (1/day); summon lesser demon (1 leukodaemon, 35%) (1/day)

Spellcasting

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Possessions

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DAEMON (MELADAEMON)



| | Low | Moderate | Advanced | Elite |
|--------------|---|----------|----------|-------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Leader / Normal | | | |
| Organization | Solitary, Pack (2-5x), or Cabal (6-12x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 60 | 96 | 157 | 291 |
| Speed | 30 ft. Fly 60 ft. (Good) | | | |
| Size, Type, Alignment | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
| Ability Scores / Saves | STR 16 (+3) | STR 16 (+3) | STR 18 (+4) | STR 22 (+6) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 18 (+4) | DEX 19 (+4) |
| | CON 15 (+2) | CON 15 (+2) | CON 18 (+4) | CON 22 (+6) |
| | INT 18 (+4) | INT 18 (+4) | INT 18 (+4) | INT 20 (+5) |
| | WIS 15 (+2) | WIS 15 (+2) | WIS 15 (+2) | WIS 18 (+4) |
| | CHA 16 (+3) | CHA 16 (+3) | CHA 16 (+3) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good | | | |
| Immunities | Acid, Critical Hits, diseased, poisoned, Sneak Attacks | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Abyssal, Draconic, Infernal, Telepathy 100 ft. | | | |
| 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 |
| | Consumptive Aura A meladaemon radiates an aura of hunger to a radius of 20 feet. Every round a creature begins its turn within this aura, it must succeed on a Constitution save or take 1d6 psychic damage and become fatigued from extreme hunger. Creatures that do not need to eat are immune to this effect. | | | |
| Special Abilities & Qualities | Detect Good You can Detect Good, as per the spell, as a constant ability. | | | |
| | Detect Magic You can Detect Magic, as per the spell, as a constant ability. | | | |
| | 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. | | | |
| | See Invisibility You can See Invisibility, as per the spell, as a constant ability. | | | |

D

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

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 22

Disease (Daemonic Wasting) Disease-Bite-injury; save Constitution; frequency 1/day; effect 1d4 Con and 1d4 Cha damage; cure 2 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.**Special Abilities & Qualities****Hunger** A meladaemon's claw attack deals an additional 1d6 points of psychic damage as it causes sudden pangs of horrific hunger. Creatures that do not need to eat are immune to this effect.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+6 (12) slashing damage.**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6/19-00 (13) piercing damage.**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6 (12) slashing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+6/19-00 (15) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) slashing damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+10/19-00 (28) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10 (24) slashing damage.**Legendary Actions**

-

Innate Spellcasting*blight (3/day); cause fear (at will); (at will); and good (at will); detect magic (at will); (3/day); fly (at will); abi-dalzim's horrid wilting (1/day); quickened magic missile (3/day); see invisibility (at will); (self plus lbs. of objects only) (at will); (/day)***Spellcasting**

-

Possessions

-

DAEMON (OLETHRODAEMON)



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

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 118 | 223 | 384 | 575 |
| Speed | 40 ft. Burrow 50 ft., Air Walk | | | |
| Size, Type, Alignment | Huge fiend, neutral evil | Huge fiend, neutral evil | Gargantuan fiend, neutral evil | Gargantuan fiend, neutral evil |
| Ability Scores / Saves | STR 21 (+5) | STR 21 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 21 (+5) | DEX 21 (+5) | DEX 20 (+5) | DEX 21 (+5) |
| | CON 21 (+5) | CON 21 (+5) | CON 26 (+8) | CON 30 (+10) |
| | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 14 (+2) |
| | WIS 20 (+5) | WIS 20 (+5) | WIS 20 (+5) | WIS 22 (+6) |
| | CHA 20 (+5) | CHA 20 (+5) | CHA 20 (+5) | CHA 22 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good and silver | | | |
| Immunities | Acid, diseased, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +18, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. | Passive Perception +23, Darkvision 60 ft. |
| Languages | Abyssal, Infernal, Telepathy 100 ft. | | | |
| Challenge | 8 | 15 | 20 | 24 |

Special Abilities & Qualities

Adamantine Claws Able to tear through stone, an olethrodaemon's claws are treated as though they were adamantine. This ability also allows an olethrodaemon to make use of its burrow speed through stone.

Wind Walk You can Wind Walk, as per the spell, as a constant ability.

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

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

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 4d6 necrotic**Damage** 6d6 necrotic**Damage** 8d6 necrotic**Damage** 10d6 necrotic

Drain Soul A creature grappled by an olethrodaemon's grab attack from its claws can be transferred to its mouth as a move action requiring no further check. As a standard action, an olethrodaemon that begins its turn with an opponent grappled in either of its mouths can swallow the opponent by succeeding on another grapple check. If successful, the creature is swallowed into one of the olethrodaemon's many stomachs. These stomachs grind their contents and drain the life force from living creatures. Every round a creature remains in an olethrodaemon's stomach, it takes necrotic damage and suffers 1d4 points of Constitution damage. The creature can attempt to cut its way out of the olethrodaemon's stomach, but it suffers the chance of just cutting into another stomach chamber. An olethrodaemon's stomach is AC 20 and has 40 hit points. Once a creature deals enough damage to allow escape, it has a 50% chance to end up in another stomach chamber instead of escaping. Due to the multiple stomach chambers, an olethrodaemon can house and drain up to four medium creatures at one time. This ability otherwise functions as the swallow whole special attack. Ability damage suffered via this effect can only be restored via restoration or more powerful healing magic.

Special Abilities & Qualities**Saving Throw**

Reflex DC 18

Saving Throw

Reflex DC 20

Saving Throw

Reflex DC 24

Saving Throw

Reflex DC 27

Damage 3d6 necrotic + 3d6 psychic**Damage** 4d6 necrotic + 4d6 psychic**Damage** 6d6 necrotic + 6d6 psychic**Damage** 8d6 necrotic + 8d6 psychic

Soul-Drained Breath An olethrodaemon can convert life energy it has consumed into a potent breath weapon. Up to three times per day, but no more often via Recharge 2, an olethrodaemon can expel a 120-foot line or a 60-foot cone of shrieking black smoke and wind one of its mouths as a standard action. Any living creature in the area of this attack takes necrotic and psychic damage, or half on a successful Dexterity save. Undead creatures caught in this negative energy are healed for the same amount instead of damaged.

Special Abilities & Qualities**Saving Throw**

Reflex DC 18

Saving Throw

Reflex DC 20

Saving Throw

Reflex DC 24

Saving Throw

Reflex DC 27

Damage 4d6**Damage** 6d6**Damage** 8d6**Damage** 10d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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 15 ft., one target. Hit 2d6+13 (20) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+13/19-00 (20) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+12/19-00 (21) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+16/19-00 (34) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+13 (18) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+13 (18) slashing damage.

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

Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+16 (30) slashing damage.

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

Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+13 (20) piercing damage.

Gore Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+12 (21) piercing damage.

Gore Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+16 (34) piercing damage.

Legendary Actions

-

Innate Spellcasting

wind walk (at will); disintegrate (3/day); summon (any 1 cr 19 or lower daemon, 100%) (1/day); telekinesis (at will); true seeing (at will); wail of the banshee (1/day); wall of fire (at will); wall of force (3/day); wall of ice (at will)

Spellcasting Possessions

-

-



DAEMON (PISCODAEEMON)



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

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 75 | 145 | 221 | 311 |
| Speed | 30 ft. Swim 50 ft. | | | |
| Size, Type, Alignment | Small fiend, neutral evil | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) | STR 24 (+7) |
| | DEX 18 (+4) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 17 (+3) | CON 19 (+4) | CON 21 (+5) | CON 23 (+6) |
| | INT 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 | Cold, all physical attacks except good | | | |
| Immunities | Acid, diseased, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. |
| Languages | Abyssal, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 7 | 11 | 15 | 19 |

Special Abilities & Qualities

Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.

Detect Good You can Detect Good, as per the spell, as a constant ability.

Detect Magic You can Detect Magic, as per the spell, as a constant ability.

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.

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

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 2d6**Damage** 3d6**Damage** 4d6**Damage** 5d6**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Special Abilities & Qualities****Saving Throw**
Constitution DC 16**Saving Throw**
Constitution DC 18**Saving Throw**
Constitution DC 20**Saving Throw**
Constitution DC 22**Poison** Tentacles - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Con damage and is Poisoned and Staggered for 1 round; cure 2 consecutive saves. Ability score damage is healed in full upon a long rest or with any magical healing.**Standard Actions****Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+7/18-00/x3 (12) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7/18-00/x3 (14) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+10/18-00/x3 (20) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+12/18-00/x3 (26) slashing damage.**Tentacles** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.**Tentacles** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+3 (8) bludgeoning damage.**Tentacles** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+5 (14) bludgeoning damage.**Tentacles** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+6 (20) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*detect magic (at will); dispel magic (at will); fly (3/day); see invisibility (at will); stinking cloud (3/day); summon lesser demon (1d3 hydrodaemon, 35%) (1/day)***Spellcasting**

-

Possessions

-

DAEMON (PURRODAEMON)



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Solo | | | |
| Organization | Solitary, Patrol (2-5x), or Unit (6-12x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 22 (natural armor) | 22 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 108 | 169 | 302 | 458 |
| Speed | 30 ft. Fly 60 ft. (Good) | | | |
| Size, Type, Alignment | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
| Ability Scores / Saves | STR 20 (+5) | STR 21 (+5) | STR 23 (+6) | STR 28 (+9) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 18 (+4) | DEX 20 (+5) |
| | CON 20 (+5) | CON 20 (+5) | CON 22 (+6) | CON 26 (+8) |
| | INT 15 (+2) | INT 15 (+2) | INT 15 (+2) | 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 | Cold, all physical attacks except good and silver | | | |
| Immunities | Acid, diseased, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. |
| Languages | Abyssal, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 8 | 12 | 19 | 23 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 19 | Saving Throw Wisdom DC 22 | Saving Throw Wisdom DC 25 |
| | Fear Aura 15', frightened for 1d4 rounds, Wisdom save negates. | | | |
| 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. | | | |
| | 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

Weapon Steep A purrodaemon can sheathe a weapon in its flesh as a swift action. This does no damage to the daemon. If a weapon remains sheathed in its body for at least 24 hours, the weapon absorbs some of its essence and gains magical enhancements. A purrodaemon can have up to a dozen weapons lodged in its body at a time, but only one can possess magical enhancements at a time. The total enhancements cannot exceed a +4 effective bonus - most purrodaemons opt to create +2 wounding weapons in this manner. A weapon's enhancements vanish as soon as the purrodaemon dies or releases the weapon.

Standard Actions

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

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

Halberd Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+13 (1) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+13 (16) piercing damage.

Halberd Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+18/19-00/x3 (27) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) piercing damage.

Halberd Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+25/19-00/x3 (38) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15 (26) piercing damage.

Legendary Actions

-

Innate Spellcasting

chain lightning (3/day); cone of cold (3/day); flame strike (3/day); fly (at will); summon monster v (2 derghodaemons, 50%) (1/day); (true seeing (at will))

Spellcasting

-

Possessions

-



DAEMON (THANADAEMON)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|------------------------------------|------------|------------|---------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Controller/ Elite | | | |
| Organization | Solitary, Pair, or Council (3-11x) | | | |
| Treasure | Standard | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) | 21 (natural armor) |
| Hit Points | 39 | 90 | 176 | 316 |
| Speed | 30 ft., Air Walk | | | |
| Size, Type, Alignment | Small fiend, neutral evil | Small fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil |
| Ability Scores / Saves | STR 15 (+2) | STR 15 (+2) | STR 18 (+4) | STR 22 (+6) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 14 (+2) | DEX 16 (+3) |
| | CON 17 (+3) | CON 17 (+3) | CON 18 (+4) | CON 23 (+6) |
| | INT 15 (+2) | INT 15 (+2) | INT 15 (+2) | INT 18 (+4) |
| | WIS 15 (+2) | WIS 15 (+2) | WIS 15 (+2) | WIS 18 (+4) |
| | CHA 16 (+3) | CHA 16 (+3) | CHA 16 (+3) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good | | | |
| Immunities | Acid, diseased, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Abyssal, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 15 | 19 |

Special Abilities & Qualities

Draining Weapon A thanadaemon's energy drain attack functions through any melee weapon it wields.

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

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

Special Abilities & Qualities

Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 22**Fear Gaze** Cower in fear for 1d6 rounds, 30 feet, Wisdom save negates. This is a mind-affecting fear effect.**Standard Actions****Quarterstaff** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.**Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) slashing damage.**Quarterstaff** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.**Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) slashing damage.**Quarterstaff** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.**Quarterstaff** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11/+6 (16) bludgeoning damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.**Legendary Actions**

-

Innate Spellcasting*wind walk (at will); animate dead (3/day); enervation (3/day); plane shift (self plus skiff and passengers only, astral, ethereal, and evil-aligned planes only) (at will); summon lesser demon (1d4 hydrodaemons 80% or 1 thanadaemon 35%) (1/day); true seeing (at will)***Spellcasting**

-

Possessions

-

DAEMON (VULNUDAEMON)



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

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 35 | 63 | 104 | 196 |
| Speed | 30 ft. | 30 ft. | 35 ft. | 35 ft. |
| Size, Type, Alignment | Small fiend, neutral evil | Small fiend, neutral evil | Small fiend, neutral evil | Medium fiend, neutral evil |
| Ability Scores / Saves | STR 12 (+1) | STR 12 (+1) | STR 16 (+3) | STR 18 (+4) |
| | DEX 15 (+2) | DEX 16 (+3) | DEX 18 (+4) | DEX 18 (+4) |
| | CON 10 (+0) | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) |
| | INT 10 (+0) | INT 10 (+0) | INT 14 (+2) | INT 14 (+2) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 15 (+2) | CHA 15 (+2) | CHA 18 (+4) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good or silver | | | |
| Immunities | Acid, diseased, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Abyssal, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 15 | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 19 | Saving Throw Wisdom DC 20 |
| | Aura of Doom As a free action, a vulnudaemon can radiate an aura of dread and hopelessness. Any creature within 30 feet of the vulnudaemon must succeed at a Wisdom save or become shaken for as long as it remains in the aura. | | | |
| Special Abilities & Qualities | Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing. | | | |
| | Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <p>Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6 19-00 (4) slashing damage.</p> <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+2 (4) piercing damage.</p> | <p>Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6 19-00 (4) slashing damage.</p> <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.</p> | <p>Shortsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6 19-00 (4) slashing damage.</p> <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.</p> | <p>Shortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6/19-00 (10) slashing damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DANSE MACABRE



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain

Any

Rarity

Rare

Role

Controller / Solo

Organization

Solitary

Treasure

None

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class **17** (natural armor) **18** (natural armor) **18** (natural armor) **19** (natural armor)

Hit Points 78 116 151 234

Speed Fly 40 ft. (Perfect)

Size, Type, Alignment Medium undead, neutral evil Medium undead, neutral evil Large undead, neutral evil Huge undead, neutral evil

| Ability Scores / Saves | STR 10 (+0) | DEX 20 (+5) | CON 10 (+0) | INT 6 (-2) | WIS 14 (+2) | CHA 17 (+3) |
|------------------------|-------------|-------------|-------------|-------------|-------------|-------------|
| | STR 10 (+0) | DEX 21 (+5) | CON 10 (+0) | INT 6 (-2) | WIS 14 (+2) | CHA 17 (+3) |
| | STR 10 (+0) | DEX 19 (+4) | CON 10 (+0) | INT 6 (-2) | WIS 14 (+2) | CHA 17 (+3) |
| | STR 10 (+0) | DEX 20 (+5) | CON 10 (+0) | INT 10 (+0) | WIS 17 (+3) | CHA 19 (+4) |
| | STR 10 (+0) | DEX 20 (+5) | CON 10 (+0) | INT 10 (+0) | WIS 17 (+3) | CHA 19 (+4) |

Saving Throws - - - -

Resistances -

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

Vulnerabilities -

Senses Passive Perception +15, Darkvision 60 ft., Lifesense 60 ft. Passive Perception +16, Darkvision 60 ft., Lifesense 60 ft. Passive Perception +17, Darkvision 60 ft., Lifesense 60 ft. Passive Perception +19, Darkvision 60 ft., Lifesense 60 ft.

Languages -

Challenge **8** **12** **16** **20**

Special Abilities & Qualities **Saving Throw** Constitution DC 16 **Saving Throw** Constitution DC 17 **Saving Throw** Constitution DC 18 **Saving Throw** Constitution DC 20

Constitution Drain Living creatures hit by a danse macabre's incorporeal scythe attack must succeed on a Constitution save or take 1d8 points of Constitution damage. Ability damage suffered from this effect is restored via restoration or more powerful healing magic.

Special Abilities & Qualities **Lifesense** The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

Danse of Death A danse macabre is constantly surrounded by a 40-foot aura known as the dance of death, an endless gala of dancing spectral figures.

Any living creature that enters the area of the dance of death must make a Wisdom save. On a failed save, the victim joins the ghostly dancers, takes 1d4 points of Constitution damage, and is affected as if by the spell *otto's irresistible dance*. These effects persist for as long as the victim remains within the aura. As victims cannot willingly move from the square they dance in, the dance's effects end only when the danse macabre moves to a point where the victim is no longer within its aura, is destroyed, or if the victim is physically removed from the area. This is a mind-affecting compulsion effect, and neither blindness nor deafness provide resistance. A victim who makes a successful save is immune to the dance of death of the same danse macabre for 24 hours.

The spectral images surrounding a danse macabre are entirely insubstantial and harmless. At the same time, a ghostly music can be faintly heard in the area, as if a violin-led orchestra kept time to this ghostly dancing. The dancers and music cannot be interacted with but visibly and audibly mark the boundaries of the danse macabre's dance of death aura."

Standard Actions

Incorscythe Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d10 (10) scythe damage.

Incorscythe Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d10 (10) scythe damage.

Incorscythe Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6 (7) scythe damage.

Incorscythe Melee weapon attack: +0 to hit, reach 15 ft., one target. Hit 4d6 (8) scythe damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



DAPSARA



| | 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 | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 32 | 74 | 124 | 208 |
| Speed | 30 ft. Fly 30 ft. (Average) | | | |
| Size, Type, Alignment | Medium celestial, neutral good | Medium celestial, neutral good | Medium celestial, neutral good | Large celestial, neutral good |
| Ability Scores / Saves | STR 9 (-1) | STR 9 (-1) | STR 13 (+1) | STR 18 (+4) |
| | DEX 12 (+1) | DEX 12 (+1) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 11 (+0) | CON 11 (+0) | CON 15 (+2) | CON 18 (+4) |
| | INT 8 (-1) | INT 8 (-1) | INT 12 (+1) | INT 12 (+1) |
| | WIS 13 (+1) | WIS 13 (+1) | WIS 17 (+3) | WIS 17 (+3) |
| | CHA 12 (+1) | CHA 13 (+1) | CHA 17 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except evil | | | |
| Immunities | Petrification | | | |
| 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 | Celestial, Draconic, Infernal, Speak with Animals, Truespeech | | | |
| Challenge | 5 | 9 | 13 | 17 |

Special Abilities & Qualities **Change Shape** Any humanoid or a cloud of perfume (as Alter Self or Gaseous Form). **Truespeech** This creature 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 14

Saving Throw

Wisdom DC 15

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. 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 17 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 standard 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 standard 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 14

Saving Throw

Wisdom DC 15

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

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

Special Abilities & Qualities**Saving Throw**

Wisdom DC 14

Saving Throw

Wisdom DC 15

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

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

Standard Actions

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

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

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

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

Special Actions

Ghostly Arms A dapsara's two spectral arms may manipulate corporeal or incorporeal creatures and objects, as if they had the ghost touch weapon property. She may manifest or hide these arms at will in any shape, even in gaseous form.

Special Actions

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

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

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

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

Protective Aura Against attacks made or effects created by evil creatures, this ability provides disadvantage on all attacks against its AC and grants 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).

Innate Spellcasting

calm emotions (3/day); confusion (lesser) (3/day); eagle's splendor (1/day); gallant inspiration (1/day); ghostbane dirge (1/day); invisibility (self only) (1/day); lesser restoration (3/day); saving finale (3/day); speak with animals (at will)

DARK CALLER



| | | | | |
|---------------------|---|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Underground | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, Gang (1 plus others), or Clan (20+ dark folk) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 23 | 56 | 110 | 173 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small humanoid, chaotic evil | Medium humanoid, chaotic evil | Medium humanoid, chaotic evil | Large humanoid, chaotic evil |
| Ability Scores / Saves | STR 8 (-1) | STR 12 (+1) | STR 17 (+3) | STR 19 (+4) |
| | DEX 18 (+4) | DEX 15 (+2) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 8 (-1) | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) |
| | INT 11 (+0) | INT 11 (+0) | INT 15 (+2) | INT 15 (+2) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 16 (+3) | CHA 16 (+3) | CHA 18 (+4) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | Light Blindness | | | |
| Senses | Passive Perception +10 | Passive Perception +10 | Passive Perception +16 | Passive Perception +17 |
| Languages | Dark Folk, Undercommon | | | |
| 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 19 |
| | Death Throes When a dark caller is slain, its body bursts into shreds of blisteringly cold shadows, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d4 points of Strength damage and are staggered for 1 round. A successful Constitution save halves the Strength damage and negates the staggered effect. This ability damage is temporary and an affected creature's Strength returns to normal after 3d10 minutes. | | | |
| Special Abilities & Qualities | Detect Magic You can Detect Magic, as per the spell, as a constant ability. | | | |
| | Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light. | | | |
| | See in Darkness Dark Folk can see perfectly in darkness of any kind, including that created by magical darkness. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 19

Poison (Black Smear) Dagger - Injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Str 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

Shadow Ritual Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is freewilled, it follows orders to the best of its ability.

Standard Actions

Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (4) piercing damage.

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

Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4/19-00 (3) piercing damage.

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

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

Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+9/19-00 (6) bludgeoning damage.

Ranged weapon attack: +3 to hit, one target. Hit 1d6+9/19-00 (6) bludgeoning damage.

Legendary Actions

-

Innate

detect magic (at will); shadow of moil (1/day)

Spellcasting

Spellcasting

-

Possessions

-



DARK CREEPER



| | Low | Moderate | Advanced | Elite |
|--------------|---|----------|----------|-------|
| Terrain | Any Underground | | | |
| Rarity | Uncommon | | | |
| Role | Lurker / Normal | | | |
| Organization | Solitary, Pair, Gang (3-6x), or Clan (20-80x plus others) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 10 | 47 | 93 | 146 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small humanoid, chaotic neutral | Small humanoid, chaotic neutral | Small humanoid, chaotic neutral | Medium humanoid, chaotic neutral |
| Ability Scores / Saves | STR 9 (-1) | STR 9 (-1) | STR 14 (+2) | STR 17 (+3) |
| | DEX 15 (+2) | DEX 16 (+3) | DEX 18 (+4) | DEX 18 (+4) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) |
| | INT 7 (-2) | INT 7 (-2) | INT 11 (+0) | INT 11 (+0) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 6 (-2) | CHA 6 (-2) | CHA 10 (+0) | CHA 10 (+0) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | Light Blindness | | | |
| Senses | Passive Perception +9 | Passive Perception +9 | Passive Perception +11 | Passive Perception +11 |
| Languages | Dark Folk | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 |
| | Death Throes When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a Constitution save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. | | | |
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 |
| | Poison (Black Smear) Dagger - Injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Str 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**

See in Darkness Dark Folk can see perfectly in darkness of any kind, including that created by magical darkness.

Standard Actions

Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3/19-00 (4) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d3/19-00 (4) piercing damage.

Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3/19-00 (4) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d3/19-00 (4) piercing damage.

Dagger Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.

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

Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (5) piercing damage.

Legendary Actions

-

Innate

darkness (at will); detect magic (at will)

Spellcasting**Spellcasting**

-

Possessions

Daggers (4x)

DARK DANCER



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any Underground | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, Troupe (3-5x), or Delegation (1 plus others) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---------------------------------|---------------------------------|---------------------------------|----------------------------------|
| Armor Class | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 12 | 43 | 94 | 145 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small humanoid, chaotic neutral | Small humanoid, chaotic neutral | Small humanoid, chaotic neutral | Medium humanoid, chaotic neutral |
| Ability Scores / Saves | STR 9 (-1) | STR 10 (+0) | STR 15 (+2) | STR 18 (+4) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 19 (+4) | DEX 18 (+4) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) |
| | INT 6 (-2) | INT 6 (-2) | INT 10 (+0) | INT 10 (+0) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 11 (+0) | CHA 11 (+0) | CHA 15 (+2) | CHA 15 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | Light Blindness | | | |
| Senses | Passive Perception +9 | Passive Perception +9 | Passive Perception +11 | Passive Perception +11 |
| Languages | Dark Folk | | | |
| Challenge | 2 | 6 | 10 | 14 |

Special Abilities & Qualities

Bardic Performance A dark dancer can use its dancing to help its allies. A dark dancer can use bardic performance as a 2nd-level bard, but only for distraction and inspire courage effects.

Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

See in Darkness Dark Folk can see perfectly in darkness of any kind, including that created by magical darkness.

Special Abilities & Qualities

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.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Special Abilities & Qualities

Saving Throw
Wisdom DC 13

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Dark Curse As a standard action, a dark dancer can make a touch attack against a foe and curse it. The foe must succeed at a Wisdom saving throw to resist the effects. Creatures that fail the saving throw suffer disadvantage on all Dexterity and Charisma-based checks. This curse is permanent, but the victim of this curse can attempt a new saving throw each day.

Standard Actions

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

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

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

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

Club Ranged weapon attack: +5 to hit, one target. Hit 1d4 (4) bludgeoning damage.

Club Ranged weapon attack: +5 to hit, one target. Hit 1d4+1 (4) bludgeoning damage.

Club Ranged weapon attack: +5 to hit, one target. Hit 1d4+3 (6) bludgeoning damage.

Ranged weapon attack: +5 to hit, one target. Hit 1d6+8 (12) bludgeoning damage.

Dagger Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3/19-00 (4) piercing damage.

Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3/19-00 (2) piercing damage.

Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3/19-00 (2) piercing damage.

Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4/9-00 (2) bludgeoning damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d3/19-00 (4) piercing damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d3/19-00 (2) piercing damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d3/19-00 (2) piercing damage.

Ranged weapon attack: +5 to hit, one target. Hit 1d4+8/19-00 (10) bludgeoning damage.

Innate Spellcasting

-

Spellcasting

-

Possessions

Club, dagger (2x)



DARK SLAYER



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any Underground | | | |
| Rarity | Rare | | | |
| Role | Lurker / Normal | | | |
| Organization | Solitary, Gang (1 plus others), or Clan (many) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|------------------------------|------------------------------|------------------------------|-------------------------------|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 12 | 46 | 86 | 148 |
| Speed | 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 7 (-2) | STR 8 (-1) | STR 12 (+1) | STR 17 (+3) |
| | DEX 16 (+3) | DEX 16 (+3) | DEX 18 (+4) | DEX 18 (+4) |
| | CON 10 (+0) | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) |
| | INT 8 (-1) | INT 8 (-1) | INT 12 (+1) | INT 12 (+1) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 13 (+1) | CHA 13 (+1) | CHA 17 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | Light Blindness | | | |
| Senses | Passive Perception +9 | Passive Perception +9 | Passive Perception +11 | Passive Perception +11 |
| Languages | Dark Folk | | | |
| Challenge | 4 | 8 | 12 | 16 |

Special Abilities & Qualities

Detect Magic You can Detect Magic, as per the spell, as a constant ability.

Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

See in Darkness Dark Folk can see perfectly in darkness of any kind, including that created by magical darkness.

Special Abilities & Qualities

| | | | |
|---|---|---|---|
| Saving Throw Constitution DC 13 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 18 |
|---|---|---|---|

Death Throes When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC Constitution save or be deafened for 2d4 rounds.

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

Soul Harvest When a dark slayer damages a surprised foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage, and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

Standard Actions

Kukri Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d3/18-00 (2) bludgeoning damage.

Kukri Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d3/18-00 (2) bludgeoning damage.

Kukri Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 18-00 (2) bludgeoning damage.

Kukri Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/18-00 (3) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting Spellcasting Possessions

chill touch (at will); darkness (at will); detect magic (at will); inflict wounds (3/day); mage hand (at will)

-

Kukri (2x)



DARK STALKER



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any Underground | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Elite | | | |
| Organization | Solitary, Gang (1 plus others), or Clan (many) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|--|--|--|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) | 20 (natural armor) |
| Hit Points | 39 | 94 | 162 | 248 |
| 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 12 (+1) | STR 14 (+2) | STR 17 (+3) | STR 19 (+4) |
| | DEX 16 (+3) | DEX 18 (+4) | DEX 21 (+5) | DEX 20 (+5) |
| | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) | CON 20 (+5) |
| | INT 7 (-2) | INT 9 (-1) | INT 13 (+1) | INT 13 (+1) |
| | WIS 9 (-1) | WIS 7 (-2) | WIS 11 (+0) | WIS 11 (+0) |
| | CHA 11 (+0) | CHA 11 (+0) | CHA 15 (+2) | CHA 15 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | Light Blindness | | | |
| Senses | Passive Perception +9 | Passive Perception +11 | Passive Perception +13 | Passive Perception +13 |
| Languages | Dark Folk, Undercommon | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 14 | Saving Throw Dexterity DC 16 | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 18 |
| | Death Throes When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A Dexterity save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. | | | |
| Special Abilities & Qualities | Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See in Darkness** Dark Folk can see perfectly in darkness of any kind, including that created by magical darkness.**Standard Actions****Shortsword** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/9-00 (4) slashing damage.**Blowgun** Ranged weapon attack: +5 to hit, one target. Hit 1d2 (2) bludgeoning damage.**Cold Iron Shortsword** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/9-00 (4) slashing damage.**Blowgun** Ranged weapon attack: +6 to hit, one target. Hit 1d2 (2) bludgeoning damage.**Cold Iron Shortsword** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6/19-00 (10) bludgeoning damage.**Blowgun** Ranged weapon attack: +7 to hit, one target. Hit 1d2 (2) bludgeoning damage.**Cold Iron Shortsword** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) bludgeoning damage.**Blowgun** Ranged weapon attack: +6 to hit, one target. Hit 1d2 (2) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*detect magic (at will); fog cloud (at will)***Spellcasting**

-

Possessions

Shortsword; blowgun; blowgun darts (10x)

DARKLANDS SENTINEL



| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------|----------|----------|-------|
| Terrain | Any Underground | | | |
| Rarity | Uncommon | | | |
| Role | Artillery / Minion | | | |
| Organization | Solitary or Cluster (2-8x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|--|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 5 | 22 | 72 | 141 |
| Speed | 10 ft. Climb 10 ft. | | | |
| Size, Type, Alignment | Small monstrosity, unaligned | Small monstrosity, unaligned | Small monstrosity, unaligned | Medium monstrosity, unaligned |
| Ability Scores / Saves | STR 10 (+0) | STR 11 (+0) | STR 16 (+3) | STR 18 (+4) |
| | DEX 10 (+0) | DEX 10 (+0) | DEX 14 (+2) | DEX 12 (+1) |
| | CON 9 (-1) | CON 9 (-1) | CON 13 (+1) | CON 17 (+3) |
| | INT 2 (-4) | INT 2 (-4) | INT 6 (-2) | INT 6 (-2) |
| | 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 | No Breath, Electricity | | | |
| 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 | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Constitution DC 11 | Saving Throw Constitution DC 12 | Saving Throw Constitution DC 15 | Saving Throw Constitution DC 18 |
| | <p>Flare As a standard action with Recharge 2, a Darklands sentinel can release a flare of dazzling light. This burst of light illuminates a 30-foot radius area for a split second. Any creature within this area must make a Constitution save or be dazzled for 1d6 rounds. Sightless creatures, as well as creatures already dazzled, are not affected by the light burst. Darklands sentinels are immune to the flares of their own kind.</p> | | | |

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

Dexterity DC 11

Saving Throw

Dexterity DC 12

Saving Throw

Dexterity DC 15

Saving Throw

Dexterity DC 18

Shocking Arc “As a standard action, a Darklands sentinel can launch an arc of electricity up to 30 feet long as a ranged attack. Any creature struck by this attack takes 1d6 points of electricity damage. A Darklands sentinel receives advantage on attack rolls against targets wearing metal armor, made out of metal, or carrying a large amount of metal.

While underwater, a Darklands sentinel’s shocking arc acts instead as a burst of electricity. All creatures within 5 feet of the creature must make a Dexterity save or take 1d6 points of electricity damage. The save DC is Constitution-based.”

Standard Actions**Bite** Melee weapon

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

Shocking Arc Ranged weapon attack: +0 to hit, one target. Hit 1d6 (6) bludgeoning damage.

Bite Melee weapon

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

Shocking Arc Ranged weapon attack: +0 to hit, one target. Hit 1d8 (8) bludgeoning damage.

Bite Melee weapon

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

Shocking Arc Ranged weapon attack: +2 to hit, one target. Hit 1d8 (8) bludgeoning damage.

Bite Melee weapon

attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

Shocking Arc Ranged weapon attack: +0 to hit, one target. Hit 2d6 (7) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



DARKMANTLE



| | Low | Moderate | Advanced | Elite |
|--------------|-----------------------------------|----------|----------|-------|
| Terrain | Any Underground | | | |
| Rarity | Uncommon | | | |
| Role | Lurker / Minion | | | |
| Organization | Solitary, Pair, or Clutch (3-12x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|--|--|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 15 | 46 | 99 | 174 |
| Speed | 20 ft. Fly 30 ft. (Poor) | | | |
| Size, Type, Alignment | Small monstrosity, unaligned | Small monstrosity, unaligned | Small monstrosity, unaligned | Medium monstrosity, unaligned |
| 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 12 (+1) | CON 12 (+1) | 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 8 (-1) | CHA 8 (-1) | CHA 12 (+1) | CHA 12 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Blindsight 90 ft., Darkvision 60 ft. | Passive Perception +9, Blindsight 90 ft., Darkvision 60 ft. | Passive Perception +11, Blindsight 90 ft., Darkvision 60 ft. | Passive Perception +11, Blindsight 90 ft., Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 2 | 6 | 10 | 14 |
| Special Abilities & Qualities | Damage 1d6 | Damage 2d6 | Damage 3d6 | Damage 4d6 |
| | Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). | | | |
| Standard Actions | Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage. | Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage. | Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage. | Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage. |



Low



Moderate



Advanced



Elite

Legendary

-

Actions

Innate

darkness (3/day)

Spellcasting

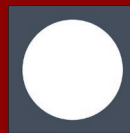
Spellcasting

-

Possessions

-

DAUGHTER OF URGATHOA



| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------------|----------|----------|-------|
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Controller / Normal | | | |
| Organization | Solitary or Cult (1 plus others) | | | |
| Treasure | Double | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 84 | 126 | 196 | 246 |
| Speed | Fly 40 ft. (Perfect) | | | |
| Size, Type, Alignment | Medium undead, neutral evil | Large undead, neutral evil | Large undead, neutral evil | Huge undead, neutral evil |
| Ability Scores / Saves | STR 15 (+2) | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) |
| | 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 16 (+3) | INT 16 (+3) | INT 18 (+4) | INT 18 (+4) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) | WIS 20 (+5) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 20 | Saving Throw Constitution DC 21 |
| | Disease (Bubonic Plague) Disease-Claw-injury; save Constitution; frequency 1/day; effect 1d4 damage and Fatigued; cure 2 consecutive saves. | | | |
| Special Abilities & Qualities | Great Claw One of the daughter's hands is a tremendous scythe-shaped claw. This attack inflicts x4 damage on a critical hit, and is treated as an evil weapon for the purposes of overcoming resistance. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|--|---|---|
| Standard Actions | <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p>Great Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10x4 (1) slashing damage.</p> | <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.</p> <p>Great Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6/x4 (13) slashing damage.</p> | <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.</p> <p>Great Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+9/x4 (20) slashing damage.</p> | <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage.</p> <p>Great Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+11/x4 (25) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | <p>Cleric (CL 10th): <i>i</i> create undead; command (greater); contagion, scrying; divination; true strike; conjure animals; dispel magic; lesser restoration; calm emotions; darkness; witch bolt; hunger of hadar; hold person; bane; cause fear; command; doom; forbiddance; detect magic; light</p> | <p>Cleric (CL 10th): <i>i</i> ice storm; create undead; command (greater); contagion, scrying; divination; true strike; conjure animals; dispel magic; lesser restoration; calm emotions; darkness; witch bolt; hunger of hadar; hold person; bane; cause fear; command; doom; forbiddance; detect magic; light</p> | <p>Cleric (CL 14th): disintegrate; ice storm; create undead; command (greater); contagion, scrying; divination; true strike; conjure animals; dispel magic; lesser restoration; calm emotions; darkness; witch bolt; hunger of hadar; hold person; bane; cause fear; command; doom; forbiddance; detect magic; light</p> | <p>Cleric (CL 18th): disintegrate; ice storm; create undead; command (greater); contagion, scrying; divination; true strike; conjure animals; dispel magic; lesser restoration; calm emotions; darkness; witch bolt; hunger of hadar; hold person; bane; cause fear; command; doom; forbiddance; detect magic; light</p> |
| Possessions | - | | | |



DEATH DOG



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Deserts | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, or Pack (3-12x) | | | |
| Treasure | Incidental | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|--|
| Armor Class | 14 (natural armor) | 15 (natural armor) | 16 (natural armor) | 16 (natural armor) |
| Hit Points | 19 | 38 | 89 | 167 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Large monstrosity, neutral evil | Large monstrosity, neutral evil | Large monstrosity, neutral evil | Huge monstrosity, neutral evil |
| 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 11 (+0) | CON 11 (+0) | CON 15 (+2) | CON 18 (+4) |
| | INT 2 (-4) | INT 2 (-4) | INT 6 (-2) | INT 6 (-2) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 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 | Goblin (cannot speak) | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Constitution DC 12 | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 19 |
| | Disease (Wormpox) Disease-Bite-injury; save Constitution; onset 1 day; frequency 1/day; effect 1 Con damage; cure 2 consecutive saves. | | | |
| Standard Actions | Bite Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d8+1 (6) piercing damage. | Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+3 (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: +4 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

DEATH DOG (DEATH WORG)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Deserts | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, or Pack (3-12x) | | | |
| Treasure | Incidental | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|--|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 16 (natural armor) | 16 (natural armor) |
| Hit Points | 26 | 67 | 104 | 168 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Large monstrosity, neutral evil | Large monstrosity, neutral evil | Large monstrosity, neutral evil | Huge monstrosity, neutral evil |
| Ability Scores / Saves | STR 15 (+2) | STR 16 (+3) | STR 17 (+3) | STR 19 (+4) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 15 (+2) | CON 15 (+2) | CON 15 (+2) | CON 18 (+4) |
| | INT 6 (-2) | INT 6 (-2) | INT 6 (-2) | INT 6 (-2) |
| | WIS 14 (+2) | WIS 14 (+2) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 8 (-1) | CHA 8 (-1) | CHA 8 (-1) | CHA 8 (-1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +12, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Goblin (cannot speak) | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 15 | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 19 |
| | Disease (Wormpox) Disease-Bite-injury; save Constitution; onset 1 day; frequency 1/day; effect 1 Con damage; cure 2 consecutive saves. | | | |
| Standard Actions | Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage. | Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage. | 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 15 ft., one target. Hit 2d6+10/19-00 (17) piercing damage. |

Low

Moderate

Advanced

Elite

Legendary Actions -

Innate -

Spellcasting -

Spellcasting -

Possessions -

DEATH WORM



Low

Moderate

Advanced

Elite

Terrain

Warm Deserts, Plains, or Hills

Rarity

Rare

Role

Brute / Normal

Organization

Solitary

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class

16
(natural armor)

17
(natural armor)

18
(natural armor)

18
(natural armor)

Hit Points

26

64

124

204

Speed

20 ft. Burrow 20 ft.

Size, Type, Alignment

Medium monstrosity, unaligned

Large monstrosity, unaligned

Large monstrosity, unaligned

Huge monstrosity, 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 1 (-5)

INT 1 (-5)

INT 5 (-3)

INT 5 (-3)

WIS 9 (-1)

WIS 9 (-1)

WIS 13 (+1)

WIS 13 (+1)

CHA 3 (-4)

CHA 3 (-4)

CHA 7 (-2)

CHA 7 (-2)

Saving Throws

-

-

-

-

Resistances

-

Immunities

Acid, Electricity, poisoned

Vulnerabilities

-

Senses

Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.

Passive Perception +12, 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

Terran

Challenge

4

8

12

16

Special Abilities & Qualities

Saving Throw
Reflex DC 12

Damage 3d6

Breath Weapon 30-ft. line, acid damage, Dexterity save halves damage, usable with Recharge 2.

Saving Throw
Reflex DC 15

Damage 4d6

Saving Throw
Reflex DC 17

Damage 5d6

Saving Throw
Reflex DC 19

Damage 6d6



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw

Constitution DC 12

Damage 2d6

Corrosive Blood A death worm's blood can corrode metal on contact. If a creature damages a death worm with a piercing or slashing weapon made of metal, the creature's blood deals acid damage to the metal weapon. The weapon's wielder can halve the damage the weapon takes by making a successful Dexterity save. Creatures made of metal that deal slashing or piercing damage to a death worm with a natural attack take this amount of acid damage (a Dexterity save halves this damage). The corrosive elements of the blood fade 1 round after it leaves the worm's body or the worm dies.

Saving Throw

Constitution DC 15

Damage 3d6

Saving Throw

Constitution DC 17

Damage 4d6

Saving Throw

Constitution DC 19

Damage 6d6

Special Abilities & Qualities

Electrical Jolt A death worm can fire a jolt of electricity from its mouth as a standard action. The range increment for this ranged touch attack is 60 feet, and it deals electricity damage.

Special Abilities & Qualities

Saving Throw

Constitution DC 12

Poison Bite - injury; or Skin-contact. save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage and is Poisoned; cure 2 saves. Ability score damage is healed in full upon a full rest or with any magical healing.

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Standard Actions

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.

Electrical Jolt Ranged weapon attack: +3 to hit, one target. Hit 4d4 (6) electrical damage.

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d8+6 (15) piercing damage.

Electrical Jolt Ranged weapon attack: -1 to hit, one target. Hit 4d6 (8) electrical damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+9 (22) piercing damage.

Electrical Jolt Ranged weapon attack: +1 to hit, one target. Hit 4d8 (10) electrical damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+13 (31) piercing damage.

Electrical Jolt Ranged weapon attack: +0 to hit, one target. Hit 8d6 (10) electrical damage.

Special Actions

Venomous Skin A death worm's skin secretes a noxious, waxy substance. This venomous sheen poisons any creature that touches a death worm, either by making a successful attack with an unarmed strike or natural weapon or with a touch attack. A creature that grapples a death worm is also exposed to the creature's venomous skin.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



DEATHTRAP OOZE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|-----------------|
| Terrain | Any Underground |
| Rarity | Rare |
| Role | Lurker / Normal |
| Organization | Solitary |
| Treasure | None |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 12 (natural armor) | 13 (natural armor) | 13 (natural armor) | 14 (natural armor) |
| Hit Points | 38 | 70 | 123 | 221 |
| Speed | 20 ft. Climb 20 ft. | | | |

| | | | | |
|------------------------------|------------------------|------------------------|-----------------------|----------------------|
| Size, Type, Alignment | Medium ooze, unaligned | Medium ooze, unaligned | Large ooze, unaligned | Huge ooze, unaligned |
|------------------------------|------------------------|------------------------|-----------------------|----------------------|

| | | | | |
|-------------------------------|--------------------|--------------------|--------------------|--------------------|
| Ability Scores / Saves | STR 14 (+2) | STR 14 (+2) | STR 17 (+3) | STR 22 (+6) |
| | DEX 7 (-2) | DEX 7 (-2) | DEX 3 (-4) | DEX 5 (-3) |
| | CON 16 (+3) | CON 16 (+3) | CON 18 (+4) | CON 22 (+6) |
| | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) |
| | WIS 1 (-5) | WIS 1 (-5) | WIS 1 (-5) | WIS 3 (-4) |
| | CHA 1 (-5) | CHA 1 (-5) | CHA 1 (-5) | CHA 3 (-4) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | |
|--------------------|---|
| Resistances | - |
|--------------------|---|

| | |
|-------------------|---|
| Immunities | Acid, 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 +5, Blindsight 60 ft. | Passive Perception +6, Blindsight 60 ft. |
|---------------|--|--|--|--|

| | |
|------------------|---|
| Languages | - |
|------------------|---|

| | | | | |
|------------------|----------|----------|-----------|-----------|
| Challenge | 4 | 8 | 12 | 16 |
|------------------|----------|----------|-----------|-----------|

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | <p>Acid A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.</p> <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> | | | |
|--|--|--|--|--|

| | | | | |
|--|---|------------|------------|------------|
| Special Abilities & Qualities | Damage 2d6 | Damage 3d6 | Damage 4d6 | Damage 6d6 |
| | <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> | | | |

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

Trap DC 15

Trap DC 16

Trap DC 18

Trap DC 21

Trap Form Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself. In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up check of the same DC allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a standard action.

Standard Actions

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+9 (23) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting Possessions

-

DEATHWEB



Low

Moderate

Advanced

Elite

Terrain

Any

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary, Pair, or Nest (3-8x)

Treasure

Incidental

Low

Moderate

Advanced

Elite

Armor Class

16

(natural armor)

17

(natural armor)

17

(natural armor)

18

(natural armor)

Hit Points

27

56

71

129

Speed

30 ft. Climb 20 ft.

Size, Type, Alignment

Medium undead, unaligned

Medium undead, unaligned

Large undead, unaligned

Huge undead, 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 5 (-3)

INT 5 (-3)

INT 5 (-3)

INT 9 (-1)

WIS 11 (+0)

WIS 11 (+0)

WIS 11 (+0)

WIS 15 (+2)

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 +10, Darkvision 60 ft.

Passive Perception +13, Darkvision 60 ft.

Passive Perception +14, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Languages

-

Challenge

4

8

11

15

Special Abilities & Qualities

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

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Constitution DC 13
Damage 1d6**Saving Throw**
Constitution DC 14
Damage 2d6**Saving Throw**
Constitution DC 15
Damage 3d6**Saving Throw**
Constitution DC 18
Damage 5d6

Infestation An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes piercing damage at the end of each round it remains in the area. A creature that takes this damage must make a Constitution save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation.

Special Abilities & Qualities**Saving Throw**
Constitution DC 13**Saving Throw**
Constitution DC 14**Saving Throw**
Constitution DC 15**Saving Throw**
Constitution DC 18

Poison Infestation -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 full rest or with any magical healing.

Special Abilities & Qualities

Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Athletics check or burst the web with a Strength check. Attempts to burst a web by those caught in it are made at disadvantage. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing are made at advantage if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Standard Actions**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+8 (17) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+12 (30) piercing damage.**Legendary Actions**

-

Innate Spellcasting

-

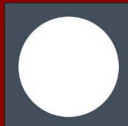
Spellcasting

-

Possessions

-

DECAPUS



Low

Moderate

Advanced

Elite

| | |
|--------------|----------------------------------|
| Terrain | Temperate Forests or Underground |
| Rarity | Rare |
| Role | Lurker / Normal |
| Organization | Solitary or Mated Pair |
| Treasure | Standard |

Low

Moderate

Advanced

Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 42 | 83 | 138 | 222 |
| Speed | 10 ft. Climb 30 ft. | | | |

| | | | | |
|------------------------------|---------------------------------|---------------------------------|---------------------------------|--------------------------------|
| Size, Type, Alignment | Medium aberration, chaotic evil | Medium aberration, chaotic evil | Medium aberration, chaotic evil | Large aberration, chaotic evil |
|------------------------------|---------------------------------|---------------------------------|---------------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 14 (+2) | STR | 14 (+2) | STR | 17 (+3) | STR | 19 (+4) |
| | DEX | 11 (+0) | DEX | 11 (+0) | DEX | 16 (+3) | DEX | 14 (+2) |
| | CON | 13 (+1) | CON | 14 (+2) | CON | 17 (+3) | CON | 20 (+5) |
| | INT | 8 (-1) | INT | 8 (-1) | INT | 12 (+1) | INT | 12 (+1) |
| | WIS | 9 (-1) | WIS | 9 (-1) | WIS | 13 (+1) | WIS | 13 (+1) |
| | CHA | 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 +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | |
|------------------|------|
| Languages | Aklo |
|------------------|------|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 6 | 12 | 16 | 20 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|------------|------------|------------|------------|
| Special Abilities & Qualities | Damage 1d6 | Damage 2d6 | Damage 4d6 | Damage 6d6 |
|--|------------|------------|------------|------------|

Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

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.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Tentacles** A decapus's tentacles must all strike at a single target, but they do so as a primary attack.**Standard Actions****Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.**Tentacles** Melee weapon attack: +3 to hit, reach 5 ft., four targets. Hit 2d4+3 (8) bludgeoning damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.**Tentacles** Melee weapon attack: +3 to hit, reach 5 ft., four targets. Hit 2d6+3 (10) bludgeoning damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.**Tentacles** Melee weapon attack: +3 to hit, reach 5 ft., four targets. Hit 2d6+5 (12) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.**Tentacles** Melee weapon attack: +5 to hit, reach 10 ft., four targets. Hit 3d6+7 (18) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*minor image (at will)***Spellcasting**

-

Possessions

-

DEEP CROW



| | Low | Moderate | Advanced | Elite |
|--------------|-----------------|----------|----------|-------|
| Terrain | Any Underground | | | |
| Rarity | Uncommon | | | |
| Role | Leader / Elite | | | |
| Organization | Solitary | | | |
| Treasure | Double | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 21 (natural armor) | 21 (natural armor) | 21 (natural armor) | 22 (natural armor) |
| Hit Points | 105 | 151 | 232 | 361 |
| Speed | 40 ft. Fly 150 ft. (Average) | | | |

| | | | | |
|------------------------------|------------------------------|------------------------------|-----------------------------|-----------------------------------|
| Size, Type, Alignment | Large monstrosity, unaligned | Large monstrosity, unaligned | Huge monstrosity, unaligned | Gargantuan monstrosity, unaligned |
|------------------------------|------------------------------|------------------------------|-----------------------------|-----------------------------------|

| | | | | |
|-------------------------------|--------------------|--------------------|--------------------|--------------------|
| Ability Scores / Saves | STR 20 (+5) | STR 20 (+5) | STR 22 (+6) | STR 26 (+8) |
| | DEX 19 (+4) | DEX 19 (+4) | DEX 17 (+3) | DEX 18 (+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 15 (+2) | WIS 15 (+2) | WIS 15 (+2) | WIS 18 (+4) |
| | CHA 16 (+3) | CHA 16 (+3) | CHA 16 (+3) | CHA 18 (+4) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|---|--|--|--|
| Resistances | - | | | |
|--------------------|---|--|--|--|

| | | | | |
|-------------------|-----------------------|--|--|--|
| Immunities | diseased and poisoned | | | |
|-------------------|-----------------------|--|--|--|

| | | | | |
|------------------------|--------------------------------|--|--|--|
| Vulnerabilities | Fear of Magic, Light Blindness | | | |
|------------------------|--------------------------------|--|--|--|

| | | | | |
|---------------|--|--|--|--|
| Senses | Passive Perception +15, Darkvision 120 ft. | Passive Perception +16, Darkvision 120 ft. | Passive Perception +17, Darkvision 120 ft. | Passive Perception +20, Darkvision 120 ft. |
|---------------|--|--|--|--|

| | | | | |
|------------------|---|--|--|--|
| Languages | - | | | |
|------------------|---|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 12 | 16 | 20 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| Special Abilities & Qualities | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 17 | Saving Throw Wisdom DC 19 | Saving Throw Wisdom DC 22 |
|--|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|

Ancient Caw A deep crow can unleash a high-pitched squawk, a predatory shriek that plays upon primal fears deeply rooted in all creatures' subconscious minds. All except deep crows within 120 feet must succeed on a Wisdom save or be frightened for 2d6 rounds. Those within 30 feet who fail their saves instead become panicked for 2d6 rounds. A deep crow can unleash an ancient caw with Recharge 2. This is a mind-affecting fear effect.

| | |
|--|--|
| Special Abilities & Qualities | Fear of Magic Deep crows are highly unnerved by magic (or seemingly magical) effects. Should a spell or spell-like ability with a visible, obviously magical effect be cast within 10 feet of a deep crow, it must make a Wisdom save or be shaken for 1 round. The DC of this save equals 10 + the spell level. Not all spells force a deep crow to make a save, with the GM ultimately deciding what effects trigger a deep crow's fear. In addition to magic, well-performed feats of legerdemain tricks that exceed a DC 15 difficulty force a deep crow to make a DC 12 Wisdom save to avoid being shaken for 1 round. |
|--|--|

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

Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Standard Actions

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 2d6+10 (17) slashing damage.

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

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 2d6+10 (17) slashing damage.

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

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+4 (13) slashing damage.

Wing Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

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

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+7 (25) slashing damage.

Wing Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

DEEP ONE HYBRID



Low

Moderate

Advanced

Elite

Terrain

Any Coastal

Rarity

Rare

Role

Soldier / Normal

Organization

Solitary, Pair, or Mob (3-16x)

Treasure

Incidental

Low

Moderate

Advanced

Elite

Armor Class

16

(natural armor + chainmail)

16

(natural armor + chainmail)

18

(natural armor + chainmail)

19

(natural armor + chainmail)

Hit Points

16

41

77

145

Speed

15 ft. Swim 20 ft.

20 ft. Swim 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 13 (+1)

STR 14 (+2)

STR 18 (+4)

STR 20 (+5)

DEX 11 (+0)

DEX 11 (+0)

DEX 15 (+2)

DEX 13 (+1)

CON 11 (+0)

CON 11 (+0)

CON 15 (+2)

CON 18 (+4)

INT 5 (-3)

INT 5 (-3)

INT 9 (-1)

INT 9 (-1)

WIS 11 (+0)

WIS 11 (+0)

WIS 15 (+2)

WIS 15 (+2)

CHA 8 (-1)

CHA 8 (-1)

CHA 12 (+1)

CHA 12 (+1)

Saving Throws

-

-

-

-

Resistances

-

Immunities

Sea Longing

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, Common

Challenge

2

6

10

14

Special Abilities & Qualities

Sea Longing Every 24 hours a deep one hybrid spends in an area more than 10 miles from the sea, it must succeed at a Wisdom save or take 1 point of Wisdom damage. This damage is only restored once the creature returns to the sea for at least 1 hour.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|---|--|--|
| Standard Actions | <p>Greataxe Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d12x3 (1) slashing damage.</p> <p>Heavy Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p> <p>Dagger Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> | <p>Greataxe Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d12+8/x3 (14) bludgeoning damage.</p> <p>Heavy Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p> <p>Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> | <p>Greataxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d12+13/19-00/x3 (20) bludgeoning damage.</p> <p>Heavy Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> | <p>Greataxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+22/19-00/x3 (32) bludgeoning damage.</p> <p>Heavy Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4+8/19-00 (10) piercing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | Greataxe; chainmail; heavy crossbow; crossbow bolts (10x); dagger | | | |



DEMILICH



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

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|--|--|--|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 70 | 111 | 151 | 230 |
| Speed | Fly 30 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 1 (-5) | STR 1 (-5) | STR 4 (-3) | STR 12 (+1) |
| | DEX 17 (+3) | DEX 18 (+4) | DEX 15 (+2) | DEX 17 (+3) |
| | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) |
| | INT 18 (+4) | INT 18 (+4) | INT 18 (+4) | INT 20 (+5) |
| | WIS 17 (+3) | WIS 17 (+3) | WIS 17 (+3) | WIS 19 (+4) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks | | | |
| Immunities | Acid, Cold, diseased, Electricity, exhaustion, fatigued, Immunity to Magic, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +16, Darkvision 60 ft., Truesight | Passive Perception +17, Darkvision 60 ft., Truesight | Passive Perception +18, Darkvision 60 ft., Truesight | Passive Perception +20, Darkvision 60 ft., Truesight |
| Languages | Abyssal, Aklo, Common, Draconic, Giant, Infernal | | | |
| Challenge | 7 | 11 | 15 | 19 |

D

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Constitution DC 17**Saving Throw**
Constitution DC 18**Saving Throw**
Constitution DC 19**Saving Throw**
Constitution DC 21

Devour Soul As a standard action with a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a Constitution save, its maximum and current HP are lowered by 2d6 points. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under true seeing. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with resurrection or true resurrection. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only miracle or wish can restore the dead creature to life. Maximum hit point reduction suffered in this manner may be restored via a restoration spell or greater healing magic.

Special Abilities & Qualities**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21

Greater Bestow Curse One target visible within 60' must succeed in a Wisdom save or suffer the effects of the curse until cured via restoration or more powerful healing magic. The Demilich chooses one of the following effects: -12 to one ability score; -6 to two ability scores; or disadvantage on all attack rolls, saves, and checks.

Special Abilities & Qualities**Saving Throw**
DC 12**Saving Throw**
DC 13**Saving Throw**
DC 15**Saving Throw**
DC 19

Rejuvenation A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, holy water must be poured over its remains. To complete the destruction, dispel magic or similar magic must be cast. If the caster succeeds at a caster level check with a DC equal to 10 + the demilich's Hit Dice, the demilich is permanently destroyed.

Special Abilities & Qualities**Saving Throw**
Dexterity DC 17**Saving Throw**
Dexterity DC 18**Saving Throw**
Dexterity DC 19**Saving Throw**
Dexterity DC 21**Damage** 4d6**Damage** 6d6**Damage** 8d6**Damage** 10d6

Telekinetic Storm As a special use of its telekinesis spell-like ability, a demilich can churn up its treasure, dust, bones, and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a fog cloud within a 20-foot spread centered on the demilich's skull. Creatures within the storm take bludgeoning and piercing damage per round on the demilich's turn (Dexterity save will halve damage). The demilich can maintain the storm indefinitely by concentrating.

Standard Actions

Torpor A demilich takes no actions against intruders unless its remains or treasure are disturbed.

Immunity to Magic A demilich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature. A dispel evil spell deals 2d6 points of damage, with no saving throw. A power word kill spoken by an ethereal caster deals 50 points of damage to the demilich if it fails a Constitution save (with a DC determined as though the spell allowed a saving throw). A shatter spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



DEMODAND (SHAGGY)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---|------------|------------|---------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Solo | | | |
| Organization | Solitary or Warband (1x plus 2-5 tarry demodands) | | | |
| Treasure | Double | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|--|--|--|
| Armor Class | 21 (natural armor) | 21 (natural armor) | 21 (natural armor) | 23 (natural armor) |
| Hit Points | 77 | 146 | 271 | 453 |
| Speed | 40 ft. Fly 50 ft. (Average) | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Small fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 20 (+5) | STR 20 (+5) | STR 22 (+6) | STR 26 (+8) |
| | DEX 20 (+5) | DEX 21 (+5) | DEX 19 (+4) | DEX 20 (+5) |
| | CON 15 (+2) | CON 15 (+2) | CON 18 (+4) | CON 22 (+6) |
| | INT 17 (+3) | INT 17 (+3) | INT 17 (+3) | INT 18 (+4) |
| | WIS 16 (+3) | WIS 16 (+3) | WIS 16 (+3) | WIS 18 (+4) |
| | CHA 17 (+3) | CHA 17 (+3) | CHA 17 (+3) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good and magic | | | |
| Immunities | Acid, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +21, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +23, Blindsight 30 ft., Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Common | | | |
| Challenge | 8 | 16 | 25 | 29 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 22 | Saving Throw Wisdom DC 25 |
| | Faith-Healing Strike When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Wisdom saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. | | | |
| Special Abilities & Qualities | Heretical Soul All demodands gain advantage on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|--|---|
| Standard Actions | <p>Morningstar Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing, bludgeoning damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10 (16) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+10 (12) slashing damage.</p> | <p>Morningstar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing, bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+10 (16) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+10 (12) slashing damage.</p> | <p>Morningstar Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+11 (16) piercing, bludgeoning 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 1d6+9 (12) slashing damage.</p> | <p>Morningstar Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 1d8+15 (20) piercing, bludgeoning damage.</p> <p>Bite Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage.</p> <p>Claw Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | Morningstar | | | |



DEMODAND (SLIMY)



| | Low | Moderate | Advanced | Elite |
|--------------|---|----------|----------|-------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Elite | | | |
| Organization | Solitary or Slaving Party (2x plus 2-5 tarry demodands) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|--|--|--|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 21 (natural armor) |
| Hit Points | 81 | 137 | 248 | 411 |
| Speed | 15 ft. Fly 30 ft. (Average) | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Small fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 19 (+4) | STR 19 (+4) | STR 21 (+5) | STR 25 (+7) |
| | DEX 18 (+4) | DEX 18 (+4) | DEX 16 (+3) | DEX 17 (+3) |
| | CON 17 (+3) | CON 17 (+3) | CON 18 (+4) | CON 23 (+6) |
| | INT 12 (+1) | INT 12 (+1) | INT 12 (+1) | INT 16 (+3) |
| | 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 | Cold, all physical attacks except good and magic | | | |
| Immunities | Acid, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Darkvision 120 ft. | Passive Perception +16, Darkvision 120 ft. | Passive Perception +18, Darkvision 120 ft. | Passive Perception +21, Darkvision 120 ft. |
| Languages | Abyssal, Celestial, Common | | | |
| Challenge | 8 | 14 | 21 | 25 |
| Special Abilities & Qualities | Damage 1d6 | Damage 2d6 | Damage 3d6 | Damage 4d6 |
| Special Abilities & Qualities | Acid A slimy demodand is coated in an ever-dripping layer of acid that deals an extra acid damage on a successful natural attack. In addition, opponents that successfully strike a slimy demodand with an unarmed strike or natural attack take this amount of acid damage. | | | |
| Special Abilities & Qualities | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 21 | Saving Throw Wisdom DC 24 |
| Special Abilities & Qualities | Faith-Healing Strike When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Wisdom saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. | | | |

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

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 21

Saving Throw

Constitution DC 24

Stench You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Constitution save or be sickened for 1d6 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Special Abilities & Qualities

Heretical Soul All demodands gain advantage on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear.

Standard Actions

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

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

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

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

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

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+9 (16) slashing damage.

Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.

Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+13 (27) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



DEMODAND (TARRY)



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

| | Low | Moderate | Advanced | Elite |
|--|---|--|--|--|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 54 | 83 | 155 | 309 |
| Speed | 60 ft. Fly 60 ft. (Average) | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Small fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 19 (+4) | STR 19 (+4) | STR 21 (+5) | STR 25 (+7) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 18 (+4) | DEX 18 (+4) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 20 (+5) |
| | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 14 (+2) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) |
| | CHA 15 (+2) | CHA 15 (+2) | CHA 15 (+2) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Cold, all physical attacks except good and magic | | | |
| Immunities | Acid, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +13, Darkvision 120 ft. | Passive Perception +14, Darkvision 120 ft. | Passive Perception +16, Darkvision 120 ft. | Passive Perception +19, Darkvision 120 ft. |
| Languages | Abyssal, Celestial, Common | | | |
| Challenge | 7 | 12 | 18 | 22 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 15 | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 19 | Saving Throw Wisdom DC 22 |
| | Faith-Healing Strike When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Wisdom saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. | | | |
| Special Abilities & Qualities | Heretical Soul All demodands gain advantage on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Dexterity DC 15**Saving Throw**
Dexterity DC 16**Saving Throw**
Dexterity DC 19**Saving Throw**
Dexterity DC 22**Adhesion** A creature striking a tarry demodand with a manufactured weapon must make a Dexterity save; failure means the weapon sticks to the demodand and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check. This adhesion grants advantage against disarm attempts.**Standard Actions****Short Sword** Melee weapon attack: +6 to hit, reach 5 ft., two targets. Hit 1d6+7/19-00 (10) slashing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+10 (14) piercing damage.**Short Sword** Melee weapon attack: +5 to hit, reach 5 ft., two targets. Hit 1d6+7/19-00 (10) slashing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) piercing damage.**Short Sword** Melee weapon attack: +6 to hit, reach 5 ft., two targets. Hit 1d6+9/19-00 (12) slashing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.**Short Sword** Melee weapon attack: +7 to hit, reach 10 ft., two targets. Hit 1d8+15/19-00 (20) slashing damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.**Legendary Actions**

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Short swords (2x)

DEMON (BABAU)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|--------------------------------|------------|------------|---------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Normal | | | |
| Organization | Solitary, Pair, or Gang (3-8x) | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 64 | 114 | 194 | 272 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 18 (+4) | STR 18 (+4) | STR 20 (+5) | STR 23 (+6) |
| | DEX 11 (+0) | DEX 11 (+0) | DEX 15 (+2) | DEX 13 (+1) |
| | CON 17 (+3) | CON 17 (+3) | CON 19 (+4) | CON 21 (+5) |
| | INT 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 | Acid, all physical attacks except cold iron or good | | | |
| Immunities | Electricity, 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 | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 16 | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 19 | Saving Throw Dexterity DC 21 |
| | Damage 2d6 | Damage 3d6 | Damage 4d6 | Damage 5d6 |
| Special Abilities & Qualities | Protective Slime A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes acid damage from this slime if it fails a Dexterity save. A creature that strikes a babau with a melee weapon must make a Dexterity save or the weapon takes this same amount of acid damage; if this damage penetrates the weapon's AC, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage. | | | |
| | See Invisibility You can See Invisibility, as per the spell, as a constant ability. | | | |
| 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

Longspear Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

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

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

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

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

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

Cold Iron Longspear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+13/x3 (18) bludgeoning 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 1d8+8 (12) slashing damage.

Cold Iron Longspear Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+18/x3 (25) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.

Legendary Actions

-

Innate Spellcasting

darkness (at will); dispel magic (at will); see invisibility (at will); summon lesser demon (1 babau at 40%) (1/day)



Illustration 1: Babau Demon

DEMON (BALOR)



| | Low | Moderate | Advanced | Elite |
|--------------|-------------------------------------|----------|----------|-------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Leader / Solo | | | |
| Organization | Solitary or Warband (1 plus others) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 22 (natural armor) | 22 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 191 | 248 | 364 | 533 |
| Speed | 40 ft. Fly 90 ft. (Good) | | | |
| Size, Type, Alignment | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil | Huge fiend, chaotic evil |
| Ability Scores / Saves | STR 22 (+6) | STR 22 (+6) | STR 24 (+7) | STR 29 (+9) |
| | DEX 22 (+6) | DEX 22 (+6) | DEX 20 (+5) | DEX 20 (+5) |
| | CON 23 (+6) | CON 23 (+6) | CON 25 (+7) | CON 29 (+9) |
| | INT 19 (+4) | INT 19 (+4) | INT 19 (+4) | INT 21 (+5) |
| | WIS 19 (+4) | WIS 19 (+4) | WIS 19 (+4) | WIS 21 (+5) |
| | CHA 20 (+5) | CHA 20 (+5) | CHA 20 (+5) | CHA 22 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron and good | | | |
| Immunities | Electricity, Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
| Challenge | 12 | 16 | 20 | 24 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 20 | Saving Throw Dexterity DC 21 | Saving Throw Dexterity DC 23 | Saving Throw Dexterity DC 26 |
| | Damage 50 | Damage 80 | Damage 100 | Damage 140 |
| Special Abilities & Qualities | Death Throes When killed, a balor explodes in a blinding flash of fire that deals damage (half fire, half necrotic damage) to anything within 100 feet (Dexterity save halves). | | | |
| Special Abilities & Qualities | Entangle If a balor strikes a creature of its size category or smaller foe with its whip, the balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

Flaming Body A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes fire damage. A creature that grapples a balor or is grappled by one takes 3x this amount of fire damage each round the grapple persists.

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.

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

Standard Actions

Longsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+16/19-00 (23) slashing damage.

Whip Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+11 (14) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+15 (20) bludgeoning damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+16/19-00 (23) slashing damage.

Whip Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+11 (14) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+15 (20) bludgeoning damage.

Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) slashing damage.

Whip Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+13 (16) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12 (18) bludgeoning damage.

Longsword Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+18/19-00 (25) slashing damage.

Whip Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d4+18 (20) bludgeoning damage.

Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+17 (30) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

fire storm (1/day); power word stun (at will); telekinesis (3/day); summon greater demoni (any 1 cr 19 or lower demon 100%) (1/day); telekinesis (at will); true seeing (at will)

Spellcasting

-

Possessions

+1 longsword; +1 whip



Illustration 2: Balor Demon

DEMON (BRIMORAK)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---|------------|------------|---------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Normal | | | |
| Organization | Solitary, Band (2-6x), or Platoon (7-16x) | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 49 | 89 | 158 | 268 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Small fiend, chaotic evil | Small fiend, chaotic evil | Medium fiend, chaotic evil |
| Ability Scores / Saves | STR 15 (+2) | STR 15 (+2) | STR 18 (+4) | STR 20 (+5) |
| | DEX 14 (+2) | DEX 14 (+2) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 17 (+3) | CON 17 (+3) | CON 19 (+4) | CON 22 (+6) |
| | 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 13 (+1) | CHA 13 (+1) | CHA 17 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron or good | | | |
| Immunities | Electricity, Fire, poisoned | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +13, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Draconic, Ignan, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 2d6 |
| | Boiling Blood A brimorak's blood is boiling hot. It can cough out a hieudous amount of this scorching fluid as a breath weapon, but the blood also serves the demon as a defensive ability. Any creature that damages a brimorak with a slashing or piercing weapon is sprayed by boiling blood, and takes fire damage with each successful hit with such a weapon. Creatures using reach weapons are not subject to this damage. | | | |
| Special Abilities & Qualities | Saving Throw Dexterity DC 16 | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 19 | Saving Throw Dexterity DC 22 |
| | Damage 4d6 | Damage 6d6 | Damage 7d6 | Damage 8d6 |
| | Breath Weapon 20-foot line of boiling blood, fire damage, Dexterity save halves, usable every with Recharge 2. | | | |

D

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

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 22

Smoke Breath A brimorak's breath manifests as clouds of foul-smelling smoke when it exhales. This breath surrounds the brimorak out to a radius of 5 feet while the smoke isn't thick enough to obscure vision or choke foes, it is enough to sicken breathing foes who are not immune to poison. A Constitution save grants immunity to a particular brimorak's breath for 24 hours.

Special Abilities & Qualities

Burning Hooves A brimorak's hooves burn with fire, leaving scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. It does make it easier to track a brimorak, though checks made to track a brimorak gain advantage. Brimoraks use their air walk ability to throw creatures off their trail, or to leave their prints in strange places (like atop roofs) to spread fear and terror. Against a prone foe, a brimorak can make two hoof attacks rather than just one.

Flaming Weapon As a free action, a brimorak can infuse a wielded weapon (including a two-handed weapon, but not a second weapon held in the off-hand) with its fiery nature, allowing it to inflict an additional 1d6 points of fire damage with the weapon. This fire damage stacks with any additional fire damage that the weapon might also inflict. The weapon loses this ability if it leaves the demon's grasp.

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.

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**Longsword** Melee

weapon attack: +3 to hit, reach 5 ft., one target.

Hit 1d6/19-00 (4)

slashing damage.

Hoof Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d3+1

(3) bludgeoning damage.

Longsword Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit

1d6/19-00 (4) slashing

damage.

Hoof Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d4+1

(4) bludgeoning damage.

Longsword Melee

weapon attack: +5 to hit, reach 5 ft., one target.

Hit 1d6+6/19-00 (10)

slashing damage.

Hoof Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit

1d4+3 (6) bludgeoning damage.

Longsword Melee

weapon attack: +5 to hit, reach 5 ft., one target.

Hit 1d6+8/19-00 (12)

slashing damage.

Hoof Melee weapon

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

(8) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

wind walk (3/day); dispel magic (3/day); fireball (1/day); heat metal (3/day); produce flame (3/day); summon (level 3, 1 brimorak, 50%) (1/day)

Spellcasting

-

Possessions

+1 longsword

DEMON (COLOXUS)



Low

Moderate

Advanced

Elite

| | |
|--------------|---------------------------------|
| Terrain | Any Urban (Abyss) |
| Rarity | Rare |
| Role | Skirmisher / Normal |
| Organization | Solitary, Pair, or Swarm (3-8x) |
| Treasure | Double |

Low

Moderate

Advanced

Elite

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) | 21 (natural armor) |
| Hit Points | 68 | 107 | 165 | 290 |
| Speed | 30 ft. Fly 60 ft. (Good) | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Small fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 13 (+1) | STR 13 (+1) | STR 17 (+3) | STR 21 (+5) |
| | DEX 20 (+5) | DEX 21 (+5) | DEX 21 (+5) | DEX 22 (+6) |
| | CON 14 (+2) | CON 14 (+2) | CON 17 (+3) | CON 21 (+5) |
| | INT 15 (+2) | INT 15 (+2) | INT 15 (+2) | INT 18 (+4) |
| | WIS 16 (+3) | WIS 16 (+3) | WIS 16 (+3) | WIS 18 (+4) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good | | | |
| Immunities | diseased, Electricity, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 7 | 12 | 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 |
| | Droning Wings Once per day, when it flutters its wings as a standard action, a coloxus can create a mesmerizing display of color and a sound-dampening buzzing drone. All creatures within 30 feet that can see the coloxus must make a Wisdom save or be slowed for up to 6 rounds. Each subsequent round, the coloxus must take a standard action to maintain the effect or the effect ceases at the end of its turn. Additionally, the sound creates a buffer against sonic energy, granting the fly demon immunity to sonic attacks or effects while it continues to drone. | | | |
| Special Abilities & Qualities | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 21 |
| Siphon Any creature bitten by a coloxus must make a Constitution save or take 1d4 points of Charisma damage. A coloxus heals itself of 5 points of damage for every point of Charisma damage it deals. Ability damage suffered via this effect is healed only via restoration or more powerful healing magic. | | | | |

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

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

Standard Actions

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

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

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.

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

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

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

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

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

+1 flaming longsword

DEMON (DRETCH)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|---|
| Terrain | Any |
| Rarity | Rare |
| Role | Skirmisher / Minion |
| Organization | Solitary, Pair, Gang (3-5x), Crowd (6-12x), or Mob (13+x) |
| 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 | 20 | 48 | 102 | 166 |
| Speed | 20 ft. | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Small fiend, chaotic evil | Small fiend, chaotic evil | Medium fiend, chaotic evil |
| Ability Scores / Saves | STR 10 (+0) | STR 11 (+0) | STR 16 (+3) | STR 18 (+4) |
| | DEX 8 (-1) | DEX 8 (-1) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) |
| | 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 9 (-1) | CHA 9 (-1) | CHA 13 (+1) | CHA 13 (+1) |
| Saving Throws | - | | | |
| Resistances | Acid, all physical attacks except cold iron or good | | | |
| Immunities | Electricity, poisoned | | | |
| 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 | Abyssal, Cannot Speak, Telepathy 100 ft. | | | |
| Challenge | 4 | 8 | 12 | 16 |
| 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. | | | |

D

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

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

Claw Melee weapon
attack: +0 to hit, reach 5
ft., one target. Hit 1d6+1
(4) slashing damage.

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

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

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

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

**Legendary
Actions**

-

**Innate
Spellcasting**

cause fear (1/day); stinking cloud (1/day); summon monster i (1 dretch 35%) (1/day)



Illustration 3: Dretch Demon

DEMON (GLABREZU)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Abyss)

Rarity

Rare

Role

Leader / Elite

Organization

Solitary or Troop (1x plus others)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class **19** (natural armor) **20** (natural armor) **21** (natural armor) **21** (natural armor)

Hit Points 124 196 302 406

Speed 40 ft.

Size, Type, Alignment Large fiend, chaotic evil Huge fiend, chaotic evil Huge fiend, chaotic evil Gargantuan fiend, chaotic evil

| | Low | Moderate | Advanced | Elite |
|------------|---------|----------|----------|---------|
| STR | 20 (+5) | 22 (+6) | 24 (+7) | 27 (+8) |
| DEX | 13 (+1) | 9 (-1) | 13 (+1) | 11 (+0) |
| CON | 20 (+5) | 22 (+6) | 25 (+7) | 27 (+8) |
| INT | 14 (+2) | 14 (+2) | 17 (+3) | 17 (+3) |
| WIS | 14 (+2) | 14 (+2) | 17 (+3) | 17 (+3) |
| CHA | 17 (+3) | 17 (+3) | 19 (+4) | 19 (+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 +18, Darkvision 60 ft. Passive Perception +19, Darkvision 60 ft.

Languages Abyssal, Celestial, Draconic, Telepathy 100 ft.

Challenge **8** **12** **16** **20**

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



Low



Moderate



Advanced



Elite

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+12 (14) slashing damage.

Pincer Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+10 (14) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d6+10 (14) slashing damage.

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

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 1d8+12 (16) slashing damage.

Pincer Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+12/19-00 (21) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+15 (26) piercing damage.

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

Pincer Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+15/19-00 (33) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

confusion (at will); dispel magic (at will); mirror image (at will); power word stun (3/day); reverse gravity (at will); summon lesser demon (1 glabrezu 20% or 1d2 vrocks 50%) (1/day); true seeing (at will); wish (granted to a mortal humanoid only) (1/month)



Illustration 4: Glabrezu Demon



DEMON (HEZROU)



| | Low | Moderate | Advanced | Elite |
|--------------|-------------------------|----------|----------|-------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Brute / Elite | | | |
| Organization | Solitary or Gang (2-4x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) | 20 (natural armor) |
| Hit Points | 84 | 156 | 263 | 371 |
| Speed | 30 ft. Swim 30 ft. | | | |
| Size, Type, Alignment | Medium fiend, chaotic evil | Large fiend, chaotic evil | Large fiend, chaotic evil | Huge fiend, chaotic evil |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) | STR 25 (+7) |
| | DEX 13 (+1) | DEX 9 (-1) | DEX 13 (+1) | DEX 11 (+0) |
| | CON 20 (+5) | CON 22 (+6) | CON 24 (+7) | CON 26 (+8) |
| | 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 16 (+3) | CHA 16 (+3) | CHA 18 (+4) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good | | | |
| Immunities | Electricity, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 20 | Saving Throw Constitution DC 22 | Saving Throw Constitution DC 24 |
| | <p>Nausea The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a Constitution save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a Constitution save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first.</p> | | | |

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

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 22

Saving Throw

Constitution DC 24

Stench You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Constitution save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Special Abilities & Qualities**Telepathy**

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

Standard Actions**Bite** Melee weapon

attack: +6 to hit, reach 5 ft., one target. Hit 4d3+9 (17) piercing damage.

Claw Melee weapon

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

Bite Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 4d4+8 (18) piercing damage.

Claw Melee weapon

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

Bite Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.

Claw Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.

Bite Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 4d8+13 (31) piercing damage.

Claw Melee weapon

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

Legendary Actions

-

Innate Spellcasting

gaseous form (3/day); summon lesser demon (1 hezrou 35%) (1/day)

Spellcasting

-

Possessions

-



DEMON (INCUBUS)



| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--------------|--------------------------------|------------|------------|---------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Normal | | | |
| Organization | Solitary, Pair, or Wing (2-8x) | | | |
| Treasure | Standard | | | |

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--|---|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 29 | 80 | 148 | 219 |
| Speed | 30 ft. Fly 50 ft. (Average) | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 14 (+2) | STR 17 (+3) | STR 19 (+4) | STR 21 (+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 14 (+2) | INT 14 (+2) | INT 17 (+3) | INT 17 (+3) |
| | WIS 12 (+1) | WIS 12 (+1) | WIS 16 (+3) | WIS 16 (+3) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron or good | | | |
| Immunities | Electricity, 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 | Abyssal, Celestial, Common, Draconic, Telepathy 200 ft. | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 20 |
| | Damage 1d6 | Damage 2d6 | Damage 3d6 | Damage 4d6 |
| Special Abilities & Qualities | Pain Redoubled When an incubus scores a critical hit with a melee weapon or a natural weapon, that attack deals additional psychic damage and the target must succeed at a Constitution save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. | | | |
| Special Abilities & Qualities | Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <p>Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (310) slashing damage.</p> <p>Slams Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.</p> | <p>Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (310) slashing damage.</p> <p>Slams Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.</p> | <p>Scimitar Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/18-00 (10) slashing damage.</p> <p>Slams Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p> | <p>Scimitar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9/18-00 (12) slashing damage.</p> <p>Slams Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | Scimitar | | | |

DEMON (KALAVAKUS)



| | Low | Moderate | Advanced | Elite |
|--------------|---|----------|----------|-------|
| Terrain | ANY (ABYSS) | | | |
| Rarity | RARE | | | |
| Role | LEADER / NORMAL | | | |
| Organization | SOLITARY, PAIR, OR SLAVER GANG (3-6X PLUS OTHERS) | | | |
| Treasure | STANDARD | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) | 21 (natural armor) |
| Hit Points | 72 | 143 | 218 | 308 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 16 (+3) | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 17 (+3) | CON 19 (+4) | CON 21 (+5) | CON 24 (+7) |
| | 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 14 (+2) | CHA 14 (+2) | CHA 17 (+3) | CHA 17 (+3) |
| 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 +19, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Common, Draconic, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 20 | Saving Throw Wisdom DC 23 |
| | Enslave Soul A kalavakus can attempt to enslave the soul of any mortal creature within 60 feet as a swift action. The kalavakus must have line of sight to the target. The target can resist this special attack with a Wisdom save, but is staggered for 1 round even if the save is successful. If the save is successful, the creature is immune to this ability for 24 hours. If the save is a failure, the target's soul is enslaved - this creature suffers disadvantage on all attack rolls and saving throws against that kalavakus. If a creature with an enslaved soul is slain by that kalavakus, the soul immediately infuses the demon's body, affecting it with a heal spell (CL 12th). A kalavakus can have only one mortal soul enslaved at a time - if it enslaves a second soul, the first is released. This is a mind-affecting death effect. | | | |
| Special Abilities & Qualities | Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8 (15) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+8 (18) piercing 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 3d6+10 (20) slashing damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | <i>wind walk (3/day); command (at will); haste (3/day); summon lesser demon (1 kalavakus 40%) (1/day); telekinesis (at will)</i> | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DEMON (MARILITH)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Abyss)

Rarity

Rare

Role

Leader / Elite

Organization

Solitary, Pair, or Platoon (1 plus others)

Treasure

Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

21

(natural armor)

21

(natural armor)

21

(natural armor)

23

(natural armor)

Hit Points

119

177

273

416

Speed

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 21 (+5)

CON 21 (+5)

CON 23 (+6)

CON 27 (+8)

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 20 (+5)

CHA 20 (+5)

CHA 20 (+5)

CHA 22 (+6)

Saving Throws

-

-

-

-

Resistances

Acid, all physical attacks except cold iron and good

Immunities

Electricity, poisoned

Vulnerabilities

-

Senses

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Passive Perception +20, Darkvision 60 ft.

Languages

Abyssal, Celestial, Draconic, Telepathy 100 ft.

Challenge

8

12

16

20

Special Abilities & Qualities

Damage 2d4

Damage 2d6

Damage 2d8

Damage 3d12

Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Special Abilities & Qualities

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Saving Throw

Constitution DC 24

Crushing Coils A creature that takes damage from a marilith's constrict attack must succeed on a Constitution save or lose consciousness for 1d8 rounds.

Special Abilities & Qualities

Infuse Weapon Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

Multiweapon Mastery A marilith never takes penalties to her attack roll when fighting with multiple weapons.



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

Standard Actions

Longsword Melee weapon attack: +5 to hit, reach 5 ft., six targets. Hit 2d6+8/17-00 (15) slashing damage.

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

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

Longsword Melee weapon attack: +5 to hit, reach 5 ft., six targets. Hit 2d6+8/17-00 (15) slashing damage.

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

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

Longsword Melee weapon attack: +4 to hit, reach 10 ft., six targets. Hit 2d6+8/17-00 (15) slashing damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+3 (10) bludgeoning damage.

Longsword Melee weapon attack: +5 to hit, reach 15 ft., six targets. Hit 2d6+12/17-00 (19) slashing damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+5 (19) bludgeoning damage.

Innate Spellcasting Possessions

blade barrier (3/day); fly (3/day); project image (at will); summon monster v (1 marilith 20%, 1 nalfeshnee at 35%, or 1d4 hezrous at 60%) (1/day); telekinesis (at will); true seeing (at will)
Longsword (6x)



Illustration 5: Marilith Demon

DEMON (NABASU)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|-------------------|------------|------------|---------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | | | |
| Organization | Solitary | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|-------|------------|------------|---------|
|--|-------|------------|------------|---------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 105 | 160 | 219 | 307 |
| Speed | 30 ft. Fly 60 ft. (Average) | | | |

| | | | | |
|------------------------------|----------------------------|----------------------------|----------------------------|---------------------------|
| Size, Type, Alignment | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
|------------------------------|----------------------------|----------------------------|----------------------------|---------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 18 (+4) | STR | 18 (+4) | STR | 20 (+5) | STR | 23 (+6) |
| | 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 | 13 (+1) | INT | 13 (+1) | INT | 17 (+3) | INT | 17 (+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 | Acid, all physical attacks except cold iron or good | | | |
|--------------------|---|--|--|--|

| | | | | |
|-------------------|----------------------------------|--|--|--|
| Immunities | Electricity, paralyzed, poisoned | | | |
|-------------------|----------------------------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | | | | |
|------------------|---|--|--|--|
| Languages | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
|------------------|---|--|--|--|

| | | | | |
|------------------|----------|----------|-----------|-----------|
| Challenge | 4 | 8 | 12 | 16 |
|------------------|----------|----------|-----------|-----------|

| | | | | |
|--|---|--|--|--|
| Special Abilities & Qualities | <p>Consume Life When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, ability checks, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus increases by 1.</p> | | | |
|--|---|--|--|--|

| | | | | |
|--|---|---|---|---|
| Special Abilities & Qualities | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 20 | Saving Throw Constitution DC 22 |
|--|---|---|---|---|

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | <p>Death-Stealing Gaze As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a Constitution save or have their maximum and current hit points reduced by 1d8 points. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round-if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. Maximum hit point reductions suffered in this manner are restored via restoration or more powerful healing magic.</p> | | | |
|--|--|--|--|--|

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

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

Standard Actions

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

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

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

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

Bite Melee weapon
attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage.

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

Bite Melee weapon
attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) piercing damage.

Claw Melee weapon
attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.

Legendary Actions

-

Innate Spellcasting

enervation (3/day); hold person (1/day); regenerate (1/day); silence (3/day); summon lesser demon (1 nabasu 30% or 1d4 babaus 30%) (1/day); telekinesis (at will); vampiric touch (3/day)

Spellcasting

-

Possessions

-

DEMON (NALFESHNEE)



| | ✘ Low | ✘ Moderate | ✘ Advanced | ✘ Elite |
|--------------|-------------------------------------|------------|------------|---------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Solo | | | |
| Organization | Solitary or Warband (1 plus others) | | | |
| Treasure | Standard | | | |

D

| | ✘ Low | ✘ Moderate | ✘ Advanced | ✘ Elite |
|--|--|---|---|---|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 21 (natural armor) | 21 (natural armor) |
| Hit Points | 133 | 216 | 330 | 401 |
| Speed | 30 ft. Fly 40 ft. (Poor) | | | |
| Size, Type, Alignment | Large fiend, chaotic evil | Huge fiend, chaotic evil | Huge fiend, chaotic evil | Huge fiend, chaotic evil |
| Ability Scores / Saves | STR 21 (+5) | STR 23 (+6) | STR 25 (+7) | STR 25 (+7) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 15 (+2) | DEX 16 (+3) |
| | CON 20 (+5) | CON 22 (+6) | CON 24 (+7) | CON 24 (+7) |
| | INT 18 (+4) | INT 18 (+4) | INT 20 (+5) | INT 20 (+5) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) | WIS 20 (+5) |
| | CHA 17 (+3) | CHA 17 (+3) | CHA 19 (+4) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good | | | |
| Immunities | Electricity, 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 | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
| Challenge | 10 | 14 | 18 | 22 |
| Special Abilities & Qualities | <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> <p>True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.</p> | | | |
| Special Abilities & Qualities | Saving Throw Wisdom DC 19 | Saving Throw Wisdom DC 21 | Saving Throw Wisdom DC 23 | Saving Throw Wisdom DC 24 |
| | <p>Unholy Nimbus Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a Wisdom save or be dazed for 1d10 rounds as visions of madness hound it.</p> | | | |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Standard Actions

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13/19-00 (24) piercing damage.

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+11/19-00 (24) piercing damage.

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+13/19-00 (34) piercing damage.

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+13/19-00 (34) piercing damage.

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

Legendary Actions

-

Innate Spellcasting

call lightning (at will); (at will); feeblemind (at will); slow (at will); summon monster v (1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%) (1/day); (self plus lbs. of objects only) (at will); true seeing (at will); (at will)



Illustration 6: Nalfeshnee Demon



DEMON (OMOX)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Abyss)

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary or Clot (2-6x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

19

(natural armor)

19

(natural armor)

21

(natural armor)

21

(natural armor)

Hit Points

71

162

253

366

Speed

40 ft. Climb 20 ft. Swim 80 ft., Liquid Leap

Size, Type, Alignment

Small fiend, chaotic evil

Medium fiend, chaotic evil

Medium fiend, chaotic evil

Large fiend, chaotic evil

Ability Scores / Saves

STR 18 (+4)

STR 20 (+5)

STR 22 (+6)

STR 24 (+7)

DEX 20 (+5)

DEX 20 (+5)

DEX 22 (+6)

DEX 20 (+5)

CON 17 (+3)

CON 19 (+4)

CON 22 (+6)

CON 24 (+7)

INT 13 (+1)

INT 13 (+1)

INT 17 (+3)

INT 17 (+3)

WIS 17 (+3)

WIS 17 (+3)

WIS 18 (+4)

WIS 18 (+4)

CHA 16 (+3)

CHA 16 (+3)

CHA 18 (+4)

CHA 18 (+4)

Saving Throws

-

-

-

-

Resistances

Cold, all physical attacks except good

Immunities

Acid, Critical Hits, diseased, Electricity, paralyzed, poisoned, Polymorph, unconscious, stunned

Vulnerabilities

-

Senses

Passive Perception +16, Darkvision 120 ft.

Passive Perception +18, Darkvision 120 ft.

Passive Perception +20, Darkvision 120 ft.

Passive Perception +21, Darkvision 120 ft.

Languages

Abyssal, Celestial, Draconic, Telepathy 100 ft.

Challenge

7

13

17

21

Special Abilities & Qualities

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

Acid The omox's slam and slime attacks do additional acid damage.

Special Abilities & Qualities

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

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

Liquid Leap As long as an omox is in contact with liquid, it can use dimension door as a swift action (CL 12th); its starting and ending points must be connected by a contiguous mass of liquid.

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

Dexterity DC 16

Saving Throw

Dexterity DC 19

Saving Throw

Dexterity DC 22

Saving Throw

Dexterity DC 24

Slime An omox's nauseating body is composed of sticky, acidic slime. As an attack action, it can hurl a glob of slime (range increment 20 feet). Any creature that is struck by the glob must make a Dexterity save or become entangled for 1d6 rounds.**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****Slam** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.**Slime** Ranged weapon attack: +6 to hit, one target. Hit 1d4 (4) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.**Slime** Ranged weapon attack: +6 to hit, one target. Hit 1d6 (6) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.**Slime** Ranged weapon attack: +6 to hit, one target. Hit 1d8 (8) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Slime** Ranged weapon attack: +5 to hit, one target. Hit 2d6 (7) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*fog cloud (3/day); control water (3/day); create food and water (at will); gaseous form (3/day); cloudkill (3/day); stinking cloud (3/day); summon lesser demon (1 omox 30% or 1d4 babaus 60%) (1/day); telekinesis (at will)***Spellcasting Possessions**

-

-

DEMON (QUASIT)



Low

Moderate

Advanced

Elite

| | |
|---------------------|---------------------------|
| Terrain | Any (Abyss) |
| Rarity | Rare |
| Role | Skirmisher / Minion |
| Organization | Solitary or Flock (2-12x) |
| Treasure | Standard |

Low

Moderate

Advanced

Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 12 | 42 | 76 | 145 |
| Speed | 20 ft. Fly 50 ft. (Perfect) | | | |

| | | | | |
|------------------------------|--------------------------|--------------------------|--------------------------|---------------------------|
| Size, Type, Alignment | Tiny fiend, chaotic evil | Tiny fiend, chaotic evil | Tiny fiend, chaotic evil | Small fiend, chaotic evil |
|------------------------------|--------------------------|--------------------------|--------------------------|---------------------------|

| | | | | | |
|-------------------------------|------------|---------|---------|---------|---------|
| Ability Scores / Saves | STR | 6 (-2) | 7 (-2) | 12 (+1) | 17 (+3) |
| | DEX | 12 (+1) | 12 (+1) | 16 (+3) | 14 (+2) |
| | CON | 9 (-1) | 9 (-1) | 13 (+1) | 17 (+3) |
| | INT | 9 (-1) | 9 (-1) | 13 (+1) | 13 (+1) |
| | WIS | 10 (+0) | 10 (+0) | 14 (+2) | 14 (+2) |
| | CHA | 9 (-1) | 9 (-1) | 13 (+1) | 13 (+1) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | |
|--------------------|---|
| Resistances | Acid, all physical attacks except cold iron or good |
|--------------------|---|

| | |
|-------------------|-----------------------|
| Immunities | Electricity, poisoned |
|-------------------|-----------------------|

| | |
|------------------------|---|
| Vulnerabilities | - |
|------------------------|---|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | |
|------------------|---|
| Languages | Abyssal, Celestial, Common, Draconic, Telepathy 100 ft. |
|------------------|---|

| | | | | |
|------------------|----------|----------|-----------|-----------|
| Challenge | 4 | 8 | 12 | 16 |
|------------------|----------|----------|-----------|-----------|

| | |
|--|---|
| Special Abilities & Qualities | Change Shape May change into, and then back from, any two of the following forms: Bat, Small Centipede, Toad, or Wolf; Bat, as per polymorph. |
| | 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 11 | Saving Throw Constitution DC 12 | Saving Throw Constitution DC 15 | Saving Throw Constitution DC 18 |
| | Poison Claw-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity 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**

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

Standard Actions

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

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

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

Claw Melee weapon
attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) slashing damage.

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

Claw Melee weapon
attack: +0 to hit, reach 0 ft., one target. Hit 1d4+2 (4) slashing damage.

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

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

Legendary Actions

-

Innate Spellcasting

cause fear (1/day); commune (six questions) (1/week); and good (at will); detect magic (at will); invisibility (self only) (at will)

Spellcasting

-

Possessions

-

DEMON (SCHIR)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|--------------------------------|
| Terrain | Any (Abyss) |
| Rarity | Rare |
| Role | Soldier / Normal |
| Organization | Solitary, Pair, 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 | 34 | 71 | 139 | 206 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 15 (+2) | STR 16 (+3) | STR 18 (+4) | STR 21 (+5) |
| | DEX 12 (+1) | DEX 12 (+1) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 13 (+1) | CON 13 (+1) | CON 17 (+3) | CON 18 (+4) |
| | INT 6 (-2) | INT 6 (-2) | INT 10 (+0) | INT 10 (+0) |
| | WIS 3 (-4) | WIS 3 (-4) | WIS 7 (-2) | WIS 7 (-2) |
| | CHA 4 (-3) | CHA 4 (-3) | CHA 8 (-1) | CHA 8 (-1) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron or good | | | |
| Immunities | diseased, Electricity, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +10, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 15 | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 20 |
| | Disease (Gray Pox) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Disease-Weapon-Injury; save Constitution; frequency 1/day; effect 1d6 Strength damage; cure 2 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic. | | | |
| Special Abilities & Qualities | Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|--|--|---|
| Standard Actions | <p>Halberd Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10x3 (1) slashing damage.</p> <p>Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> | <p>Halberd Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7/x3 (12) bludgeoning damage.</p> <p>Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.</p> | <p>Halberd Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+11/x3 (16) bludgeoning damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.</p> | <p>Halberd Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16/x3 (25) bludgeoning damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | Halberd | | | |

DEMON (SERAPTIS)



| | Low | Moderate | Advanced | Elite |
|--------------|-----------------------------------|----------|----------|-------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Leader / Elite | | | |
| Organization | Solitary or Cult (1x plus others) | | | |
| Treasure | Double | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 22 (natural armor) |
| Hit Points | 79 | 134 | 219 | 364 |
| Speed | 50 ft. | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Small fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 16 (+3) | STR 16 (+3) | STR 18 (+4) | STR 22 (+6) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 18 (+4) | DEX 20 (+5) |
| | CON 19 (+4) | CON 19 (+4) | CON 21 (+5) | CON 26 (+8) |
| | INT 14 (+2) | INT 14 (+2) | INT 14 (+2) | INT 17 (+3) |
| | WIS 17 (+3) | WIS 17 (+3) | WIS 17 (+3) | WIS 18 (+4) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) |
| Saving Throws | - | | | |
| Resistances | Acid, all physical attacks except cold iron and good | | | |
| Immunities | Electricity, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
| Challenge | 7 | 11 | 15 | 19 |

Special Abilities & Qualities

Bloodless A seraptis's body is not completely bloodless, but what blood its body does contain is typically blood taken from its previous victims—the blood that flows through the demon's atrophied veins does nothing to give it life. Its wounds do not bleed, and it is immune to bleed effects and to attacks that utilize blood drain to function. Sneak attacks, critical hits, and similar hits function normally on a seraptis, although if such effects would normally cause bleed damage, those additional effects do not work.

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

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

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

Wisdom DC 17

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 24

Gaze of Despair A seraptis' gaze fills the minds of those within 30 feet with overwhelming and soul-crushing despair. Anyone who fails a Wisdom save upon being exposed to a seraptis's gaze immediately takes 1d6 points of Charisma damage and is staggered for 1d6 rounds. If the Charisma damage would normally reduce to creature's Charisma to 0, that creature instead succumbs to overwhelming suicidal urges and attempts to end its life by the most convenient method at hand, subject to GM discretion (in most cases, this effect causes a creature to make a coup de grace attempt on itself, but if a more dramatic method of self-destruction is available, the creature takes that action). Once a creature reaches this suicidal state of despair, it remains in that state until its Charisma score is restored to its normal maximum-if methods of restoring lost Charisma are not available, the suicidal victim must be restrained at all times to prevent attempts to kill itself. This is a mind-affecting effect. Ability damage suffered from this effect can only be restored via restoration or more powerful healing magic.

Special Abilities & Qualities**Damage 3d6****Damage 5d6****Damage 7d6****Damage 9d6**

Ravenous Embrace Once per round, a creature grappling or grappled by a seraptis can be attacked by the ravenous, toothed wounds that decorate a seraptis's arms. These teeth bite and chew, inflicting automatic piercing damage each round-in addition, the wounds caused by the ravenous embrace cause 2d6 bleed and 1d4 point of Strength damage as the seraptis drinks away the victim's blood and other vital fluids. As long as the seraptis is within 30 feet of a foe suffering bleed damage from her ravenous embrace, the blood that flows from the victim writhes through the air into the seraptis's arm maws, healing the seraptis by an amount equal to the amount caused by that round's bleed effect. Ability damage suffered from this effect can only be restored via restoration or more powerful healing magic.

Standard Actions

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.

Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.

Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.

Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.

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

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

Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.

Legendary Actions

-

Innate Spellcasting

confusion (3/day); command(3/day); dispel magic (at will); summon (level 5, 1 seraptis, 20% or 1 glabrezu, 40%) (1/day); telekinesis (at will); true seeing (at will)

Spellcasting

-

Possessions

+1 scimitar



DEMON (SHADOW)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Abyss)

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary, Pair, or Haunt (3-8x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

16

(natural armor)

17

(natural armor)

18

(natural armor)

19

(natural armor)

Hit Points

15

65

125

203

Speed

Fly 40 ft. (Perfect), Sprint

Size, Type, Alignment

Small fiend, chaotic evil

Medium fiend, chaotic evil

Medium fiend, chaotic evil

Large fiend, chaotic evil

Ability Scores / Saves

STR 10 (+0)

STR 10 (+0)

STR 10 (+0)

STR 10 (+0)

DEX 18 (+4)

DEX 16 (+3)

DEX 18 (+4)

DEX 17 (+3)

CON 11 (+0)

CON 15 (+2)

CON 18 (+4)

CON 20 (+5)

INT 12 (+1)

INT 12 (+1)

INT 16 (+3)

INT 16 (+3)

WIS 12 (+1)

WIS 12 (+1)

WIS 16 (+3)

WIS 16 (+3)

CHA 17 (+3)

CHA 17 (+3)

CHA 18 (+4)

CHA 18 (+4)

Saving Throws

-

-

-

-

Resistances

Acid, all physical attacks except cold iron or good

Immunities

Cold, Electricity, poisoned

Vulnerabilities

Sunlight Powerlessness

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, Celestial, Common, Draconic, Telepathy 100 ft.

Challenge

3

7

11

15

Special Abilities & Qualities

Damage 1d4

Damage 1d6

Damage 2d4

Damage 2d8

Cold A Shadow Demon's bite and claw attacks deal additional cold damage on a successful hit.

Special Abilities & Qualities

Shadow Blend During any conditions other than bright light, a shadow demon can disappear into the shadows as a move equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sprint Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Sunlight Powerlessness If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.

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

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.</p> | <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.</p> | <p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 2d6 (7) piercing damage.</p> <p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) slashing damage.</p> | <p>Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 3d6 (8) piercing damage.</p> <p>Claw Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6 (7) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | <i>fear (at will); magic jar (1/day); shadow of moil (3/day); summon lesser demon (1 shadow demon 50%) (1/day); telekinesis (at will)</i> | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DEMON (SHEMHAZIAN)



| | Low | Moderate | Advanced | Elite |
|--------------|----------------|----------|----------|-------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Soldier / 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 | 112 | 152 | 239 | 407 |
| Speed | 40 ft. Climb 20 ft. Fly 60 ft. (Good) | | | |
| Size, Type, Alignment | Huge fiend, chaotic evil | Huge fiend, chaotic evil | Gargantuan fiend, chaotic evil | Gargantuan fiend, chaotic evil |
| Ability Scores / Saves | STR 20 (+5) | STR 21 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 18 (+4) | DEX 18 (+4) | DEX 17 (+3) | DEX 18 (+4) |
| | CON 20 (+5) | CON 20 (+5) | CON 22 (+6) | CON 26 (+8) |
| | INT 8 (-1) | INT 8 (-1) | INT 8 (-1) | INT 12 (+1) |
| | WIS 20 (+5) | WIS 20 (+5) | WIS 20 (+5) | WIS 22 (+6) |
| | CHA 14 (+2) | CHA 14 (+2) | CHA 14 (+2) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron and good | | | |
| Immunities | Electricity, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. | Passive Perception +23, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
| Challenge | 8 | 12 | 17 | 21 |
| Special Abilities & Qualities | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 22 | Saving Throw Constitution DC 25 |
| | Paralyzing Gaze Paralysis for 1 round, range 30 feet, Constitution save negates. Evil creatures are immune to this effect. | | | |
| Special Abilities & Qualities | Damage 2d6 | Damage 3d8 | Damage 3d12 | Damage 4d12 |
| | 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. | | | |

D

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

Constitution DC 18

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 22

Saving Throw

Constitution DC 25

Strength Drain A shemhazian demon deals 2d4 points of Strength damage with each successful bite. A successful Constitution save reduces this amount to 1d4 points of Strength damage. Ability damage inflicted by this creature can only be restored via restoration or more powerful healing magic

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.

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

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+13 (18) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+12 (19) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+16 (30) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+13 (18) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+12 (19) slashing damage.

Claw Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+16 (30) slashing damage.

Pincer Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) bludgeoning damage.

Pincer Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+13 (18) bludgeoning damage.

Pincer Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d12+6 (12) bludgeoning damage.

Pincer Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+13 (18) bludgeoning damage.

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

Tail Slap Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

fly (at will); inflict wounds (3/day); invisibility (at will); arcane eye (3/day); summon monster v (1 shemhazian 30% or 1d4 vrock 60%) (1/day); telekinesis (at will); true seeing (at will)

Spellcasting

-

Possessions

-



DEMON (SUCCUBUS)



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

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 37 | 78 | 132 | 206 |
| Speed | 30 ft. Fly 50 ft. (Average) | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 7 (-2) | STR 11 (+0) | STR 15 (+2) | STR 18 (+4) |
| | 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 16 (+3) | INT 16 (+3) | INT 18 (+4) | INT 18 (+4) |
| | WIS 12 (+1) | WIS 12 (+1) | WIS 16 (+3) | WIS 16 (+3) |
| | CHA 20 (+5) | CHA 20 (+5) | CHA 22 (+6) | CHA 22 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron or good | | | |
| Immunities | Electricity, Fire, 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 | Abyssal, Celestial, Common, Draconic, Telepathy 100 ft., Tongues | | | |
| Challenge | 4 | 8 | 12 | 16 |

Special Abilities & Qualities

Change Shape You have the ability to assume the appearance of a small or medium 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).

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.

Tongues You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.

Special Abilities & Qualities

Energy Drain A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Profane Gift Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel magic. The succubus can remove it as well as a free action (causing 2d6 Charisma damage to the victim, no save; ability damage suffered in this manner can only be restored via restoration or more powerful healing magic).

Standard Actions

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

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

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

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

Legendary Actions

-

Innate Spellcasting

charm monster (at will); detect thoughts (at will); (1/day); etherealness (self plus lbs. of objects only) (at will); suggestion (at will); summon lesser demon (1 babau at 50%) (1/day); tongues (at will); vampiric touch (at will)



Illustration 7: Succubus Demon

DEMON (SWAITHE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|--------------------------------|
| Terrain | Any (Abyss) |
| Rarity | Rare |
| Role | Soldier / Elite |
| Organization | Solitary, Pair, or Gang (3-5x) |
| 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 | 26 | 45 | 109 | 162 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Small fiend, chaotic evil | Small fiend, chaotic evil | Medium fiend, chaotic evil |
| Ability Scores / Saves | STR 9 (-1) | STR 9 (-1) | STR 13 (+1) | STR 17 (+3) |
| | DEX 14 (+2) | DEX 14 (+2) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 17 (+3) |
| | INT 11 (+0) | INT 11 (+0) | INT 15 (+2) | INT 15 (+2) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 10 (+0) | CHA 11 (+0) | CHA 16 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron | | | |
| Immunities | Electricity, Gaze Attacks, poisoned, Visual Effects | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Draconic, Gnoll, Goblin, Orc, Speak with Animals, Telepathy 100 ft. | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 14 | Saving Throw Wisdom DC 15 | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 19 |
| | Charm The hex improves the attitude of the target by 1 step. The effect lasts for 3 rounds. A Wisdom save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This is a mind-affecting charm effect. | | | |

**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

Cursed Wound The witch can curse a living creature, preventing it from healing completely. For a number of days equal to 3 + the witch's Intelligence modifier (minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10 points of damage. Thus, the victim's effective maximum number of hit points is no fewer than normal. A successful Will save reduces the duration of this hex to 1 round. At 5th level, the victim of this hex also takes a -2 penalty on Constitution saving throws to avoid contracting a disease or poison from an injury. This is a curse effect and can be removed by remove curse.

Special Abilities & Qualities**Saving Throw**

Wisdom DC 14

Saving Throw

Wisdom DC 15

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 19

Evil Eye The witch can cause doubt in the mind of a foe within 30 feet that you can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for 6 rounds. A Wisdom save reduces this to just 1 round. This is a mind-affecting effect.

Special Abilities & Qualities

Eyeless A swaithé has no eyes, but can sense its immediate surroundings (within 60 feet) as well as a human can see.

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

Standard Actions

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

Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.

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

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

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

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

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

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

Legendary Actions

-

Innate Spellcasting

cause fear (at will); charm animal (3/day); detect magic (at will); invisibility (self only) (3/day); rage (3/day); ray of enfeeblement (at will); (at will); speak with animals (at will); waters of lamashtu (1/day)

Spellcasting

-

Possessions

-



DEMON (VAVAKIA)



| | Low | Moderate | Advanced | Elite |
|--------------|---|----------|----------|-------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | | | |
| Organization | Solitary, Pair, or Warband (1x plus others) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 22 (natural armor) | 22 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 101 | 144 | 292 | 468 |
| Speed | 40 ft. Fly 40 ft. (Average) | | | |

| | | | | |
|------------------------------|---------------------------|---------------------------|--------------------------|--------------------------------|
| Size, Type, Alignment | Large fiend, chaotic evil | Large fiend, chaotic evil | Huge fiend, chaotic evil | Gargantuan fiend, chaotic evil |
|------------------------------|---------------------------|---------------------------|--------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|---------|------------|---------|------------|---------|------------|---------|
| Ability Scores / Saves | STR | 19 (+4) | STR | 19 (+4) | STR | 23 (+6) | STR | 27 (+8) |
| | DEX | 16 (+3) | DEX | 16 (+3) | DEX | 12 (+1) | DEX | 14 (+2) |
| | CON | 19 (+4) | CON | 19 (+4) | CON | 24 (+7) | CON | 28 (+9) |
| | INT | 16 (+3) | INT | 16 (+3) | INT | 16 (+3) | INT | 18 (+4) |
| | WIS | 18 (+4) | WIS | 18 (+4) | WIS | 18 (+4) | WIS | 20 (+5) |
| | CHA | 18 (+4) | CHA | 18 (+4) | CHA | 18 (+4) | CHA | 20 (+5) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except cold iron and good | | | |
|--------------------|--|--|--|--|

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|-------------------|-----------------------------|--|--|--|
| Immunities | Electricity, Fire, poisoned | | | |
|-------------------|-----------------------------|--|--|--|

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|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. |
|---------------|---|---|---|---|

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|------------------|---|--|--|--|
| Languages | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
|------------------|---|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 12 | 18 | 22 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|-------------------------------|-------------------------------|-------------------------------|-------------------------------|
| Special Abilities & Qualities | Saving Throws DC 17 | Saving Throws DC 18 | Saving Throws DC 23 | Saving Throws DC 26 |
| | Damage 6d6 | Damage 8d6 | Damage 10d6 | Damage 12d8 |

Breath Weapon With Recharge 2, a vavakia can breathe out a 60-foot cone of green fire that seems to writhe and coil with the tortured shapes of a thousand screaming ghosts. This green fire is akin to vomiting up the countless souls the vavakia has consumed, and these souls consume flesh as surely as they consume sanity. A creature struck by this breath weapon takes necrotic damage (Dexterity save halves)-this damage manifests as blackened, melted flesh and skin but is treated as raw profane power. Evil creatures take half damage from the breath weapon, but good creatures who take any damage from a vavakia's breath weapon are automatically staggered for 1 round by the hideous sensation. In addition, any living creature that takes damage from a vavakia's breath weapon must also make a Constitution save to avoid suffering 1d8 points of Wisdom damage as her sanity slips away into madness. Immediately after the vavakia expels this green "soul fire", the wailing flames flow in reverse back into the demon's gullet through its open maw. This heals the vavakia 1d8 points of damage for each creature that was damaged by its breath weapon. The Wisdom drain element of this breath weapon is a mind-affecting effect. Ability damage from this effect can only be healed via restoration or more powerful healing magic.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 23**Saving Throw**
Wisdom DC 26**Frightful Presence** Your very presence unsettling to foes. Opponents within range may become frightened or shaken. The range is 60 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Abilities & Qualities****Smoking Wound** The wounds caused by a vavakia's fangs result in tremendous and eerie wounds. Rather than blood, wisps of green smoke constantly weep from a vavakia's bite wound—a grim manifestation of the demon's effect on a mortal soul. Each time a vavakia bites a creature, that creature's maximum and current hit points are reduced by 2d8 points each—the wounds continue to smoke as long as the victim suffers from this reduction. The smoking wounds cause the victim to become sickened because of the hideous sensation and rank smell of the vapors. An effect that removes this sickened condition only temporarily causes the wounds to stop smoking—they begin smoking again in 1d6 rounds and persist as long as the victim suffers from the maximum hit point reduction. Nonliving creatures bitten by a vavakia are immune to its energy-draining bite and do not exhibit smoking wounds. Maximum hit point reductions remain until resolved with restoration or more powerful healing magic.**Special Abilities & Qualities****Saving Throw**
Constitution DC 17**Saving Throw**
Constitution DC 18**Saving Throw**
Constitution DC 23**Saving Throw**
Constitution DC 26**Stun** A creature struck by a vavakia's tail slap must make a Constitution save or be stunned for 1 round. On a critical hit, the stun effect lasts for 1d4 rounds on a failed save, and 1 round on a successful save.**Standard Actions****Ranseur** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11/x3 (18) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+10 (14) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.**Ranseur** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11/x3 (18) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+10 (14) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.**Ranseur** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+17/x3 (28) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+11 (16) slashing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+16 (25) bludgeoning damage.**Ranseur** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+23/x3 (37) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d6+15 (36) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+15 (26) slashing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+22 (40) 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.**True Seeing** You see all things as they actually are, as per the spell True Seeing, as a constant ability.**Special Actions****Saving Throw**
Reflex DC 17**Saving Throw**
Reflex DC 18**Saving Throw**
Reflex DC 23**Saving Throw**
Reflex DC 26**Damage** 4d6**Damage** 6d6**Damage** 8d6**Damage** 12d6**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.**Legendary Actions**

-

Innate Spellcasting*earthquake (1/day); enervation (at will); power word stun (3/day); summon (level 6, 1 marilith, 40% or 1d3 nalfeshnees, 60%) (1/day); telekinesis (at will); true seeing (at will)***Spellcasting**

-

Possessions

Ranseur



DEMON (VERMLEK)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------|----------|----------|-------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Normal | | | |
| Organization | Solitary or Nest (2-10x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|--|--|--|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 32 | 65 | 125 | 200 |
| Speed | 30 ft. Burrow 20 ft. | | | |
| Size, Type, Alignment | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 13 (+1) | STR 14 (+2) | STR 17 (+3) | STR 19 (+4) |
| | DEX 7 (-2) | DEX 7 (-2) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) |
| | INT 10 (+0) | INT 10 (+0) | INT 14 (+2) | INT 14 (+2) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 10 (+0) | CHA 10 (+0) | CHA 14 (+2) | CHA 14 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron or good | | | |
| Immunities | Electricity, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft. | Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft. |
| Languages | Abyssal, Common, Telepathy 100 ft. | | | |
| Challenge | 4 | 8 | 12 | 16 |

Special Abilities & Qualities

Abandon Flesh As a standard action, a verMLEK can abandon an inhabited body, crawling hideously out of its host and leaving behind an empty sack of skin and bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+3 hit points. A verMLEK cannot later reclaim this body with its inhabit body ability.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Inhabit Body A vermlek can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as it does so. This process takes 1d4 rounds for the vermlek to complete, during which it is considered surprised. Once the process is complete, the vermlek appears for all practical purposes to be a living but hideously obese version of the previous humanoid-it gains advantage on checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities that the dead creature possessed in life, including natural attacks, unusual movement types, or bonuses to natural armor. It loses its own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).

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

Longsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/19-00 (4) slashing damage.

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

Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (4) slashing damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.

Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.

Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8/19-00 (12) slashing damage.

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

Legendary Actions

-

Innate Spellcasting

gentle repose (1/day); inflict wounds (mass) (3/day); spider climb (3/day); summon (level 2, 1d4 dretches, 50%) (1/day)

Spellcasting

-

Possessions

Longsword



DEMON (VROCK)



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

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 49 | 107 | 198 | 305 |
| Speed | 30 ft. Fly 50 ft. (Average) | | | |
| Size, Type, Alignment | Medium fiend, chaotic evil | Large fiend, chaotic evil | Large fiend, chaotic evil | Huge fiend, chaotic evil |
| Ability Scores / Saves | STR 15 (+2) | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) |
| | DEX 17 (+3) | DEX 13 (+1) | DEX 17 (+3) | DEX 16 (+3) |
| | 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 14 (+2) | CHA 14 (+2) | CHA 17 (+3) | CHA 17 (+3) |
| 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 +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Common, Draconic, Telepathy 100 ft. | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 19 | Saving Throw Dexterity DC 21 | Saving Throw Dexterity DC 23 |
| | Damage 3d6 | Damage 5d6 | Damage 7d6 | Damage 8d6 |
| Special Abilities & Qualities | <p>Dance of Ruin A vrock can dance and chant as a full-round action-at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing electricity damage to all creatures within 100 feet. A Dexterity save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 points, and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing.</p> <p>Spores A vrock can release a cloud of spores from its body with Recharge 2 as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting bless on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.</p> | | | |

D



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 19

Saving Throw
Constitution DC 21

Saving Throw
Constitution DC 23

Stunning Screech Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot radius spread must succeed on a Constitution save or be stunned for 1 round.

Special Abilities & Qualities

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

Standard Actions

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+4 (10) slashing damage.

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

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

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) slashing damage.

Talons Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+7 (18) slashing damage.

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

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+9 (23) slashing damage.

Talons Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.

Legendary Actions

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Innate Spellcasting

mirror image (1/day); summon lesser demon (1 vrock 35%) (1/day); telekinesis (at will)



Illustration 8: Vrock Demon

DEMON (VROLIKAI)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------|----------|----------|-------|
| Terrain | Any (Abyss) | | | |
| Rarity | Rare | | | |
| Role | Leader / Solo | | | |
| Organization | Solitary | | | |
| Treasure | Double | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|--|--|--|
| Armor Class | 22 (natural armor) | 22 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 88 | 162 | 315 | 501 |
| Speed | 40 ft. Fly 60 ft. (Perfect) | | | |
| Size, Type, Alignment | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil | Huge fiend, chaotic evil |
| Ability Scores / Saves | STR 20 (+5) | STR 20 (+5) | STR 22 (+6) | STR 26 (+8) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 18 (+4) | DEX 20 (+5) |
| | CON 20 (+5) | CON 21 (+5) | CON 24 (+7) | CON 29 (+9) |
| | INT 18 (+4) | INT 18 (+4) | INT 18 (+4) | INT 20 (+5) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 20 (+5) | CHA 20 (+5) | CHA 20 (+5) | CHA 22 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron and good | | | |
| Immunities | Electricity, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +17, Darkvision 120 ft. | Passive Perception +18, Darkvision 120 ft. | Passive Perception +20, Darkvision 120 ft. | Passive Perception +22, Darkvision 120 ft. |
| Languages | Abyssal, Celestial, Draconic, Telepathy 100 ft. | | | |
| Challenge | 8 | 12 | 19 | 23 |
| Special Abilities & Qualities | Black Flame Knives A vrolikai can manifest daggers made of crystallized black flames in each of its four hands as a free action. These weapons function as +1 daggers that reduce a victim's current and maximum hit points by 1d4 points each on a successful hit. Max hit point reduction suffered from this effect may be recovered via a restoration spell or more powerful healing magic. | | | |
| Special Abilities & Qualities | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 23 | Saving Throw Constitution DC 26 |
| | Death-Stealing Gaze Reduces victim's current and maximum hit points by 2d6, range 30 ft., Fortitude save negates the effect. Creatures slain by this effect become juju zombies under the vrolikai's control. Max hit point reduction suffered via this effect can be recovered via restoration or more powerful healing magic. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

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

Standard Actions

Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8/19-00 (12) piercing damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d6+8/19-00 (12) piercing damage.

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

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

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

Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9/19-00 (12) piercing damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d6+9/19-00 (12) piercing damage.

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

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

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

Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+11/19-00 (14) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d6+11/19-00 (14) piercing damage.

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

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

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

Dagger Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8/19-00 (8) piercing damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d6+15/19-00 (18) piercing damage.

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

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

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

Legendary Actions

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Innate Spellcasting

enervation (at will); hold monster (mass) (1/day); regenerate (3/day); silence (3/day); summon monster vi (1 marilith 50% or 1d4 glabrezus 75%) (1/day); symbol of death (1/day); telekinesis (at will); true seeing (at will); vampiric touch (3/day)

Spellcasting

-

Possessions

Daggers (2x)



DENIZEN OF LENG



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any Land | | | |
| Rarity | Rare | | | |
| Role | Leader / Normal | | | |
| Organization | Solitary, Gang (2-5x), or Crew (6-15x) | | | |
| Treasure | Double | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 51 | 103 | 168 | 272 |
| Speed | 40 ft. | | | |
| Size, Type, Alignment | Small fiend, chaotic evil | Medium fiend, chaotic evil | Medium fiend, chaotic evil | Large fiend, chaotic evil |
| Ability Scores / Saves | STR 8 (-1) | STR 12 (+1) | STR 16 (+3) | STR 18 (+4) |
| | DEX 18 (+4) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 13 (+1) | CON 17 (+3) | CON 19 (+4) | CON 22 (+6) |
| | INT 16 (+3) | INT 16 (+3) | INT 18 (+4) | INT 18 (+4) |
| | WIS 15 (+2) | WIS 15 (+2) | WIS 18 (+4) | WIS 18 (+4) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | Cold | | | |
| Immunities | poisoned | | | |
| 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 | Aklo, Tongues | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 20 | Saving Throw Constitution DC 22 |
| | Dexterity Drain The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity damage with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful Constitution save reduces the Dexterity damage to 1 point. Ability damage suffered from this effect can be restored via a long rest or any healing magic. | | | |
| Special Abilities & Qualities | Unusual Anatomy A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <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: +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 1d8+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | <i>detect thoughts (3/day); hypnotic pattern (3/day); levitate (3/day); locate object (3/day); minor image (3/day); plane shift (self only) (1/day); tongues (at will)</i> | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DERHII



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Warm Forests and Mountains | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, Troop (3-5x), or Tribe (8-48x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 23 | 63 | 126 | 225 |
| Speed | 30 ft. Climb 30 ft. Fly 60 ft. (Poor) | | | |
| Size, Type, Alignment | Large monstrosity, unaligned | Large monstrosity, unaligned | Large monstrosity, unaligned | Huge monstrosity, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) |
| | 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 7 (-2) | INT 7 (-2) | INT 11 (+0) | INT 11 (+0) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 8 (-1) | CHA 8 (-1) | CHA 12 (+1) | CHA 12 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| 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 | Auran, Common | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Aerial Charge When airborne, a derhii can dive at twice its normal flying speed. | | | |
| Special Abilities & Qualities | Booming Voice A derhii can use its own booming voice as a signal. The sound can be heard up to 12 miles away as a thrumming in the air that conveys 20 words of information in 5 minutes. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|--|--|
| Standard Actions | <p>Javelin Ranged weapon attack: +3 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.</p> <p>Falchion Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d4/18-00 (6) slashing damage.</p> <p>Slams Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> | <p>Javelin Ranged weapon attack: +2 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.</p> <p>Falchion Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d4/18-00 (6) slashing damage.</p> <p>Slams Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> | <p>Falchion Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13/18-00 (20) bludgeoning damage.</p> <p>Slams Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.</p> <p>Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+8 (12) bludgeoning damage.</p> | <p>Falchion Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+17/18-00 (28) bludgeoning damage.</p> <p>Slams Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) slashing damage.</p> <p>Javelin Ranged weapon attack: +3 to hit, one target. Hit 1d6+10 (14) bludgeoning damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | Falchion; javelin (4x) | | | |



DERRO



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---|------------|------------|---------|
| Terrain | Any Underground | | | |
| Rarity | Uncommon | | | |
| Role | Artillery / Normal | | | |
| Organization | Solitary, Team (2-4x), Squad (5-8x +others), or Band (11-20x +others) | | | |
| Treasure | Incidental | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|--|--|--|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 26 | 53 | 109 | 181 |
| Speed | 20 ft. | | | |
| Size, Type, Alignment | Small humanoid, chaotic evil | Small humanoid, chaotic evil | Small humanoid, chaotic evil | Medium humanoid, chaotic evil |
| Ability Scores / Saves | STR 9 (-1) | STR 9 (-1) | STR 14 (+2) | STR 18 (+4) |
| | DEX 13 (+1) | DEX 14 (+2) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 16 (+3) | CON 16 (+3) | CON 18 (+4) | CON 20 (+5) |
| | INT 8 (-1) | INT 8 (-1) | INT 12 (+1) | INT 12 (+1) |
| | WIS 3 (-4) | WIS 3 (-4) | WIS 7 (-2) | WIS 7 (-2) |
| | CHA 14 (+2) | CHA 14 (+2) | CHA 17 (+3) | CHA 17 (+3) |
| Saving Throws | - | | | |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | Vulnerability to Sunlight | | | |
| Senses | Passive Perception +6, Darkvision 60 ft. | Passive Perception +6, Darkvision 60 ft. | Passive Perception +8, Darkvision 60 ft. | Passive Perception +8, Darkvision 60 ft. |
| Languages | Aklo, Undercommon | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Vulnerability to Sunlight A derro takes 1 point of Con damage after every hour it is exposed to sunlight. This damage can only be restored via restoration or more powerful healing magic. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <p>Aklys Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.</p> <p>Aklys Ranged weapon attack: +2 to hit, one target. Hit 1d8 (8) bludgeoning damage.</p> <p>Crossbow, Repeating Light Ranged weapon attack: +2 to hit, one target. Hit 1d6/19-00 (6) piercing damage.</p> <p>Short Sword Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) slashing damage.</p> | <p>Aklys Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.</p> <p>Aklys Ranged weapon attack: +2 to hit, one target. Hit 1d8 (8) bludgeoning damage.</p> <p>Crossbow, Repeating Light Ranged weapon attack: +2 to hit, one target. Hit 1d6/19-00 (6) piercing damage.</p> <p>Short Sword Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) slashing damage.</p> | <p>Aklys Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p> <p>Aklys Ranged weapon attack: +4 to hit, one target. Hit 1d8+3 (8) bludgeoning damage.</p> <p>Crossbow, Repeating Light Ranged weapon attack: +4 to hit, one target. Hit 1d6/19-00 (6) piercing damage.</p> <p>Short Sword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (2) slashing damage.</p> | <p>Repeating Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Shortsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3) slashing damage.</p> <p>Aklys Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> <p>Aklys Ranged weapon attack: +3 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | <i>darkness (at will)</i> | | | |
| Spellcasting | - | | | |
| Possessions | Aklys; repeating light crossbow; crossbow bolts (20x); shortsword | | | |



DESTRACHAN



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------------|----------|----------|-------|
| Terrain | Any Underground | | | |
| Rarity | Rare | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary, Pair, or Pack (3-5x) | | | |
| Treasure | Incidental | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----------|-----------|------------|------------|
| Hit Points | 46 | 86 | 146 | 223 |
|-------------------|-----------|-----------|------------|------------|

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|--------------|--------|--|--|--|
| Speed | 30 ft. | | | |
|--------------|--------|--|--|--|

| | | | | |
|------------------------------|---------------------------------|--------------------------------|--------------------------------|-------------------------------|
| Size, Type, Alignment | Medium aberration, neutral evil | Large aberration, neutral evil | Large aberration, neutral evil | Huge aberration, neutral evil |
|------------------------------|---------------------------------|--------------------------------|--------------------------------|-------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 12 (+1) | STR | 16 (+3) | STR | 18 (+4) | STR | 20 (+5) |
| | DEX | 15 (+2) | DEX | 11 (+0) | DEX | 16 (+3) | DEX | 14 (+2) |
| | CON | 10 (+0) | CON | 14 (+2) | CON | 17 (+3) | CON | 19 (+4) |
| | INT | 11 (+0) | INT | 11 (+0) | INT | 15 (+2) | INT | 15 (+2) |
| | WIS | 16 (+3) | WIS | 16 (+3) | WIS | 18 (+4) | WIS | 18 (+4) |
| | CHA | 11 (+0) | CHA | 11 (+0) | CHA | 15 (+2) | CHA | 15 (+2) |

| | | | | |
|----------------------|---|--|--|--|
| Saving Throws | - | | | |
|----------------------|---|--|--|--|

| | | | | |
|--------------------|-------|--|--|--|
| Resistances | Sonic | | | |
|--------------------|-------|--|--|--|

| | | | | |
|-------------------|---|--|--|--|
| Immunities | Attacks Relying on Sight, Gaze Attacks, Illusions, Visual Effects | | | |
|-------------------|---|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft. | Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft. | Passive Perception +19, Blindsight 120 ft., Darkvision 60 ft. | Passive Perception +20, Blindsight 120 ft., Darkvision 60 ft. |
|---------------|---|---|---|---|

| | | | | |
|------------------|----------------------|--|--|--|
| Languages | Common, Cannot Speak | | | |
|------------------|----------------------|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 12 | 16 | 20 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|----------------------------|----------------------------|----------------------------|----------------------------|
| Special Abilities & Qualities | Saving Throws DC 13 | Saving Throws DC 16 | Saving Throws DC 18 | Saving Throws DC 20 |
| | Damage 6d6 | Damage 8d6 | Damage 10d6 | Damage 12d6 |

Destructive Harmonics A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability.

Destruction: All creatures within the area of effect of the destructive harmonics take sonic damage - a Dexterity save halves this damage. If the destrachan wishes, this damage can instead deal psychic damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack - that object takes double this amount of damage.

Pain: Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a Constitution save to avoid being stunned for 1 round and deafened for 1d6 rounds.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+3 (8) piercing damage.

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

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.

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

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d6+8 (22) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+8 (18) slashing damage.



DEVIL (ACCOMPLICE/HESPERIAN)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|---------------------------------|
| Terrain | Any (Hell) |
| Rarity | Rare |
| Role | Leader / Normal |
| Organization | Solitary, Pair, or Cabal (3-5x) |
| Treasure | Standard |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------------|---------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 29 | 64 | 124 | 200 |
| Speed | 30 ft. Climb 20 ft. Swim 20 ft. | | | |

| | | | | |
|------------------------------|---------------------------|---------------------------|---------------------------|--------------------------|
| Size, Type, Alignment | Medium fiend, lawful evil | Medium fiend, lawful evil | Medium fiend, lawful evil | Large fiend, lawful evil |
|------------------------------|---------------------------|---------------------------|---------------------------|--------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 11 (+0) | STR | 11 (+0) | STR | 16 (+3) | STR | 20 (+5) |
| | DEX | 8 (-1) | DEX | 8 (-1) | DEX | 12 (+1) | DEX | 10 (+0) |
| | CON | 9 (-1) | CON | 10 (+0) | CON | 14 (+2) | CON | 17 (+3) |
| | INT | 12 (+1) | INT | 12 (+1) | INT | 16 (+3) | INT | 16 (+3) |
| | WIS | 11 (+0) | WIS | 11 (+0) | WIS | 15 (+2) | WIS | 15 (+2) |
| | CHA | 12 (+1) | CHA | 12 (+1) | CHA | 16 (+3) | CHA | 17 (+3) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | |
|--------------------|--|
| Resistances | Acid, all physical attacks except good |
|--------------------|--|

| | |
|-------------------|----------------|
| Immunities | Fire, poisoned |
|-------------------|----------------|

| | |
|------------------------|---|
| Vulnerabilities | - |
|------------------------|---|

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

| | |
|------------------|--|
| Languages | Celestial, Draconic, Infernal, Telepathy 100 ft. |
|------------------|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 6 | 10 | 14 | 18 |
|------------------|----------|-----------|-----------|-----------|

| | |
|--|--|
| Special Abilities & Qualities | Change Shape Any Medium humanoid or a Medium amphisbaena (snake with a head at both ends). In amphisbaena form, the Accomplice Devil gains All-Around Vision and can use his bite attack. |
|--|--|

| | | | | |
|--|---|---|---|---|
| Special Abilities & Qualities | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 15 | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 19 |
| | Poison In amphisbaena form, the Accomplice Devil has a poisonous bite - Injury; Save Constitution; Frequency 1/round for 4 rounds; Effect 1d2 Constitution damage; Cure 1 save. Ability damage suffered from this effect requires restoration or more powerful healing magic to restore. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

See in Darkness Devils can see perfectly in darkness of any kind, including that created by magical darkness.

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

Heavy Mace Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.

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

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

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

Heavy Mace Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

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

Heavy Mace Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11 (18) bludgeoning damage.

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

Legendary Actions

-

Innate Spellcasting

burning hands (3/day); charm person (1/day); darkness (3/day); daylight (3/day); eagle's splendor (1/day); guidance (at will); hypnotic pattern (at will); light (at will); message (at will); prestidigitation (at will); suggestion (1/day)

Spellcasting Possessions

-

Possessions

-



DEVIL (ACCUSER/ZEBUB)



| | Low | Moderate | Advanced | Elite |
|---------------------|----------------------------------|----------|----------|-------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Swarm (3-28x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 32 | 62 | 118 | 208 |
| Speed | 20 ft. Fly 60 ft. (Perfect) | | | |
| Size, Type, Alignment | Small fiend, lawful evil | Small fiend, lawful evil | Small fiend, lawful evil | Medium fiend, lawful evil |
| Ability Scores / Saves | STR 9 (-1) | STR 10 (+0) | STR 14 (+2) | STR 17 (+3) |
| | DEX 16 (+3) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 12 (+1) | CON 12 (+1) | CON 17 (+3) | CON 19 (+4) |
| | INT 7 (-2) | INT 7 (-2) | INT 11 (+0) | INT 11 (+0) |
| | WIS 13 (+1) | WIS 13 (+1) | WIS 17 (+3) | WIS 17 (+3) |
| | CHA 10 (+0) | CHA 10 (+0) | CHA 14 (+2) | CHA 14 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good or silver | | | |
| Immunities | Fire, 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 | Celestial, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 4 | 8 | 12 | 16 |

Special Abilities & Qualities

Acid An accuser devil's bite does 1d6 points of acid damage in addition to its normal damage.

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.

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

Special Abilities & Qualities

Infernal Eye A zebub records all that it sees and may pass its visions on to another creature. By remaining in contact with a willing creature, it can replay up to 24 hours of witnessed events, or shorter incidents if it so chooses. It takes a zebub 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information. After relaying its findings, the zebub cannot replay its visions of those events again. A zebub cannot replay its visions for an unwilling creature or as an attack, no matter how horrific the events it might have witnessed.

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

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Disease (Devil Chills) Disease-Bite-injury; save Constitution; frequency 1/day; effect 1d4 Strength; cure 3 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.**Standard Actions****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+1 (6) piercing damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.**Legendary Actions**

-

Innate Spellcasting*grease (3/day); invisibility (self only) (at will); summon lesser demon (1 zebub or 1d4 lemures, 40%) (1/day); (3/day); (self plus lbs. of objects only) (at will); (3/day)***Spellcasting**

-

Possessions

-

DEVIL (APOSTATE/DEIMAVIGGA)



| | | | | |
|---------------------|-------------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Solo | | | |
| Organization | Solitary | | | |
| Treasure | Double | | | |

D

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 20 (natural armor) | 21 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 83 | 161 | 271 | 423 |
| Speed | 20 ft. Fly 20 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 19 (+4) | STR 19 (+4) | STR 21 (+5) | STR 25 (+7) |
| | DEX 20 (+5) | DEX 22 (+6) | DEX 22 (+6) | DEX 24 (+7) |
| | CON 19 (+4) | CON 19 (+4) | CON 21 (+5) | CON 25 (+7) |
| | INT 18 (+4) | INT 18 (+4) | INT 18 (+4) | INT 20 (+5) |
| | WIS 19 (+4) | WIS 19 (+4) | WIS 19 (+4) | WIS 21 (+5) |
| | CHA 20 (+5) | CHA 21 (+5) | CHA 21 (+5) | CHA 23 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good and silver | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. |
| Languages | Celestial, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 8 | 12 | 18 | 22 |

Special Abilities & Qualities

Boundless Reach A deimavigga's claws slice through reality, allowing it to make melee attacks against any creature it is aware of—typically meaning creatures within 100 feet. The devil still only threatens the 10-foot area around it and it cannot make attacks of opportunity against creatures farther away. This ability can span vast distances, allowing a deimavigga making use of divination magic to detect distant creatures and attack foes separated by miles or even planes. Spells that prevent planar travel, also protect against a deimavigga's claws. An attacked creature can retaliate that round, striking at the devil's claws with weapons or spells as if its entire body were present, but cannot grapple or otherwise prevent the claws from vanishing out of reach at the end of the round.

Indomitable Orator A deimavigga's speech is always perfectly clear and cannot be silenced or warped. In areas of incredible noise, through water or airless voids, even in areas of magical silence, these devil's voices can still be heard normally. All beings understand deimaviggas, as if these devils constantly spoke in all tongues at once.

Malleable Form A deimavigga has complete control over its physical form, and if transformed into another shape against its will, it can revert to its own form as a free action.

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

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 18**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21**Saving Throw**
Wisdom DC 24

Evangelization The words of deimaviggas are poison to the mind. Every round a deimavigga speaks (a free action), all non-devils with an Intelligence score of 3 or higher within 30 feet must make a Wisdom save or become vulnerable to its blasphemous discourse. The DC of this save increases by +1 for each consecutive round a creature has listened to the same deimavigga speak. Creatures must be listening to a deimavigga to be affected by its oration. Deafened creatures and those in combat-either with the deimavigga or other creatures-are not considered to be listening. Victims cannot simply declare they are not listening without taking steps to impede their hearing. Upon failing this save, a victim can be affected by the heretical power of a deimavigga's words. The devil may use its speech to affect a listener in ways that mimic any of the following spells: calm emotions, charm, command, confusion, crushing despair, sleep, enthrall, modify memory, rage, or suggestion. Victims still receive saving throws against these spell effects, but if they fail their saves they are not aware the devil is working its power upon them. A deimavigga can affect multiple victims with different spell effects in the same round. A creature that makes its save against this ability is immune to that particular devil's evangelization for the next 24 hours. This is a sonic mind-affecting effect.

Special Abilities & Qualities**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21**Saving Throw**
Wisdom DC 24

Ohrwurm As a standard action, three times per day, a deimavigga can whisper a fundamental and terrifying multiversal truth to one creature within 5 feet. The target must make a Wisdom save or have the devil's words take root in its psyche. Fiends and elementals have advantage on their saves to resist this ability. Initially, the deimavigga's words seem to have no effect. Anytime the victim tries to rest, though, he must make an additional Wisdom save or be affected as per the spell nightmare (even if the victim doesn't technically sleep). After a night of suffering vivid dreams and wrestling with the devil's words, the victim must make yet another Wisdom save or have its alignment shift one step toward lawful evil. Only by unlearning what the deimavigga told it can a victim be free of this effect, requiring a spell such as miracle, modify memory, or wish.

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). Good 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 ActionsClaw Melee weapon
attack: +6 to hit, reach 5
ft., one target. Hit 1d3+7
(9) slashing damage.Claw Melee weapon
attack: +5 to hit, reach
5 ft., one target. Hit
1d3+7/19-00 (9)
slashing damage.Claw Melee weapon
attack: +6 to hit, reach
5 ft., one target. Hit
1d4+9/19-00 (12)
slashing damage.Claw Melee weapon
attack: +7 to hit, reach
10 ft., one target. Hit
1d8+13/19-00 (18)
slashing damage.**Special Actions**

Summon Devil Once per day a deimavigga can attempt to summon 1d6 osyluths or 2d4 barbazu with a 50% chance of success, or 1 gelugon with a 20% chance of success. This ability is the equivalent of an 8th-level spell.

Special Actions

Wisdom Drain A deimavigga inflicts 1d6 points of Wisdom damage each time it hits with its claw attack. This damage may only be healed via restoration or more powerful healing magic.

Legendary Actions

-

Innate Spellcasting

alter self (at will); dream (at will); hold monster (3/day); major image (at will); mind spike (1/day); mirage arcane (at will)

Spellcasting

-

Possessions

-

DEVIL (BARBED/HAMATULA)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Hell)

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary, Pair, Team (3-5x), or Squad (6-11x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class
(natural armor)

19

19

(natural armor)

20

(natural armor)

21

(natural armor)

Hit Points

72

134

204

301

Speed

30 ft.

Size, Type, Alignment

Small fiend, lawful evil

Medium fiend, lawful evil

Medium fiend, lawful evil

Large fiend, lawful evil

Ability Scores / Saves

STR 17 (+3)

STR 18 (+4)

STR 20 (+5)

STR 22 (+6)

DEX 20 (+5)

DEX 18 (+4)

DEX 21 (+5)

DEX 20 (+5)

CON 16 (+3)

CON 18 (+4)

CON 20 (+5)

CON 22 (+6)

INT 10 (+0)

INT 10 (+0)

INT 14 (+2)

INT 14 (+2)

WIS 13 (+1)

WIS 13 (+1)

WIS 17 (+3)

WIS 17 (+3)

CHA 16 (+3)

CHA 16 (+3)

CHA 18 (+4)

CHA 18 (+4)

Saving Throws

-

-

-

-

Resistances

Acid, all physical attacks except good

Immunities

Fire, poisoned

Vulnerabilities

-

Senses

Passive Perception +14, Darkvision 60 ft.

Passive Perception +15, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

Languages

Celestial, Common, Draconic, Infernal, Telepathy 100 ft.

Challenge

8

12

16

20

Special Abilities & Qualities

Damage 1d6

Damage 2d6

Damage 3d6

Damage 3d8

Barbed Defense A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Special Abilities & Qualities

Saving Throw

Wisdom DC 16

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 22

Fear A barbed devil's fear attack affects any creature it damages with its claws. A Wisdom save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect.

Special Abilities & Qualities

Damage 2d6

Damage 2d3

Damage 3d6

Damage 4d6

Impale A barbed devil deals piercing damage to a grabbed opponent with a successful grapple check.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

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

Standard Actions

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+6/19-00 (13) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+6/19-00 (15) slashing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d8+8/19-00 (22) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+10/19-00 (28) slashing damage.

Legendary Actions

-

Innate Spellcasting

hold person (at will); major image (at will); produce flame (at will); pyrotechnics (at will); scorching ray (rays only) (at will); summon lesser demon (1 barbed devil 35%) (1/day); (self plus lbs. of objects only) (at will); (1/day)



Illustration 10: Barbed Devil

DEVIL (BEARDED/BARBAZU)



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary, Pair, Squad (3-10x), or Troop (10-40x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 53 | 88 | 173 | 266 |
| Speed | 40 ft. | | | |
| Size, Type, Alignment | Medium fiend, lawful evil | Medium fiend, lawful evil | Medium fiend, lawful evil | Large fiend, lawful evil |
| Ability Scores / Saves | STR 17 (+3) | STR 17 (+3) | STR 19 (+4) | STR 21 (+5) |
| | 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 4 (-3) | INT 4 (-3) | INT 8 (-1) | INT 8 (-1) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 8 (-1) | CHA 8 (-1) | CHA 12 (+1) | CHA 12 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good or silver | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| 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 |
| | Damage 2d6 | Damage 3d6 | Damage 4d6 | Damage 6d6 |
| Special Abilities & Qualities | <p>Beard If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes slashing damage and must succeed on a Constitution save or contract devil chills. Devil Chills: Disease-injury; save Constitution; onset 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves. Ability damage suffered from this condition can only be restored via restoration or more powerful healing magic.</p> <p>Infernal Wound The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Medicine check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.</p> | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See in Darkness** Devils can see perfectly in darkness of any kind, even that created by magical darkness.**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****Glaive** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+6/x3 (12) bludgeoning damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.**Glaive** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7/x3 (12) bludgeoning damage.**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.**Glaive** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10/x3 (16) bludgeoning damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.**Glaive** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9/19-00/x3 (14) bludgeoning damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.**Legendary Actions**

-

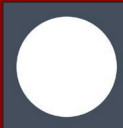
Innate Spellcasting*summon lesser demon (1 bearded devil or 6 lemures, 50%) (1/day)***Spellcasting**

-

Possessions

Glaive

DEVIL (BELIER/BDELLAVITRA)



| | Low | Moderate | Advanced | Elite |
|--------------|----------------|----------|----------|-------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Solo | | | |
| Organization | Solitary | | | |
| Treasure | Double | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 21 (natural armor) | 21 (natural armor) | 21 (natural armor) | 23 (natural armor) |
| Hit Points | 90 | 138 | 228 | 375 |
| Speed | 20 ft. Fly 60 ft. (Perfect) | | | |
| Size, Type, Alignment | Medium fiend, lawful evil | Medium fiend, lawful evil | Large fiend, lawful evil | Huge fiend, lawful evil |
| Ability Scores / Saves | STR 17 (+3) | STR 17 (+3) | STR 19 (+4) | STR 23 (+6) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 18 (+4) | DEX 20 (+5) |
| | 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 20 (+5) | WIS 20 (+5) | WIS 22 (+6) |
| | CHA 19 (+4) | CHA 19 (+4) | CHA 19 (+4) | CHA 21 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good and silver | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. | Passive Perception +23, Darkvision 60 ft. |
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 8 | 12 | 17 | 21 |
| Special Abilities & Qualities | Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 Constitution damage. Ability damage suffered in this manner can be restored via restoration or more powerful healing magic. | | | |
| Special Abilities & Qualities | Damage 1d6 | Damage 2d6 | Damage 3d6 | Damage 4d6 |
| Special Abilities & Qualities | Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). | | | |

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

Possession When a belier devil uses its magic jar spell-like ability, it can identify and pinpoint life forces accurately, allowing it to select its victims with ease. It does not require a receptacle to use magic jar. If it uses magic jar on a host while in the Material Plane, its own body becomes ethereal for the duration of the possession and the magic jar effect lasts until the effect is dispelled, the devil ends the effect, it is forced out of the host body, or it or its host body is slain.

Special Abilities & Qualities

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

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.

Strangle An opponent grappled by the creature cannot speak or cast spells with verbal components.

Standard Actions

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 4d6+7 (21) piercing damage.

Tongue Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+7 (12) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 4d6+7 (21) piercing damage.

Tongue Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+7 (12) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+7 (25) piercing damage.

Tongue Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 12d6+11 (53) piercing damage.

Tongue Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+11/19-00 (25) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

acid arrow (at will); fog cloud (3/day); command (1/day); magic jar (1/day); major image (at will); plane shift (1/day); scrying 3/day; suggestion (3/day); summon (3 barbed devils 45%) (1/day)

Spellcasting

-

Possessions

-



DEVIL (BONE/OSYLUTH)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|--|------------|------------|---------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Solider / Elite | | | |
| Organization | Solitary, Pair, or Inquisition (3-10x) | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|-------|------------|------------|---------|
|--|-------|------------|------------|---------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----------|-----------|------------|------------|
| Hit Points | 46 | 98 | 131 | 215 |
|-------------------|-----------|-----------|------------|------------|

| | | | | |
|--------------|--------------------------|--|--|--|
| Speed | 40 ft. Fly 60 ft. (Good) | | | |
|--------------|--------------------------|--|--|--|

| | | | | |
|------------------------------|---------------------------|--------------------------|--------------------------|-------------------------|
| Size, Type, Alignment | Medium fiend, lawful evil | Large fiend, lawful evil | Large fiend, lawful evil | Huge fiend, lawful evil |
|------------------------------|---------------------------|--------------------------|--------------------------|-------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 15 (+2) | STR | 18 (+4) | STR | 18 (+4) | STR | 20 (+5) |
| | DEX | 20 (+5) | DEX | 18 (+4) | DEX | 18 (+4) | DEX | 17 (+3) |
| | CON | 14 (+2) | CON | 17 (+3) | CON | 17 (+3) | CON | 19 (+4) |
| | INT | 14 (+2) | INT | 14 (+2) | INT | 14 (+2) | INT | 14 (+2) |
| | WIS | 13 (+1) | WIS | 13 (+1) | WIS | 13 (+1) | WIS | 13 (+1) |
| | CHA | 16 (+3) | CHA | 16 (+3) | CHA | 16 (+3) | CHA | 16 (+3) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except good | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|----------------|--|--|--|
| Immunities | Fire, poisoned | | | |
|-------------------|----------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +14, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | | | | |
|------------------|--|--|--|--|
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
|------------------|--|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 6 | 10 | 14 | 18 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|---|-------------------------------------|-------------------------------------|-------------------------------------|
| Special Abilities & Qualities | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 17 | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 20 |
| | Fear Aura Creatures within 5 feet must succeed at a Wisdom save or be Frightened for 1d6 rounds. | | | |

| | | | | |
|--|--|---|---|---|
| Special Abilities & Qualities | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 20 |
| | Poison Sting - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Strength damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full with restoration or more powerful healing magic. | | | |

| | | | | |
|--|---|--|--|--|
| Special Abilities & Qualities | See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness. | | | |
| | 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**

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

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 3d3+4 (10) piercing damage.

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

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

Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d4+5 (12) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.

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

Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d4+6 (14) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+8 (18) piercing damage.

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

Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+8 (22) piercing damage.

Legendary Actions

-

Innate Spellcasting

fly (at will); invisibility (self only) (at will); major image (at will); summon (1 bone devil, 35%) (1/day); wall of ice (at will)



Illustration 11: Bone Devil

DEVIL (CONTRACT/PHISTOPHILUS)



| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------------|----------|----------|-------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Leader / Normal | | | |
| Organization | Solitary, Pair, or Court (2-12x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 20 (natural armor) | 20 (natural armor) |
| Hit Points | 54 | 127 | 202 | 297 |
| Speed | 30 ft. | 30 ft. | 35 ft. | 35 ft. |
| Size, Type, Alignment | Small fiend, lawful evil | Medium fiend, lawful evil | Medium fiend, lawful evil | Large fiend, lawful evil |
| Ability Scores / Saves | STR 11 (+0) | STR 15 (+2) | STR 18 (+4) | STR 20 (+5) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 22 (+6) | DEX 21 (+5) |
| | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) | CON 21 (+5) |
| | INT 19 (+4) | INT 19 (+4) | INT 21 (+5) | INT 21 (+5) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) | WIS 20 (+5) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good | | | |
| Immunities | Fire, psychic, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. |
| Languages | Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elvish, Giant, Gnoll, Gnomish, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon, Telepathy 200 ft. | | | |
| Challenge | 7 | 13 | 17 | 21 |

Special Abilities & Qualities

Binding Contract All contract devils carry numerous lengthy contracts draped over their horns or within their numerous carrying cases. They can wield these contracts like whips, but deal lethal damage regardless of the armor bonus of their target. A contract devil modifies attack and damage rolls when using a binding contract by its Intelligence modifier, not its Strength modifier. Wounds created by a binding contract resemble horrifically deep paper cuts and cause 1d6 points of bleed damage. A contract devil can use its binding contract to disarm and trip foes as if the contract were a whip. If it is itself disarmed of the contract, the devil can rearm itself with a new contract as an immediate action.

Bleed You can cause wounds that continue to bleed, inflicting an additional 1d6 damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.

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

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

Impale A contract devil can impale an opponent grappled by its binding contract, dealing piercing damage.**Special Abilities & Qualities****Infernal Contract** As a full-round action, a contract devil can produce an infernal contract for a single living mortal creature. This contract can grant a wide range of abilities and effects. To receive any of these bonuses, however, the mortal must sign its true name to the document of its own free will. Upon doing so, that mortal's soul is sworn to the contract devil, condemning the soul to an eternity of servitude in Hell rather than whatever fate would naturally befall it upon the mortal's death. Breaking a contract with a contract devil is difficult and dangerous; as long as the infernal contract remains in effect, the victim cannot be restored to life after death save by a miracle or a wish. If a mortal is restored to life in this way, the contract devil immediately senses the development-it not only knows which soul has been restored to life, but also gains the benefits of a discern location spell targeted on the character or creature that restored the damned soul to life.**Infernal Investment** As a subclass of all infernal contracts, a contract devil can use scrying at will upon any creature it has a contract with. The target creature always fails its save against the devil's scrying attempt-this ability otherwise functions at caster level 20th.**Special Abilities & Qualities****See in Darkness** Devils can see perfectly in darkness of any kind, even that created by magical darkness.**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****Binding Contract** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.**Gore** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10+1 (6) piercing damage.**Binding Contract** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.**Gore** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage.**Binding Contract** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) slashing damage.**Gore** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+5 (16) piercing damage.**Binding Contract** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+9 (12) slashing damage.**Gore** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+8 (22) piercing damage.**Innate Spellcasting**
Spellcasting
Possessions

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D

DEVIL (DROWNING/SARGLAGON)



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

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 44 | 102 | 177 | 269 |
| Speed | 30 ft. Fly 30 ft. (Average) Swim 40 ft. | | | |
| Size, Type, Alignment | Medium fiend, lawful evil | Large fiend, lawful evil | Large fiend, lawful evil | Huge fiend, lawful evil |
| Ability Scores / Saves | STR 14 (+2) | STR 17 (+3) | STR 20 (+5) | STR 22 (+6) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 22 (+6) | DEX 21 (+5) |
| | CON 17 (+3) | CON 18 (+4) | CON 20 (+5) | CON 22 (+6) |
| | INT 14 (+2) | INT 14 (+2) | INT 17 (+3) | INT 17 (+3) |
| | 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 | 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 +19, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 20 | Saving Throw Constitution DC 22 |
| | Drown As a full-round action, a drowning devil can summon murky water into the lungs of a single target within 30 feet. If the target can't breathe water, it's unable hold its breath and immediately begins to drown. At the start of its next turn, the target must succeed at a Constitution save to cough up this water or it falls unconscious and is brought to 0 hit points. On the next round, the target must save successfully again or drop to -1 hit point and start dying; on the third round it must save successfully again or die. | | | |
| Special Abilities & Qualities | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 20 | Saving Throw Wisdom DC 22 |
| | Heavy Aura Whenever a creature enters the drowning devil's heavy aura, it must succeed at a Wisdom save or reduce its speed as if carrying a load one step higher or wearing armor one category heavier (whichever is worse). A creature already carrying a heavy load or wearing heavy armor that fails its save can't move as long as it remains in the affected area. A creature that saves against a drowning devil's heavy aura is immune to that devil's aura for 24 hours. | | | |

D

**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

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 with restoration or more powerful healing magic.**Special Abilities & Qualities****See in Darkness** Devils can see perfectly in darkness of any kind, even that created by magical darkness.**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.**Standard Actions****Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+4 (10) piercing damage.**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage.**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+15 (26) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*control water (at will); create or destroy water (at will); (at will); freedom of movement (1/day); watery sphere (at will); wall of water (3/day); poison (3/day); protection from evil and good (3/day); see invisibility (at will); summon (1 sarglagon 35%) (1/day)***Spellcasting**

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Possessions

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DEVIL (ERINYES/THE FURIES)



| | Low | Moderate | Advanced | Elite |
|--------------|-------------------|----------|----------|-------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Artillery / Elite | | | |
| Organization | Solitary or Trio | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 36 | 76 | 150 | 234 |
| Speed | 30 ft. Fly 50 ft. (Good) | | | |
| Size, Type, Alignment | Medium fiend, lawful evil | Medium fiend, lawful evil | Medium fiend, lawful evil | Large fiend, lawful evil |
| Ability Scores / Saves | STR 17 (+3) | STR 17 (+3) | STR 19 (+4) | STR 21 (+5) |
| | DEX 18 (+4) | DEX 18 (+4) | DEX 20 (+5) | DEX 20 (+5) |
| | CON 18 (+4) | CON 18 (+4) | CON 20 (+5) | CON 22 (+6) |
| | INT 12 (+1) | INT 12 (+1) | INT 16 (+3) | INT 16 (+3) |
| | WIS 16 (+3) | WIS 16 (+3) | WIS 18 (+4) | WIS 18 (+4) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) | CHA 20 (+5) |
| 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 +19, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | <p>Entangle Each erinyes carries a 50-foot-long rope that entangles opponents of any size as a rope trick spell (CL 16th). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other.</p> <p>See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.</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> <p>True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.</p> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|--|--|--|
| Standard Actions | Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8+6/x3 (10) piercing damage. Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage. | Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8+6/x3 (10) piercing damage. Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage. | Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8+6/x3 (10) piercing damage. Longsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+8/19-00 (12) slashing damage. | Composite Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8+6/x3 (10) piercing damage. Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) slashing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | <i>fear (single target) (at will); minor image (at will); summon lesser demon (2 bearded devils, 50%) (1/day); true seeing (at will)</i> | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DEVIL (HANDMAIDEN/GYLOU)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---|------------|------------|---------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | | | |
| Organization | Solitary, Retinue (1x plus others), or Cortege (1-4x plus others) | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|-------|------------|------------|---------|
|--|-------|------------|------------|---------|

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|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 22 (natural armor) |
| Hit Points | 73 | 114 | 194 | 317 |
| Speed | 40 ft. Fly 60 ft. (Good) | | | |

| | | | | |
|------------------------------|--------------------------|--------------------------|---------------------------|--------------------------|
| Size, Type, Alignment | Small fiend, lawful evil | Small fiend, lawful evil | Medium fiend, lawful evil | Large fiend, lawful evil |
|------------------------------|--------------------------|--------------------------|---------------------------|--------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 17 (+3) | STR | 17 (+3) | STR | 19 (+4) | STR | 23 (+6) |
| | DEX | 20 (+5) | DEX | 20 (+5) | DEX | 20 (+5) | DEX | 21 (+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 | 18 (+4) | WIS | 18 (+4) | WIS | 18 (+4) | WIS | 20 (+5) |
| | CHA | 17 (+3) | CHA | 17 (+3) | CHA | 17 (+3) | CHA | 19 (+4) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except good | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|----------------|--|--|--|
| Immunities | Fire, poisoned | | | |
|-------------------|----------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. |
|---------------|---|---|---|---|

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|------------------|--|--|--|--|
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
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|------------------|----------|-----------|-----------|-----------|
| Challenge | 6 | 10 | 15 | 19 |
|------------------|----------|-----------|-----------|-----------|

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|--|--|--|--|--|
| Special Abilities & Qualities | <p>Tentacle Cage If a gylou successfully grapples a creature, she transfers that creature into her lower body's nest of cage-like tentacles. This works like swallow whole. The gylou's tentacles are AC 16 and have 7 hit points for the purpose of an entrapped creature cutting itself out. A gylou's tendrils heal quickly, allowing her to use this ability 1 round after a creature cuts itself free.</p> | | | |
|--|--|--|--|--|

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|--|---|--|--|--|
| Special Abilities & Qualities | <p>See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.</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> <p>True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.</p> | | | |
|--|---|--|--|--|

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|--|---|---|
| Standard Actions | <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage.</p> <p>Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.</p> | <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage.</p> <p>Tentacle Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.</p> | <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d8+7 (16) slashing damage.</p> <p>Tentacle Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p> | <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+11 (29) slashing damage.</p> <p>Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | <i>alter self (at will); black tentacles (3/day); charm monster (3/day); dispel evil and good (at will); enthrall (at will); fly (at will); major image (at will); spider climb (at will); summon (3 erinyes 65%) (1/day); true seeing (at will)</i> | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DEVIL (HERESY/AYNGAVHAUL)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|-----------------------------------|------------|------------|---------|
| Terrain | Hell | | | |
| Rarity | Rare | | | |
| Role | Leader / Elite | | | |
| Organization | Solitary, Pair, or Lecture (3-8x) | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|-------|------------|------------|---------|
|--|-------|------------|------------|---------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) | 20 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

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|-------------------|-----------|------------|------------|------------|
| Hit Points | 71 | 185 | 268 | 384 |
|-------------------|-----------|------------|------------|------------|

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|--------------|-----------------------------|--|--|--|
| Speed | 10 ft. Fly 40 ft. (Perfect) | | | |
|--------------|-----------------------------|--|--|--|

| | | | | |
|------------------------------|--------------------------|-------------------------|-------------------------|-------------------------------|
| Size, Type, Alignment | Large fiend, lawful evil | Huge fiend, lawful evil | Huge fiend, lawful evil | Gargantuan fiend, lawful evil |
|------------------------------|--------------------------|-------------------------|-------------------------|-------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 17 (+3) | STR | 19 (+4) | STR | 22 (+6) | STR | 24 (+7) |
| | DEX | 10 (+0) | DEX | 6 (-2) | DEX | 10 (+0) | DEX | 8 (-1) |
| | CON | 17 (+3) | CON | 19 (+4) | CON | 21 (+5) | CON | 23 (+6) |
| | INT | 18 (+4) | INT | 18 (+4) | INT | 20 (+5) | INT | 20 (+5) |
| | WIS | 18 (+4) | WIS | 18 (+4) | WIS | 20 (+5) | WIS | 20 (+5) |
| | CHA | 17 (+3) | CHA | 17 (+3) | CHA | 19 (+4) | CHA | 19 (+4) |

| | | | | |
|----------------------|---|--|--|--|
| Saving Throws | - | | | |
|----------------------|---|--|--|--|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except good | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|----------------|--|--|--|
| Immunities | Fire, poisoned | | | |
|-------------------|----------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. |
|---------------|---|---|---|---|

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|------------------|--|--|--|--|
| Languages | Celestial, Draconic, Infernal, Telepathy 100 ft. | | | |
|------------------|--|--|--|--|

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|------------------|----------|-----------|-----------|-----------|
| Challenge | 7 | 13 | 17 | 21 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | Saving Throw Dexterity DC 16 | Saving Throw Dexterity DC 19 | Saving Throw Dexterity DC 21 | Saving Throw Dexterity DC 23 |
| | Damage 4d6 | Damage 6d6 | Damage 8d6 | Damage 10d6 |

Blasphemous Bile 30-ft. line, once every 1d4 hours; damage acid, Dexterity save halves. Those struck by this bile find themselves drenched in liquid corruption so profound it impedes the power of non-evil divine magic for 10 minutes. Any non-evil divine spellcaster who casts a spell targeting a creature soaked in an ayngavhaul's bile must make a DC 23 caster level check or have the spell fail. A creature affected by this bile may wash off the sludge by spending a round and using at least a gallon of fluid to cleanse itself.

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|--|---|
| Special Abilities & Qualities | Corpulence Ayngavhaults are greasy and grossly obese. This extraordinary bulk imposes disadvantage on any attempts to maneuver against them (e.g., disarm, trip, etc.) in combat. |
| | Devil Summoner Ayngavhaults know the secrets of all breeds of devils, utilizing such leverage in the summoning of their kind. Any devil within 30 feet of an ayngavhaul has half again the normal chance of having a fiend respond to its summon devil ability. For example, an osyluth's usual 35% chance to summon another bone devil increases to 52% when within 30 feet of an ayngavhaul. Summoning bonuses provided by multiple ayngavhaults do not stack. Ayngavhaults are immune to this ability, from both themselves and others of their kind. |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 6d6**Searing Word** An ayngavhaul can speak words of torment, giving them shape and sending them streaking toward their enemies in the form of diabolical sigils. Any good-aligned creature struck by one of these infernal words takes hellfire damage (half fire, half necrotic); nongood creatures take half damage. These words cannot affect creatures affected by protection from evil or within an area of magical silence.**Damage** 8d6**Damage** 10d6**Damage** 12d6**Special Abilities & Qualities****Fast Healing** You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.**See in Darkness** Devils can see perfectly in darkness of any kind, even that created by magical darkness.**Summon Devil** Once per day an ayngavhaul can attempt to summon 2d6 imps, 1d4 bearded devils, or 2 bone devils with an 80% chance of success, or a contract devil with a 45% chance of success. This ability is the equivalent of a 6th-level spell.**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.**Throne of Skulls** All ayngavhails hover upon fearsome infernal thrones. These thrones grant the devils their fly speed and part of their inherent armor bonus. Should an ayngavhaul be grappled or knocked down, it is unseated from its throne and loses these benefits (cannot fly, -4 to AC). An ayngavhaul has telepathic command over its throne and may call its conveyance back and reseal itself as a full-round action.**Standard Actions****Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+5 (10) piercing damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+7 (12) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+12 (26) piercing damage.**Slam** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+12 (22) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*contagion (3/day); dispel evil and good (3/day); dispel magic (3/day); illusory script (at will); legend lore (3/day); mage hand (at will); major image (at will); message (at will); mislead (3/day); speak with dead (3/day); stinking cloud (3/day); summon monster v (3/day); telekinesis (3/day)***Spellcasting**

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Possessions

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DEVIL (HORNED/CORNUGON)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Solo | | | |
| Organization | Solitary, Pair, or Win g(3-10x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 22 (natural armor) | 22 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 92 | 167 | 223 | 326 |
| Speed | 30 ft. Fly 50 ft. (Average) | | | |
| Size, Type, Alignment | Medium fiend, lawful evil | Large fiend, lawful evil | Large fiend, lawful evil | Large fiend, lawful evil |
| Ability Scores / Saves | STR 20 (+5) | STR 22 (+6) | STR 22 (+6) | STR 24 (+7) |
| | DEX 22 (+6) | DEX 20 (+5) | DEX 20 (+5) | DEX 23 (+6) |
| | CON 19 (+4) | CON 21 (+5) | CON 21 (+5) | CON 23 (+6) |
| | INT 12 (+1) | INT 12 (+1) | INT 12 (+1) | INT 16 (+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 | Acid, all physical attacks except good and silver | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. |
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Infernal Wound The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Medicine check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects. | | | |
| 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. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See in Darkness** Devils can see perfectly in darkness of any kind, even that created by magical darkness.**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**
Constitution DC 17**Saving Throw**
Constitution DC 19**Saving Throw**
Constitution DC 20**Saving Throw**
Constitution DC 22**Stun** Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a Constitution save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain.**Standard Actions****Chain, Spiked** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit medium/unholy (1) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.**Tail** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+12 (18) bludgeoning damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+12 (18) slashing damage.**Chain, Spiked** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+10 (19) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.**Tail** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.**Chain, Spiked** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+10 (19) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.**Tail** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.**Chain, Spiked** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+19 (26) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+12 (26) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.**Tail** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*dispel evil and good (at will); fireball (3/day); lightning bolt (3/day); major image (at will); summon (3 barbed devils, 35%) (1/day)***Spellcasting**

-

Possessions

Spiked chain

DEVIL (GREATER HOST/MAGAAV)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---------------------------------|------------|------------|---------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Soldier / Normal | | | |
| Organization | Solitary, Pair, or Flock (2-6x) | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 20 | 57 | 106 | 180 |
| Speed | 20 ft. Fly 50 ft. (Average) | | | |
| Size, Type, Alignment | Small fiend, lawful evil | Medium fiend, lawful evil | Medium fiend, lawful evil | Large fiend, lawful evil |
| Ability Scores / Saves | STR 12 (+1) | STR 16 (+3) | STR 18 (+4) | STR 20 (+5) |
| | DEX 18 (+4) | DEX 17 (+3) | DEX 19 (+4) | DEX 18 (+4) |
| | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) | CON 20 (+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 8 (-1) | CHA 8 (-1) | CHA 12 (+1) | CHA 12 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Celestial, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 3 | 7 | 11 | 15 |

Special Abilities & Qualities **Infernal Wound** The damage a magaav deals with its claws or rend causes a persistent wound. An injured creature loses 1 additional hit point each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Medicine check or any spell that cures hit point damage; casting a curative spell on the injured creature requires a successful DC 15 caster level check, otherwise the spell has no effect.

| | | | | |
|--|---|---|---|---|
| Special Abilities & Qualities | Saving Throw Constitution DC 12 | Saving Throw Constitution DC 15 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 20 |
|--|---|---|---|---|

Noxious Breath Three times per day, a magaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must make a Constitution save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by the same magaav's noxious breath for 24 hours. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonuses on their saving throws. Once a magaav uses its breath weapon, it can't breathe again until Recharge 2.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

Shared Senses All gaavs (and magaavs) within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one gaav or magaav to the next, allowing for the senses of a single devil to potentially spread through and inform an entire massive swarm instantly. It is still possible for a magaav to be surprised or flat-footed even if other gaavs or magaavs nearby are not. All magaavs may telepathically communicate with all other gaavs and magaavs within 100 feet at once, allowing the greater host devils to command entire swarms. Although magaavs rarely contradict one another, if faced with competing orders, gaavs follow the commands of the closest magaav.

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

Summon Devil Once per day a magaav can attempt to summon 1d2 gaavs with a 60% chance of success. This ability is the equivalent of a 3rd-level spell.

Standard Actions

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

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

Ranseur Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+6/x3 (11) bludgeoning damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+4 (9) slashing damage.

Ranseur Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+9/x3 (14) bludgeoning damage.

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

Ranseur Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d4+8/x3 (13) bludgeoning damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+8 (18) slashing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Ranseur



DEVIL (LESSER HOST/GAAV)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------|----------|----------|-------|
| Terrain | Hell | | | |
| Rarity | Rare | | | |
| Role | Soldier / Normal | | | |
| Organization | Solitary or Flock (2d4x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 31 | 64 | 121 | 194 |
| Speed | 5 ft. Fly 60 ft. (Good) | | | |

| | | | | |
|------------------------------|--------------------------|--------------------------|--------------------------|---------------------------|
| Size, Type, Alignment | Small fiend, lawful evil | Small fiend, lawful evil | Small fiend, lawful evil | Medium fiend, lawful evil |
|------------------------------|--------------------------|--------------------------|--------------------------|---------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 11 (+0) | STR | 11 (+0) | STR | 16 (+3) | STR | 18 (+4) |
| | DEX | 15 (+2) | DEX | 16 (+3) | DEX | 18 (+4) | DEX | 17 (+3) |
| | CON | 12 (+1) | CON | 12 (+1) | CON | 16 (+3) | CON | 18 (+4) |
| | INT | 5 (-3) | INT | 5 (-3) | INT | 9 (-1) | INT | 9 (-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 | Acid, all physical attacks except good | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|----------------|--|--|--|
| Immunities | Fire, poisoned | | | |
|-------------------|----------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|--|--|---|---|
| Senses | Passive Perception +8, Darkvision 60 ft. | Passive Perception +8, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. |
|---------------|--|--|---|---|

| | | | | |
|------------------|--|--|--|--|
| Languages | Celestial, Draconic, Infernal, Telepathy 100 ft. | | | |
|------------------|--|--|--|--|

| | | | | |
|------------------|----------|----------|-----------|-----------|
| Challenge | 4 | 8 | 12 | 16 |
|------------------|----------|----------|-----------|-----------|

| | | | | |
|--|---|--|--|--|
| Special Abilities & Qualities | Bleed A magaav's claws cause wounds that continue to bleed, each attack inflicts 2 points of additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing. | | | |
|--|---|--|--|--|

| | | | | |
|--|--|---|---|---|
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 |
| | Noxious Breath Three times per day, as a standard action a magaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must succeed at a Constitution save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by the same magaav's noxious breath for 24 hours. This is a poison effect. | | | |

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

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Special Abilities & Qualities

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

Shared Senses All gaavs (and magaavs) within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one gaav or magaav to the next, allowing for the senses of a single devil to potentially spread through and inform an entire massive swarm instantly. It is still possible for a magaav to be surprised or flat-footed even if other gaavs or magaavs nearby are not. All magaavs may telepathically communicate with all other gaavs and magaavs within 100 feet at once, allowing the greater host devils to command entire swarms. Although magaavs rarely contradict one another, if faced with competing orders, gaavs follow the commands of the closest magaav.

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

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

Spear Ranged weapon attack: +3 to hit, one target. Hit 1d6x3 (1) piercing damage.

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

Spear Ranged weapon attack: +3 to hit, one target. Hit 1d6x3 (1) piercing damage.

Spear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+7/x3 (10) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 1d6x3 (1) piercing damage.

Spear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+10/x3 (14) piercing damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 1d6+7/x3 (10) piercing damage.

Legendary Actions

-

Innate Spellcasting

dancing lights (at will); detect magic (at will); mage hand (at will)

Spellcasting

-

Possessions

Spear (3x)

DEVIL (ICE/GELUGON)



| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--------------|--|------------|------------|---------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Elite | | | |
| Organization | Solitary, Team (2-3x), Council (4-10x), or Contingent (1-3x plus others) | | | |
| Treasure | Standard | | | |

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--|---|---|---|---|
| Armor Class | 21 (natural armor) | 21 (natural armor) | 21 (natural armor) | 22 (natural armor) |
| Hit Points | 48 | 102 | 160 | 246 |
| Speed | 40 ft. Fly 60 ft. (Good) | | | |
| Size, Type, Alignment | Medium fiend, lawful evil | Large fiend, lawful evil | Large fiend, lawful evil | Large fiend, lawful evil |
| Ability Scores / Saves | STR 16 (+3) | STR 18 (+4) | STR 18 (+4) | STR 20 (+5) |
| | DEX 19 (+4) | DEX 17 (+3) | DEX 18 (+4) | DEX 20 (+5) |
| | CON 15 (+2) | CON 18 (+4) | CON 18 (+4) | CON 20 (+5) |
| | INT 20 (+5) | INT 20 (+5) | INT 20 (+5) | INT 22 (+6) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 17 (+3) | CHA 17 (+3) | CHA 17 (+3) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good | | | |
| Immunities | Cold, Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. |
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | <p>Regeneration You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). 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.</p> | | | |
| Special Abilities & Qualities | <p>See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.</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> | | | |

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

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Slow A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a Constitution save or be affected as though by a slow spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself.

Standard Actions

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

Spear Ranged weapon attack: +6 to hit, one target. Hit medium/frost/thrown (1) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.

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

Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) piercing damage.

Spear Ranged weapon attack: +4 to hit, one target. Hit 2d6+7/x3 (14) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.

Tail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.

Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 2d6+7/x3 (14) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.

Tail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.

Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13/x3 (20) piercing damage.

Spear Ranged weapon attack: +5 to hit, one target. Hit 2d6+9/x3 (16) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage.

Tail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+4 (18) bludgeoning damage.

Special Actions

-

Special Actions

-

Special Actions

-

Special Actions**Legendary Actions**

-

Innate Spellcasting

cone of cold (at will); fly (at will); major image (at will); summon (2 bone devils, 50%) (1/day); wall of ice (at will)

Spellcasting

-

Possessions

Spear (2x)

DEVIL (IMMOLATION/PURAGAUS)



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

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 22 (natural armor) | 22 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 104 | 204 | 318 | 502 |
| Speed | 30 ft. Fly 80 ft. (Good) | | | |
| Size, Type, Alignment | Large fiend, lawful evil | Large fiend, lawful evil | Large fiend, lawful evil | Huge fiend, lawful evil |
| Ability Scores / Saves | STR 20 (+5) | STR 22 (+6) | STR 24 (+7) | STR 28 (+9) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 20 (+5) | DEX 21 (+5) |
| | CON 20 (+5) | CON 22 (+6) | CON 24 (+7) | CON 29 (+9) |
| | INT 19 (+4) | INT 19 (+4) | INT 19 (+4) | INT 21 (+5) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 19 (+4) | CHA 19 (+4) | CHA 19 (+4) | CHA 21 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good and silver | | | |
| Immunities | Fire, poisoned | | | |
| 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 | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 8 | 13 | 18 | 22 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 18 | Saving Throw Dexterity DC 21 | Saving Throw Dexterity DC 23 | Saving Throw Dexterity DC 26 |
| | 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 2d6 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire. | | | |
| Special Abilities & Qualities | Hellfire Any fire damage caused by an immolation devil's abilities and spells is half fire damage, half necrotic damage. | | | |



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

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

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

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

Standard Actions

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.

Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+7 (16) piercing damage.

Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.

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

Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+10 (19) piercing damage.

Wing Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

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

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12 (16) slashing damage.

Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+16 (26) slashing damage.

Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+16 (34) piercing damage.

Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

charm monster (3/day); fire shield (at will); fire storm (3/day); fireball (at will); major image (at will); summon monster (any 2d4 devils of cr 10 or lower, 90%) (1/day); true seeing (at will); wall of fire (at will)

Spellcasting

-

Possessions

-



DEVIL (IMP)



| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------------|----------|----------|-------|
| Terrain | Any (Hell) | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, or Flock (3-10x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 20 | 43 | 90 | 165 |
| Speed | 20 ft. Fly 50 ft. (Perfect) | | | |
| Size, Type, Alignment | Tiny fiend, lawful evil | Tiny fiend, lawful evil | Tiny fiend, lawful evil | Small fiend, lawful evil |
| Ability Scores / Saves | STR 8 (-1) | STR 8 (-1) | STR 12 (+1) | STR 16 (+3) |
| | DEX 15 (+2) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 8 (-1) | CON 8 (-1) | CON 13 (+1) | CON 17 (+3) |
| | INT 11 (+0) | INT 11 (+0) | INT 15 (+2) | INT 15 (+2) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 12 (+1) | CHA 12 (+1) | CHA 16 (+3) | CHA 16 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good or silver | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Change Shape An Imp has the ability to assume the appearance of a Boar, Giant Spider, Rat, or Raven, but retains most of its own physical qualities. An Imp cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, but it does not adjust its ability scores (although it gains any other abilities of the creature it mimics). | | | |
| 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. | | | |

D

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

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 18

Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity 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****See in Darkness** Devils can see perfectly in darkness of any kind, even that created by magical darkness.**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****Sting** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.**Sting** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.**Sting** Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d6+2 (6) piercing damage.**Sting** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.**Legendary Actions**

-

Innate Spellcasting*augury (3/day); commune (six questions) (1/week); detect magic (at will); invisibility (self only) (at will); suggestion (1/day)***Spellcasting**

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Possessions

-



DEVIL (LEMURE)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|--|------------|------------|---------|
| Terrain | Any (Hell) | | | |
| Rarity | Uncommon | | | |
| Role | Soldier / Minion | | | |
| Organization | Solitary, Pair, Gang (3-5x), Swarm (6-17x), or Mob (10-40x+) | | | |
| Treasure | None | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 16 (natural armor) | 16 (natural armor) |
| Hit Points | 17 | 35 | 83 | 143 |
| Speed | 20 ft. | | | |
| Size, Type, Alignment | Medium fiend, lawful evil | Medium fiend, lawful evil | Medium fiend, lawful evil | Large fiend, lawful evil |
| Ability Scores / Saves | STR 9 (-1) | STR 10 (+0) | STR 15 (+2) | STR 18 (+4) |
| | DEX 8 (-1) | DEX 8 (-1) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 10 (+0) | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) |
| | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) | INT 10 (+0) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 2 (-4) | CHA 2 (-4) | CHA 6 (-2) | CHA 6 (-2) |
| Saving Throws | - | | | |
| Resistances | Acid, all physical attacks except good or silver | | | |
| Immunities | Fire, poisoned | | | |
| 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 | Celestial, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 2 | 6 | 10 | 14 |
| Special Abilities & Qualities | <p>See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.</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> | | | |
| Standard Actions | Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage. | Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage. | Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage. | Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage. |

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

D

DEVIL (NEMESIS/ADVODAZA)



| | Low | Moderate | Advanced | Elite |
|--------------|-----------------------------|----------|----------|-------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Leader / Solo | | | |
| Organization | Solitary or Pantheon (2-5x) | | | |
| Treasure | Double | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 22 (natural armor) | 22 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 108 | 170 | 299 | 451 |
| Speed | 40 ft. Fly 80 ft. (Average) | | | |

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|------------------------------|--------------------------|--------------------------|-------------------------|-------------------------------|
| Size, Type, Alignment | Large fiend, lawful evil | Large fiend, lawful evil | Huge fiend, lawful evil | Gargantuan fiend, lawful evil |
|------------------------------|--------------------------|--------------------------|-------------------------|-------------------------------|

| | | | | | | | | |
|-------------------------------|------------|---------|------------|---------|------------|---------|------------|---------|
| Ability Scores / Saves | STR | 20 (+5) | STR | 22 (+6) | STR | 24 (+7) | STR | 28 (+9) |
| | DEX | 20 (+5) | DEX | 22 (+6) | DEX | 20 (+5) | DEX | 20 (+5) |
| | CON | 20 (+5) | CON | 20 (+5) | CON | 22 (+6) | CON | 26 (+8) |
| | INT | 18 (+4) | INT | 18 (+4) | INT | 18 (+4) | INT | 20 (+5) |
| | WIS | 20 (+5) | WIS | 20 (+5) | WIS | 20 (+5) | WIS | 22 (+6) |
| | CHA | 19 (+4) | CHA | 19 (+4) | CHA | 19 (+4) | CHA | 21 (+5) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

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|--------------------|---|--|--|--|
| Resistances | Acid, all physical attacks except good and silver | | | |
|--------------------|---|--|--|--|

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|-------------------|---|--|--|--|
| Immunities | Cold, Dismissal, Electricity, Fire, poisoned, Sonic | | | |
|-------------------|---|--|--|--|

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|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

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|---------------|---|---|---|---|
| Senses | Passive Perception +18, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. | Passive Perception +23, Darkvision 60 ft. |
|---------------|---|---|---|---|

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|------------------|---|--|--|--|
| Languages | Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
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|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 12 | 18 | 22 |
|------------------|----------|-----------|-----------|-----------|

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|--|---|--|--|--|
| Special Abilities & Qualities | <p>Devil Mark An advodaza can grant worthy servants a measure of its power. As a full-round action, an advodaza can touch a willing creature, marking it with a unique symbol. For as long as the creature is marked, it gains a spell-like ability it can use once per day. The target can also telepathically communicate with the advodaza over any distance while on the same plane. An advodaza can dismiss its mark as a standard action, no matter where the bearer is. It can also, as a standard action, cause pain to a mark bearer that deals 6d6 points of psychic damage with no saving throw. An advodaza can mark multiple creatures, up to a number equal to its Hit Dice.</p> | | | |
|--|---|--|--|--|

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|--|---|--|--|--|
| Special Abilities & Qualities | <p>False Divinity Each advodaza chooses one cleric domain and gains the domain spells (5th level and lower) of that domain as spell-like abilities. Each of these abilities can be used 3 times per day. The advodaza does not gain any of the domain's granted powers. Most advodazas possess powers from the Evil, Fire, Law, Trickery, War, or Weather domains, though any domains except Good or Chaos are possible.</p> | | | |
|--|---|--|--|--|



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Idol Armor Advodazas armor themselves in fallen idols and ornaments of devotion. This armor grants an advodaza a +7 armor bonus to AC and immunity to cold, electricity, and sonic damage, as well as immunity to the spell dismissal. The armor is automatically destroyed if the advodaza is slain. If uninterrupted for 1 hour, an advodaza can summon new armor to replace its destroyed protection.

Special Abilities & Qualities

Infernal Wound An advodaza's assaults leave vicious marks that do not easily heal. The damage an advodaza inflicts with its claws leaves persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to stanch—a successful DC 26 Medicine check is required to stop the bleeding, and anyone attempting to magically heal a creature suffering from an infernal wound must succeed at a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

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 (10) slashing damage.

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

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.

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

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

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

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.

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

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+12 (16) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+12 (16) bludgeoning damage.

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

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+16 (30) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) slashing damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Special Actions

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

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

Legendary Actions

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Innate Spellcasting

dispel evil and good (3/day); dispel magic (3/day); etherealness (/day); gaseous form (at will); harm (3/day); heal (3/day); hold monster (3/day); invisibility (greater) (at will); (3/day); protection from evil and good (3/day); scorching ray (at will); scrying (1/day); summon (1 cornugon 60%) (1/day); wall of stone (3/day)

Spellcasting

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Possessions

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DEVIL (PIT FIEND)



| | Low | Moderate | Advanced | Elite |
|--------------|-----------------------------------|----------|----------|-------|
| Terrain | Any (Hell) | | | |
| Rarity | Rare | | | |
| Role | Leader / Solo | | | |
| Organization | Solitary, Pair, or Council (3-9x) | | | |
| Treasure | Double | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 185 | 272 | 333 | 526 |
| Speed | 40 ft. Fly 60 ft. (Average) | | | |

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|------------------------------|---------------------------|--------------------------|--------------------------|-------------------------|
| Size, Type, Alignment | Medium fiend, lawful evil | Large fiend, lawful evil | Large fiend, lawful evil | Huge fiend, lawful evil |
|------------------------------|---------------------------|--------------------------|--------------------------|-------------------------|

| | | | | |
|-------------------------------|--------------------|--------------------|--------------------|---------------------|
| Ability Scores / Saves | STR 24 (+7) | STR 26 (+8) | STR 26 (+8) | STR 30 (+10) |
| | DEX 24 (+7) | DEX 22 (+6) | DEX 22 (+6) | DEX 22 (+6) |
| | CON 22 (+6) | CON 24 (+7) | CON 24 (+7) | CON 29 (+9) |
| | INT 20 (+5) | INT 20 (+5) | INT 20 (+5) | INT 22 (+6) |
| | WIS 22 (+6) | WIS 22 (+6) | WIS 22 (+6) | WIS 24 (+7) |
| | CHA 20 (+5) | CHA 20 (+5) | CHA 20 (+5) | CHA 22 (+6) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|---|--|--|--|
| Resistances | Acid, all physical attacks except good and silver | | | |
|--------------------|---|--|--|--|

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|-------------------|----------------|--|--|--|
| Immunities | Fire, poisoned | | | |
|-------------------|----------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +20, Darkvision 60 ft. | Passive Perception +21, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. | Passive Perception +24, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | | | | |
|------------------|--|--|--|--|
| Languages | Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
|------------------|--|--|--|--|

| | | | | |
|------------------|-----------|-----------|-----------|-----------|
| Challenge | 12 | 16 | 20 | 24 |
|------------------|-----------|-----------|-----------|-----------|

| | | | | |
|--|------------|------------|------------|------------|
| Special Abilities & Qualities | Damage 2d6 | Damage 4d6 | Damage 6d6 | Damage 8d6 |
|--|------------|------------|------------|------------|

Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Devil Shaping Three times per day, a pit fiend can spend a minute to transform nearby lemures into other lesser devils. A pit fiend can transform one lemure for every Hit Die the pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. Lemures to be reshaped must be within 50 feet of the pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the pit fiend. Although pit fiends can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner.

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

Constitution DC 20

Saving Throw

Constitution DC 22

Saving Throw

Constitution DC 23

Saving Throw

Constitution DC 26

Disease (Devil Chills) Disease-Bite-injury; save Constitution; frequency 1/day; effect 1d4 Strength; cure 3 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.**Special Abilities & Qualities****Saving Throw**

Constitution DC 20

Saving Throw

Constitution DC 22

Saving Throw

Constitution DC 23

Saving Throw

Constitution DC 26

Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect 1d6 Con damage and is Poisoned; cure 3 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.**Standard Actions****Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 4d4+16 (26) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 8d6+17 (45) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+16 (23) slashing damage.**Claw** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+13 (22) slashing damage.**Claw** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+13 (22) slashing damage.**Claw** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+17 (35) slashing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+16 (23) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+6 (15) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+6 (15) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+8 (22) bludgeoning damage.**Wing** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+16 (22) bludgeoning damage.**Wing** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wing** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wing** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.**Special Actions****See in Darkness** Devils can see perfectly in darkness of any kind, even that created by magical darkness.**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.**Special Actions****Regeneration** You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.**Legendary Actions**

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Innate Spellcasting*create undead (at will); fireball (at will); hold monster (at will); invisibility (at will); meteor swarm (3/day); major image (at will); power word stun (at will); scorching ray (at will); scrying (at will); summon monster (any 1 cr 19 or lower devil, 100%) (1/day); soul cage (at will); (at will); wall of fire (at will); wish (1/year)***Spellcasting Possessions**

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DEVIL (WARMONGER/LEVALOCH)



| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------------|----------|----------|-------|
| Terrain | Hell | | | |
| Rarity | Rare | | | |
| Role | Soldier / Elite | | | |
| Organization | Solitary, Pair, or Troop (3-18x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 33 | 82 | 147 | 232 |
| Speed | 40 ft. Climb 40 ft. | | | |
| Size, Type, Alignment | Medium fiend, lawful evil | Large fiend, lawful evil | Large fiend, lawful evil | Huge 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 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 12 (+1) | CHA 12 (+1) | CHA 16 (+3) | CHA 16 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except good | | | |
| Immunities | diseased, exhaustion, fatigued, Fire, necrotic, paralyzed, poisoned, unconscious, stunned | | | |
| 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, Telepathy 100 ft. | | | |
| Challenge | 5 | 8 | 12 | 16 |

Special Abilities & Qualities

Construct Form Despite being true devils, levalochs possess a number of immunities common to constructs, including immunity to ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, necromancy effects, nonlethal damage, paralysis, sleep effects, and stunning. Upon being reduced to 0 hit points, they are immediately destroyed.

Hellstrider A levaloch is not impeded by rough terrain, and can move or charge through such squares as normal. It can also cross areas covered with deadly impediments (such as caltrops or thorns) without being damaged or hindered. In addition to being entirely immune to fire, the creature's legs are immune to acid and cold, allowing it to cross even rivers of acid or lava without being damaged or hindered as long as the material is less than 4 feet deep. This ability does not protect a levaloch against magical hindrances like black tentacles, web, or similar spells.

Merciless Blow Levalochs show no mercy to the vulnerable. Any trident attacks they make against entangled creatures (including those entangled by its net) deal an extra 2d6 points damage.

Phalanx Other devils gain a advantage on attacks and a +1 bonus to AC while adjacent to a levaloch.

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

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

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.

Summon Devil Once per day a levaloch can attempt to summon 1d4 lemures or 1 bearded devil with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 14

Damage 2d8**Saving Throw**

Dexterity DC 16

Damage 3d8**Saving Throw**

Dexterity DC 18

Damage 4d8**Saving Throw**

Dexterity DC 20

Damage 6d8

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Standard Actions

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

Trident Ranged weapon attack: +6 to hit, one target. Hit 1d8+3 (8) bludgeoning damage.

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

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

Trident Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Trident Ranged weapon attack: +2 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.

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

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.

Leg Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Trident Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

Trident Ranged weapon attack: +5 to hit, one target. Hit 1d8+7 (12) bludgeoning damage.

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.

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

Trident Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

Trident Ranged weapon attack: +3 to hit, one target. Hit 3d6+11 (22) bludgeoning damage.

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

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Trident; net

DEVILFISH



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | |
|--------------|----------------|
| Terrain | Any Aquatic |
| Rarity | Common |
| Role | Brute / Normal |
| Organization | Solitary |
| Treasure | None |

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 43 | 74 | 131 | 205 |
| Speed | 10 ft. Swim 40 ft., Jet (240 ft.) | | | |
| Size, Type, Alignment | Large monstrosity, neutral evil | Large monstrosity, neutral evil | Large monstrosity, neutral evil | Huge monstrosity, neutral evil |
| Ability Scores / Saves | STR 15 (+2) | STR 16 (+3) | STR 18 (+4) | STR 20 (+5) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 14 (+2) | CON 14 (+2) | CON 17 (+3) | CON 20 (+5) |
| | 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 6 (-2) | CHA 6 (-2) | CHA 10 (+0) | CHA 10 (+0) |
| Saving Throws | - | - | - | - |
| Resistances | Cold | | | |
| 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 | Abyssal, Aquan, Common | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | <p>Jet The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.</p> <p>See In Darkness The creature can see perfectly in darkness of any kind, even that created by magical darkness.</p> <p>Water Dependency A devilfish can survive out of the water for 1 hour, after which it becomes fatigued. After 2 hours, the devilfish becomes exhausted and begins to suffocate.</p> | | | |
| Special Abilities & Qualities | <p>Saving Throw Constitution DC 15</p> | <p>Saving Throw Constitution DC 16</p> | <p>Saving Throw Constitution DC 18</p> | <p>Saving Throw Constitution DC 21</p> |
| | <p>Poison Savage Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.</p> | | | |

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

Constitution DC 15

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 21

Unholy Blood A devilfish's blood is infused with fiendish magic. Once per day, as a standard action, a devilfish can emit a night-black cloud of this foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish (which can see through the blood with ease); on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within the area of a burst of blood on land must make a Constitution save or be nauseated for 1d4 rounds - this save need be made only once per cloud.

Standard Actions

Tentacles Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+4 (14) bludgeoning damage.

Savage Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+4 (14) piercing damage.

Tentacles Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d6+6 (20) bludgeoning damage.

Savage Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d6+6 (20) piercing damage.

Tentacles Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) bludgeoning damage.

Savage Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.

Tentacles Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 6d6+12 (33) bludgeoning damage.

Savage Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 6d6+12 (33) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



DEVOURER



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | |
|--------------|-------------------|
| Terrain | Any |
| Rarity | Rare |
| Role | Skirmisher / Solo |
| Organization | Solitary |
| Treasure | Standard |

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 52 | 80 | 137 | 215 |
| Speed | 30 ft. Fly 20 ft. (Perfect) | | | |
| Size, Type, Alignment | Medium undead, neutral evil | Large undead, neutral evil | Large undead, neutral evil | Huge undead, neutral evil |
| Ability Scores / Saves | STR 19 (+4) | STR 21 (+5) | STR 21 (+5) | STR 26 (+8) |
| | DEX 17 (+3) | DEX 14 (+2) | DEX 14 (+2) | DEX 16 (+3) |
| | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) | CON 10 (+0) |
| | INT 17 (+3) | INT 17 (+3) | INT 17 (+3) | INT 18 (+4) |
| | WIS 14 (+2) | WIS 14 (+2) | WIS 14 (+2) | WIS 17 (+3) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +12, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Common, Infernal, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 14 | 18 |

| Special Abilities & Qualities | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--|--|---|---|--|
| | Saving Throw Constitution DC 17 Damage 8d6 | Saving Throw Constitution DC 18 Damage 10d6 | Saving Throw Constitution DC 19 Damage 12d6 | Saving Throw Constitution DC 21 Damage 12d10 |

Devour Soul By making a melee attack as a standard action, a devourer can deal necrotic damage. A Constitution save halves this damage. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level. At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence has its maximum hit points reduced by 1d4 for every 5 points of essence drained-this reduction remains if the creature is brought back to life. A soul that is completely consumed may only be restored to life by a miracle or wish. Maximum hit point reduction from this effect may be restored via restoration or more powerful healing magic.

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

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

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 current and maximum hit points by 1d6 points each. If an attack that includes an energy drain scores a critical hit, it inflicts twice the listed reductions. Maximum hit point reductions from this effect remain until 24 hours have passed or until the victim receives restoration or more powerful healing magic.

Special Abilities & Qualities**Telepathy**

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

Standard Actions

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

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

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

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

Legendary Actions

-

Innate Spellcasting

animate dead (at will); bestow curse (at will); confusion (at will); control undead (at will); ghoul touch (at will); inflict wounds (at will); planar ally (at will); ray of enfeeblement (at will); mage hand (at will); suggestion (at will); true seeing (at will); vampiric touch (at will)

Spellcasting Possessions

-

-



DHABBA



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------|----------|----------|-------|
| Terrain | Any Land | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|--|--|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 13 | 45 | 104 | 175 |
| Speed | 40 ft. | | | |
| Size, Type, Alignment | Medium beast, unaligned | Medium beast, unaligned | Medium beast, unaligned | Large beast, unaligned |
| Ability Scores / Saves | STR 17 (+3) | STR 17 (+3) | STR 20 (+5) | STR 22 (+6) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 19 (+4) | DEX 18 (+4) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) |
| | INT 1 (-5) | INT 1 (-5) | INT 5 (-3) | INT 5 (-3) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 5 (-3) | CHA 5 (-3) | CHA 9 (-1) | CHA 9 (-1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 2 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 |
| | Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect first round Nauseated for 1 round and is Poisoned; 1d4 Dexterity damage thereafter; cure 1 save. Ability score damage is healed in full only via restoration or more powerful healing magic. | | | |
| Standard Actions | Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage. | Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+15 (22) piercing damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

DIATRYMA (AXE BEAK)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Temperate Plains | | | |
| Rarity | Uncommon | | | |
| Role | Soldier / Minion | | | |
| 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 | 20 | 71 | 133 | 194 |
| Speed | 50 ft. | | | |
| Size, Type, Alignment | Medium beast, unaligned | Medium beast, unaligned | Medium beast, unaligned | Large beast, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 18 (+4) | STR 20 (+5) | STR 23 (+6) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 18 (+4) | DEX 18 (+4) |
| | CON 17 (+3) | CON 17 (+3) | CON 18 (+4) | CON 20 (+5) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 6 (-2) | CHA 6 (-2) | CHA 10 (+0) | CHA 10 (+0) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 2 | 7 | 11 | 15 |
| Standard Actions | Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -

D

DIGMAUL



| | Low | Moderate | Advanced | Elite |
|--------------|------------------------------|----------|----------|-------|
| Terrain | Temperate Forests | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary or Pair / Companion | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 13 | 50 | 99 | 160 |
| Speed | 50 ft. | | | |
| Size, Type, Alignment | Medium companion, unaligned | Medium companion, unaligned | Medium companion, unaligned | Large companion, unaligned |
| Ability Scores / Saves | STR 8 (-1) | STR 9 (-1) | STR 14 (+2) | STR 17 (+3) |
| | DEX 18 (+4) | DEX 18 (+4) | DEX 20 (+5) | DEX 19 (+4) |
| | 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 +10, Darkvision 60 ft. | Passive Perception +12, Darkvision 60 ft. | Passive Perception +12, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 2 | 7 | 11 | 15 |
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 3d6 |
| | Ball Tail A digmaul has a spiked ball at the end of its tail, which it can use as a secondary natural attack that deals bludgeoning and piercing damage. | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|--|
| Standard Actions | <p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.</p> <p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.</p> <p>Tail Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d2 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.</p> <p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.</p> <p>Tail Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p> <p>Tail Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p>Tail Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.</p> |
| Legendary Actions | - | - | - | - |
| Innate Spellcasting | - | - | - | - |
| Spellcasting | - | - | - | - |
| Possessions | - | - | - | - |



DINOSAUR (ALLOSOSAURUS)



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

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 42 | 91 | 155 | 237 |
| Speed | 50 ft. | | | |
| Size, Type, Alignment | Large beast, unaligned | Huge beast, unaligned | Huge beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) | STR 25 (+7) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 15 (+2) | DEX 13 (+1) |
| | CON 13 (+1) | CON 17 (+3) | CON 18 (+4) | CON 20 (+5) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 13 (+1) | WIS 13 (+1) | WIS 17 (+3) | WIS 17 (+3) |
| | CHA 8 (-1) | CHA 8 (-1) | CHA 12 (+1) | CHA 12 (+1) |
| 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 | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9 (14) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9 (12) slashing damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8/19-00 (15) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) slashing damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10/19-00 (20) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.</p> | <p>Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+13/19-00 (27) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13 (24) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DINOSAUR (ANKYLOSOSAURUS)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Forests or Plains | | | |
| Rarity | Uncommon | | | |
| Role | Soldier / Normal | | | |
| Organization | Solitary, Pair, or Herd (3-12x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 40 | 78 | 154 | 233 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Large beast, unaligned | Huge beast, unaligned | Huge beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) | STR 25 (+7) |
| | DEX 12 (+1) | DEX 8 (-1) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 11 (+0) | CON 15 (+2) | CON 18 (+4) | CON 20 (+5) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 6 (-2) | CHA 6 (-2) | CHA 10 (+0) | CHA 10 (+0) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 21 |
| | Stun The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a Constitution save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. | | | |
| Standard Actions | Tail Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) bludgeoning damage. | Tail Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) bludgeoning damage. | Tail Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) bludgeoning damage. | Tail Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+19 (40) bludgeoning damage. |

D



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

DINOSAUR (ARCHAEOPTERYX)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Temperate or Warm Forests | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Nest (4-10x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 5 | 37 | 80 | 151 |
| Speed | 40 ft. Climb 10 ft. Fly 40 ft. (Poor) | | | |
| Size, Type, Alignment | Tiny beast, unaligned | Tiny beast, unaligned | Tiny beast, unaligned | Small beast, unaligned |
| Ability Scores / Saves | STR 7 (-2) | STR 8 (-1) | STR 13 (+1) | STR 17 (+3) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 18 (+4) | DEX 18 (+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 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 5 (-3) | CHA 5 (-3) | CHA 9 (-1) | CHA 9 (-1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +10, Darkvision 60 ft. | Passive Perception +12, Darkvision 60 ft. | Passive Perception +12, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Standard Actions | Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage. | Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage. | Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d6+5 (8) piercing damage. | Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+11 (16) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |

D

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

DINOSAUR (BRACHIOSAURUS)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Forests or Plains | | | |
| Rarity | Uncommon | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary, Pair, or Herd (3-12x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 71 | 132 | 174 | 317 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Huge beast, unaligned | Gargantuan beast, unaligned | Gargantuan beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 24 (+7) | STR 26 (+8) | STR 26 (+8) | STR 30 (+10) |
| | DEX 12 (+1) | DEX 8 (-1) | DEX 8 (-1) | DEX 10 (+0) |
| | CON 15 (+2) | CON 18 (+4) | CON 18 (+4) | CON 22 (+6) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) |
| | CHA 8 (-1) | CHA 8 (-1) | CHA 8 | 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 | - | | | |
| Challenge | 10 | 14 | 18 | 22 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 16 | Saving Throw Dexterity DC 19 | Saving Throw Dexterity DC 20 | Saving Throw Dexterity DC 23 |
| | Damage 2d6 | Damage 3d6 | Damage 4d6 | Damage 6d6 |
| Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. 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. | | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | Tail Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d4+21 (31) bludgeoning damage. | Tail Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+19 (33) bludgeoning damage. | Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+19 (33) bludgeoning damage. | Tail Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+25 (53) bludgeoning damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DINOSAUR (CERATOSAURUS)



| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|--------------|--|------------|------------|---------|
| Terrain | Temperate or Warm Forests or Plains | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Pack (3-7x) / Companion | | | |
| Treasure | None | | | |

| | ⊗ Low | ⊗ Moderate | ⊗ Advanced | ⊗ Elite |
|-------------------------------|--|--|---|--|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 15 | 52 | 100 | 168 |
| 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 12 (+1) | STR 17 (+3) | STR 19 (+4) |
| | DEX 15 (+2) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 9 (-1) | CON 9 (-1) | CON 13 (+1) | CON 17 (+3) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 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 +13, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 2 | 7 | 11 | 15 |
| Standard Actions | Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. | Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage. | Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

DINOSAUR (COMPSOGNATHUS)



| | Low | Moderate | Advanced | Elite |
|--------------|-------------------------------------|----------|----------|-------|
| Terrain | Temperate or Warm Forests or Plains | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Pack (5-20x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 6 | 46 | 94 | 157 |
| Speed | 40 ft. Swim 20 ft. | | 45 ft. Swim 20 ft. | |
| Size, Type, Alignment | Tiny beast, unaligned | Tiny beast, unaligned | Tiny beast, unaligned | Small beast, unaligned |
| Ability Scores / Saves | STR 6 (-2) | STR 6 (-2) | STR 11 (+0) | STR 16 (+3) |
| | DEX 13 (+1) | DEX 13 (+1) | DEX 17 (+3) | DEX 15 (+2) |
| | CON 12 (+1) | CON 13 (+1) | CON 17 (+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 3 (-4) | CHA 3 (-4) | CHA 7 (-2) | CHA 7 (-2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 |
| | Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full after a long rest, or any healing magic. | | | |
| Standard Actions | Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage. | Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage. | Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage. | Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

DINOSAUR (DEINONYCHUS)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Forests | | | |
| Rarity | Common | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, or Pack (3-12x) | | | |
| Treasure | None | | | |

D

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 36 | 77 | 143 | 222 |
| Speed | 60 ft. | | 65 ft. | |
| Size, Type, Alignment | Medium beast, unaligned | Medium beast, unaligned | Medium beast, unaligned | Large beast, unaligned |
| Ability Scores / Saves | STR 13 (+1) | STR 13 (+1) | STR 17 (+3) | STR 19 (+4) |
| | DEX 13 (+1) | DEX 14 (+2) | 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 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 12 (+1) | CHA 12 (+1) | CHA 16 (+3) | CHA 16 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +12, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 4 | 8 | 12 | 16 |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|--|---|---|
| Standard Actions | <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.</p> <p>Talons Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.</p> <p>Foreclaw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p> | <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.</p> <p>Talons Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.</p> <p>Foreclaw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.</p> | <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Talons Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) slashing damage.</p> <p>Foreclaw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.</p> | <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Talons Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+7 (18) slashing damage.</p> <p>Foreclaw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DINOSAUR (DIMETRODON)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Forests | | | |
| Rarity | Uncommon | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary, Pair, or Pack (3-12x) | | | |
| Treasure | None | | | |

D

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|---|--|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 16 (natural armor) | 16 (natural armor) |
| Hit Points | 37 | 64 | 140 | 233 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Large beast, unaligned | Large beast, unaligned | Large beast, unaligned | Huge beast, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) |
| | DEX 12 (+1) | DEX 12 (+1) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 17 (+3) | CON 17 (+3) | CON 19 (+4) | CON 21 (+5) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) | WIS 20 (+5) |
| | CHA 1 (-5) | CHA 1 (-5) | CHA 4 (-3) | CHA 4 (-3) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Standard Actions | Bite Melee weapon attack: +5 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+6 (13) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -

DINOSAUR (DIMORPHODON)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Coastline or Forest | | | |
| Rarity | Uncommon | | | |
| Role | Lurker / Minion | | | |
| Organization | Solitary, Pair, or Flock (3-9x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|--|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) |
| Hit Points | 11 | 30 | 74 | 164 |
| Speed | 10 ft. Fly 30 ft. (Average) | | | |
| Size, Type, Alignment | Medium beast, unaligned | Medium beast, unaligned | Medium beast, unaligned | Large beast, unaligned |
| Ability Scores / Saves | STR 10 (+0) | STR 11 (+0) | STR 16 (+3) | STR 18 (+4) |
| | DEX 16 (+3) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 13 (+1) | CON 13 (+1) | CON 17 (+3) | CON 19 (+4) |
| | INT 4 (-3) | INT 4 (-3) | INT 8 (-1) | INT 8 (-1) |
| | 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 | - | | | |
| 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 | - | | | |
| Challenge | 2 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 |
| | Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full after a long rest, or any healing magic. | | | |
| Standard Actions | Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage. | Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage. | Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) piercing damage. | Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage. |



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

DINOSAUR (DIPLODOCUS)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Plains | | | |
| Rarity | Uncommon | | | |
| Role | Brute / Elite | | | |
| Organization | Solitary, Pair, or Herd (3-14x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--|--|---|---|---|
| Armor Class | 18 (natural armor) | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) |
| Hit Points | 53 | 78 | 178 | 293 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Gargantuan beast, unaligned | Gargantuan beast, unaligned | Gargantuan beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 22 (+6) | STR 22 (+6) | STR 22 (+6) | STR 22 (+6) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 17 (+3) | DEX 17 (+3) |
| | CON 15 (+2) | CON 15 (+2) | CON 15 (+2) | CON 15 (+2) |
| | INT 3 (-4) | INT 3 (-4) | INT 3 (-4) | INT 3 (-4) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 11 (+0) | WIS 11 (+0) |
| | CHA 11 (+0) | CHA 11 (+0) | CHA 11 (+0) | CHA 11 (+0) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +13, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 8 | 12 | 20 | 24 |
| Special Abilities & Qualities | Tail Lash The diplodocus prefers to attack with its tail. The dinosaur can snap its incredibly long tail with surprising speed like an enormous whip-this is a primary attack that deals bludgeoning and slashing damage. A diplodocus can make two separate attacks with its tail lash as a full-attack action. | | | |
| Special Abilities & Qualities | Saving Throw Dexterity DC 15 Damage 2d8 | Saving Throw Dexterity DC 16 Damage 4d8 | Saving Throw Dexterity DC 20 Damage 5d8 | Saving Throw Dexterity DC 22 Damage 6d8 |
| | Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------------------|--|--|--|--|
| Standard Actions | Tail Lash Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+20 (30) bludgeoning damage. | Tail Lash Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d4+20 (30) bludgeoning damage. | Tail Lash Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+27 (41) bludgeoning damage. | Tail Lash Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+30 (44) bludgeoning damage. |
| Legendary Actions | - | | | |
| Innate | - | | | |
| Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DINOSAUR (ELASMASAURUS)



| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------------|----------|----------|-------|
| Terrain | Warm Aquatic | | | |
| Rarity | Uncommon | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary, Pair, or School (3-6x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|--|--|--|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 53 | 110 | 178 | 263 |
| Speed | 20 ft. Swim 50 ft. | | | |
| Size, Type, Alignment | Large beast, unaligned | Huge beast, unaligned | Huge beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) | STR 25 (+7) |
| | DEX 17 (+3) | DEX 13 (+1) | DEX 17 (+3) | DEX 15 (+2) |
| | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) | CON 21 (+5) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 7 (-2) | CHA 7 (-2) | CHA 11 (+0) | CHA 11 (+0) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Standard Actions | Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+12 (21) piercing damage. | Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing damage. | Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+19 (37) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |

Low

Moderate

Advanced

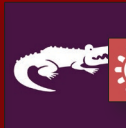
Elite

Spellcasting -

Possessions -

D

DINOSAUR (IGUANODON)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------------|----------|----------|-------|
| Terrain | Warm Forests or Swamps | | | |
| Rarity | Uncommon | | | |
| Role | Soldier / Elite | | | |
| Organization | Solitary, Pair, or Pack (3-6x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|--|--|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 36 | 77 | 139 | 222 |
| Speed | 30 ft. | | | 35 ft. |
| Size, Type, Alignment | Large beast, unaligned | Huge beast, unaligned | Huge beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 23 (+6) | STR 26 (+8) |
| | DEX 16 (+3) | DEX 12 (+1) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 13 (+1) | CON 17 (+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 4 (-3) | CHA 4 (-3) | CHA 8 (-1) | CHA 8 (-1) |
| Saving Throws | - | - | - | - |
| Resistances | - | - | - | - |
| Immunities | - | - | - | - |
| Vulnerabilities | - | - | - | - |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | - | - | - | - |
| Challenge | 5 | 9 | 13 | 17 |
| Standard Actions | Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9 (12) slashing damage. | Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+8 (12) slashing damage. | Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage. | Claw Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+13 (24) slashing damage. |
| Legendary Actions | - | - | - | - |
| Innate Spellcasting | - | - | - | - |

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

DINOSAUR (PACHYCEPHALOSAURUS)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------|----------|----------|-------|
| Terrain | Warm or Temperate Plains | | | |
| Rarity | Uncommon | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary or Pair | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|--|--|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 37 | 65 | 129 | 203 |
| 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 19 (+4) | STR 22 (+6) | STR 24 (+7) |
| | DEX 12 (+1) | DEX 12 (+1) | DEX 16 (+3) | DEX 14 (+2) |
| | 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 +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Saving Throw Constitution DC 15 | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 21 |
| | Clobbering Charge When a pachycephalosaur hits a target with its slam attack at the end of a turn in which it moves at least its full Speed, the victim must make a Constitution save or be Staggered for 1 round. | | | |
| Standard Actions | Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage. | Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage. | Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) bludgeoning damage. | Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+12 (26) bludgeoning damage. |

D



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

DINOSAUR (PARASAUROLOPHUS)



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Terrain

Warm Forests or Plains

Rarity

Uncommon

Role

Brute / Normal

Organization

Solitary, Pair, or Herd (3-12x)

Treasure

None

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Armor Class

16

(natural armor)

16

(natural armor)

17

(natural armor)

17

(natural armor)

Hit Points

38

67

124

206

Speed

30 ft.

Size, Type, Alignment

Huge beast, unaligned

Huge beast, unaligned

Huge beast, unaligned

Gargantuan beast, unaligned

Ability Scores / Saves

STR 18 (+4)

STR 19 (+4)

STR 22 (+6)

STR 24 (+7)

DEX 12 (+1)

DEX 12 (+1)

DEX 16 (+3)

DEX 14 (+2)

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 8 (-1)

CHA 8 (-1)

CHA 12 (+1)

CHA 12 (+1)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +13, Darkvision 60 ft.

Passive Perception +14, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Languages

-

Challenge

6

10

14

18

Special Abilities & Qualities

Saving Throw
Reflex DC 15

Damage 2d6

Saving Throw
Reflex DC 16

Damage 3d6

Saving Throw
Reflex DC 19

Damage 5d6

Saving Throw
Reflex DC 21

Damage 7d6

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 | Tail Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) bludgeoning damage. | Tail Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10 (20) bludgeoning damage. | Tail Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage. | Tail Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+18 (32) bludgeoning damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DINOSAUR (PTERANODON)



| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------------|----------|----------|-------|
| Terrain | Warm Coastline | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, or Flock (3-12x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 31 | 56 | 111 | 178 |
| Speed | 10 ft. Fly 50 ft. (Clumsy) | | | |

| | | | | |
|------------------------------|------------------------|------------------------|------------------------|-----------------------|
| Size, Type, Alignment | Large beast, unaligned | Large beast, unaligned | Large beast, unaligned | Huge beast, unaligned |
|------------------------------|------------------------|------------------------|------------------------|-----------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 14 (+2) | STR | 14 (+2) | STR | 18 (+4) | STR | 20 (+5) |
| | DEX | 17 (+3) | DEX | 17 (+3) | DEX | 19 (+4) | DEX | 18 (+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 | 13 (+1) | WIS | 13 (+1) | WIS | 17 (+3) | WIS | 17 (+3) |
| | CHA | 10 (+0) | CHA | 10 (+0) | CHA | 14 (+2) | CHA | 14 (+2) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|---|--|--|--|
| Resistances | - | | | |
|--------------------|---|--|--|--|

| | | | | |
|-------------------|---|--|--|--|
| Immunities | - | | | |
|-------------------|---|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| 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 | 5 | 9 | 13 | 17 |
|------------------|----------|----------|-----------|-----------|

| | | | | |
|-------------------------|---|---|---|--|
| Standard Actions | Bite Melee weapon attack: +4 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+4 (14) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+7 (18) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage. |
|-------------------------|---|---|---|--|

| | | | | |
|--------------------------|---|--|--|--|
| Legendary Actions | - | | | |
|--------------------------|---|--|--|--|

| | | | | |
|----------------------------|---|--|--|--|
| Innate Spellcasting | - | | | |
|----------------------------|---|--|--|--|

Low

Moderate

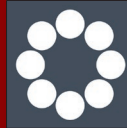
Advanced

Elite

Spellcasting -

Possessions -

DINOSAUR (SPINOSAURUS)



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

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 48 | 75 | 160 | 292 |
| Speed | 40 ft. Swim 30 ft. | | | |
| Size, Type, Alignment | Huge beast, unaligned | Huge beast, unaligned | Gargantuan beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 20 (+5) | STR 21 (+5) | STR 24 (+7) | STR 29 (+9) |
| | DEX 16 (+3) | DEX 16 (+3) | DEX 12 (+1) | DEX 14 (+2) |
| | CON 13 (+1) | CON 13 (+1) | CON 17 (+3) | CON 20 (+5) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) |
| | CHA 10 (+0) | CHA 10 (+0) | CHA 10 (+0) | CHA 14 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +13, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 8 | 12 | 20 | 24 |
| Special Abilities & Qualities | <p>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.</p> | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|--|---|---|
| Standard Actions | <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 1d10+10 (16) slashing damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+13/19-00 (20) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+13/19-00 (18) slashing damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+12/19-00 (21) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+12/19-00 (19) slashing damage.</p> | <p>Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+17/19-00 (35) piercing damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+17/19-00 (31) slashing damage.</p> |
| Special Actions | - | - | - | - |
| Special Actions | - | - | - | - |
| Special Actions | - | - | - | - |
| Special Actions | - | - | - | - |
| Legendary Actions | - | - | - | - |
| Innate Spellcasting | - | - | - | - |
| Spellcasting | - | - | - | - |
| Possessions | - | - | - | - |



DINOSAUR (STEGOSAURUS)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Plains | | | |
| Rarity | Uncommon | | | |
| Role | Brute / Elite | | | |
| Organization | Solitary, Pair, or Herd (3-12x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 41 | 83 | 144 | 238 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Large beast, unaligned | Huge beast, unaligned | Huge beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 23 (+6) | STR 25 (+7) |
| | 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 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 8 (-1) | CHA 8 (-1) | CHA 12 (+1) | CHA 12 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +13, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 8 | 12 | 16 | 20 |
| Standard Actions | Tail Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d4+12 (22) bludgeoning damage. | Tail Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) bludgeoning damage. | Tail Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+16 (34) bludgeoning damage. | Tail Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 8d6+19 (47) bludgeoning damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -

DINOSAUR (STYRACOSAURUS)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Warm Plains | | | |
| Rarity | Uncommon | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary, Pair, or Herd (3-16x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|--|--|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 11 | 53 | 117 | 182 |
| Speed | 40 ft. | | | |
| Size, Type, Alignment | Medium beast, unaligned | Large beast, unaligned | Large beast, unaligned | Huge beast, unaligned |
| Ability Scores / Saves | STR 16 (+3) | STR 18 (+4) | STR 20 (+5) | STR 23 (+6) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 15 (+2) | DEX 13 (+1) |
| | CON 11 (+0) | CON 15 (+2) | CON 18 (+4) | CON 20 (+5) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 5 (-3) | CHA 5 (-3) | CHA 9 (-1) | CHA 9 (-1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Standard Actions | Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage. | Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+9 (18) piercing damage. | Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+12 (26) piercing damage. | Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+16 (34) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -

DINOSAUR (TRICERATOPS)



Low

Moderate

Advanced

Elite

Terrain

Warm Plains

Rarity

Uncommon

Role

Brute / Normal

Organization

Solitary, Pair, or Herd (5-8x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **17** (natural armor) **17** (natural armor) **17** (natural armor) **18** (natural armor)

Hit Points 39 82 100 205

Speed 30 ft.

Size, Type, Alignment Large beast, unaligned Huge beast, unaligned Huge beast, unaligned Gargantuan beast, unaligned

| Ability Scores / Saves | Low | Moderate | Advanced | Elite |
|------------------------|---------|----------|----------|---------|
| STR | 18 (+4) | 20 (+5) | 20 (+5) | 24 (+7) |
| DEX | 11 (+0) | 7 (-2) | 7 (-2) | 9 (-1) |
| CON | 13 (+1) | 17 (+3) | 17 (+3) | 20 (+5) |
| INT | 1 (-5) | 1 (-5) | 1 (-5) | 1 (-5) |
| WIS | 10 (+0) | 10 (+0) | 10 (+0) | 14 (+2) |
| CHA | 5 (-3) | 5 (-3) | 5 (-3) | 9 (-1) |

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +13, Darkvision 60 ft.

Passive Perception +14, Darkvision 60 ft.

Passive Perception +15, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Languages

-

Challenge

6

10

14

18

Special Abilities & Qualities

Saving Throw
Dexterity DC 14
Damage 1d6

Saving Throw
Dexterity DC 17
Damage 2d6

Saving Throw
Dexterity DC 18
Damage 3d6

Saving Throw
Dexterity DC 21
Damage 4d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. 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: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) piercing damage. | Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12/19-00 (23) piercing damage. | Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12/19-00 (23) piercing damage. | Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 6d8+18/19-00 (45) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DINOSAUR (TYRANNOSAURUS)



Low

Moderate

Advanced

Elite

| | |
|--------------|--------------------------------|
| Terrain | Warm Forests and Plains |
| Rarity | Uncommon |
| Role | Brute / Elite |
| Organization | Solitary, Pair, or Pack (3-6x) |
| Treasure | None |

Low

Moderate

Advanced

Elite

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 66 | 88 | 152 | 281 |
| Speed | 40 ft. | | | |
| Size, Type, Alignment | Huge beast, unaligned | Huge beast, unaligned | Gargantuan beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 21 (+5) | STR 21 (+5) | STR 23 (+6) | STR 28 (+9) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 11 (+0) | DEX 13 (+1) |
| | CON 13 (+1) | CON 13 (+1) | CON 17 (+3) | CON 20 (+5) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 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 +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | - | - | - | - |
| Challenge | 10 | 14 | 18 | 22 |
| Special Abilities & Qualities | <p>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.</p> | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|--|--|--|
| Standard Actions | Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+22 (32) piercing damage. | Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+22 (32) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+22/19-00 (36) piercing damage. | Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 8d6+30/19-00 (58) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DINOSAUR (TYLOSAURUS)



| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------------|----------|----------|-------|
| Terrain | Warm Aquatic | | | |
| Rarity | Uncommon | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary, Pair, or School (3-6x) | | | |
| Treasure | None | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 51 | 105 | 176 | 259 |
| Speed | 20 ft. Swim 50 ft. | | | |
| Size, Type, Alignment | Huge beast, unaligned | Gargantuan beast, unaligned | Gargantuan beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 20 (+5) | STR 24 (+7) | STR 26 (+8) | STR 29 (+9) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 15 (+2) | DEX 13 (+1) |
| | CON 16 (+3) | CON 18 (+4) | CON 20 (+5) | CON 22 (+6) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 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 +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 | <p>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.</p> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|--|--|--|
| Standard Actions | Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage. | Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+18 (27) piercing damage. | Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+21 (34) piercing damage. | Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+25 (43) piercing damage. |
| Special Actions | - | - | - | - |
| Special Actions | - | - | - | - |
| Special Actions | - | - | - | - |
| Special Actions | - | - | - | - |
| Legendary Actions | - | - | - | - |
| Innate Spellcasting | - | - | - | - |
| Spellcasting | - | - | - | - |
| Possessions | - | - | - | - |



DINOSAUR (VELOCIRAPTOR)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---------------------------------|------------|------------|---------|
| Terrain | Warm Forests or Plains | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Pack (3-12x) | | | |
| Treasure | None | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 24 | 56 | 117 | 184 |
| Speed | 60 ft. | | | |
| Size, Type, Alignment | Small beast, unaligned | Small beast, unaligned | Small beast, unaligned | Medium beast, unaligned |
| Ability Scores / Saves | STR 11 (+0) | STR 12 (+1) | STR 17 (+3) | STR 19 (+4) |
| | DEX 15 (+2) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 15 (+2) | CON 15 (+2) | CON 18 (+4) | CON 20 (+5) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 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 | - | | | |
| 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 | 3 | 7 | 11 | 15 |

Special Abilities & Qualities

Evasion You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.</p> <p>Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (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>Talons Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.</p> | <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Talons Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.</p> | <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) piercing damage.</p> <p>Talons Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7/19-00 (14) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DIRE CORBY



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any Underground | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Gang (2-5x), Hunting Flock (5-10x+others), or Rookery (10-50x+ others) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 14 (natural armor) | 14 (natural armor) | 16 (natural armor) | 16 (natural armor) |
| Hit Points | 15 | 47 | 103 | 180 |
| Speed | 30 ft. Climb 30 ft. | | | |
| Size, Type, Alignment | Medium monstrosity, neutral evil | Medium monstrosity, neutral evil | Medium monstrosity, neutral evil | Large monstrosity, neutral evil |
| Ability Scores / Saves | STR 11 (+0) | STR 12 (+1) | STR 17 (+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 5 (-3) | INT 5 (-3) | INT 9 (-1) | INT 9 (-1) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 6 (-2) | CHA 6 (-2) | CHA 10 (+0) | CHA 10 (+0) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| 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 | Undercommon | | | |
| Challenge | 2 | 6 | 10 | 14 |
| Special Abilities & Qualities | Damage 1d6 | Damage 2d6 | Damage 3d6 | Damage 4d6 |
| | Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. | | | |
| Standard Actions | 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+2 (6) slashing damage. | Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage. | Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage. |

D



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

DISENCHANTER



| | | | | |
|---------------------|---------------------------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Land | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Family (2x+) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 17 | 42 | 97 | 128 |
| Speed | 50 ft. | | | |
| Size, Type, Alignment | Large monstrosity, unaligned | Large monstrosity, unaligned | Large monstrosity, unaligned | Large monstrosity, unaligned |
| Ability Scores / Saves | STR 17 (+3) | STR 17 (+3) | STR 19 (+4) | 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 17 (+3) |
| | INT 3 (-4) | INT 3 (-4) | INT 7 (-2) | INT 7 (-2) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 6 (-2) | CHA 6 (-2) | CHA 10 (+0) | CHA 10 (+0) |
| Saving Throws | - | | | |
| Resistances | all physical attacks except magic | | | |
| 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 | 4 | 8 | 12 | 16 |

Special Abilities & Qualities

Disenchant A disenchanter can use its trunk to make a melee touch attack against a target's worn, held, or carried magic item in an attempt to drink the item's magic. The disenchanter makes a caster level check (+4) opposed by the target's Constitution save. If the check succeeds, the disenchanter drains the item's magic, rendering it nonmagical. To determine which of a target's magic items is affected, randomize what is worn and accessible (though a disenchanter never uses this ability on a headband or similar head-slot item unless it has first tried to wear the item). Disenchancers may instead target specific visible items, in which case they generally target the most obvious items. Artifacts are immune to this ability. Disenchant only works against objects that a disenchanter can touch, and even a thin layer of cloth effectively protects items from it.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Dexterity DC 13
Damage 3d6**Saving Throw**
Dexterity DC 14
Damage 4d6**Saving Throw**
Dexterity DC 17
Damage 6d6**Saving Throw**
Dexterity DC 18
Damage 8d6**Power Spray** Once per day, a disenchanter can release a 20-foot cone-shaped burst of raw magical energy through its trunk. Creatures in the cone take force damage (Dexterity save halves). Creatures immune to magic effects that allow spell resistance (such as golems) are immune to this ability.**Special Abilities & Qualities****Vulnerable to Dispel Magic** A disenchanter targeted by dispel magic takes 1d6 points of damage per caster level (Constitution save for half).**Standard Actions****Hooves** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Trunk** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d1+4 (5) bludgeoning damage.**Hooves** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.**Trunk** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d1+4 (5) bludgeoning damage.**Hooves** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.**Trunk** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d1+7 (8) bludgeoning damage.**Hooves** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.**Trunk** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d1+7 (8) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



DIV (AGHASH)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------|----------|----------|-------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Controller / Minion | | | |
| Organization | Solitary | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 34 | 64 | 125 | 208 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Medium fiend, neutral evil | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil |
| Ability Scores / Saves | STR 12 (+1) | STR 13 (+1) | STR 17 (+3) | STR 19 (+4) |
| | DEX 13 (+1) | DEX 13 (+1) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 14 (+2) | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) |
| | INT 11 (+0) | INT 11 (+0) | INT 15 (+2) | INT 15 (+2) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 16 (+3) | CHA 16 (+3) | CHA 18 (+4) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron or good | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Infernal, Telepathy 100 ft. | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 20 |
| | Cursed Gaze Gaze attack, range 30', Aghash's choice: confused for 1 round, shaken for 1 round, stunned for 1 round, or deals 1d4 points of psychic damage, Constitution save negates any and all of these effects. Any creature under the effects of protection from evil is immune to an aghash's gaze. | | | |
| Special Abilities & Qualities | See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness. | | | |
| | 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**

Sandstorm Once per day, as a full-round action, an aghash can create a temporary sandstorm. This storm has a radius of 100 feet centered on the aghash and lasts for 1 minute per Hit Die the aghash possesses. This functions as a sandstorm natural phenomenon.

Standard Actions

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

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

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

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

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

DIV (AKVAN PRINCE, CRUMBLING EARTH)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---------------|------------|------------|---------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Leader / Solo | | | |
| Organization | Solitary | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|-------|------------|------------|---------|
|--|-------|------------|------------|---------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 21 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|------------|------------|------------|------------|
| Hit Points | 118 | 223 | 465 | 655 |
|-------------------|------------|------------|------------|------------|

| | | | | |
|--------------|---------------------------|--|--|--|
| Speed | 50 ft. Fly 120 ft. (Good) | | | |
|--------------|---------------------------|--|--|--|

| | | | | |
|------------------------------|--------------------------|--------------------------|--------------------------------|--------------------------------|
| Size, Type, Alignment | Huge fiend, neutral evil | Huge fiend, neutral evil | Gargantuan fiend, neutral evil | Gargantuan fiend, neutral evil |
|------------------------------|--------------------------|--------------------------|--------------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|-----------------|
| Ability Scores / Saves | STR | 22 (+6) | STR | 22 (+6) | STR | 26 (+8) | STR | 30 (+10) |
| | DEX | 22 (+6) | DEX | 22 (+6) | DEX | 22 (+6) | DEX | 23 (+6) |
| | CON | 21 (+5) | CON | 21 (+5) | CON | 23 (+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 | 21 (+5) | CHA | 21 (+5) | CHA | 21 (+5) | CHA | 23 (+6) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except cold iron and good | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|----------------|--|--|--|
| Immunities | Fire, poisoned | | | |
|-------------------|----------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. | Passive Perception +24, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | | | | |
|------------------|---|--|--|--|
| Languages | Abyssal, Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
|------------------|---|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 16 | 28 | 32 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| Special Abilities & Qualities | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 20 | Saving Throw Wisdom DC 24 | Saving Throw Wisdom DC 27 |
|--|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|

Aura of Hopelessness All creatures within 30 feet of an akvan must make a successful Wisdom save or suffer disadvantage on attack rolls, saving throws, skill checks, and ability checks. This is a mind-affecting effect.

Create Ghul Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuls are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuls. They do not possess any of the abilities they had in life.

See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness.

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

Crumbling Earth A shaitan-hunting akvan prince shatters the strongest stone. It gains the stone glide ability, tremorsense 100 feet, and a burrow speed of 100 feet, and its natural attacks are treated as adamantite for the purposes of overcoming damage reduction. It also gains the following spell-like abilities: 3/day-meld into stone, wish.

Special Abilities & Qualities

Damage 2d6 **Damage 3d6** **Damage 5d6** **Damage 6d6**
Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Standard Actions

| | | | |
|--|--|--|--|
| <p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+15 (24) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+15 (24) 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 2d6+14 (21) slashing damage.</p> <p>Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d10+14 (25) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+18 (36) piercing damage.</p> <p>Claw Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+18 (32) slashing damage.</p> <p>Tail Slap Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d8+18 (45) bludgeoning damage.</p> |
|--|--|--|--|

Special Actions

| | | | |
|--|--|--|--|
| <p>Saving Throw Dexterity DC 18 Damage 4d6</p> | <p>Saving Throw Dexterity DC 20 Damage 5d6</p> | <p>Saving Throw Dexterity DC 24 Damage 6d8</p> | <p>Saving Throw Dexterity DC 27 Damage 8d6</p> |
|--|--|--|--|

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Special Actions

| | | | |
|---|---|---|---|
| <p>Saving Throw Wisdom DC 18</p> | <p>Saving Throw Wisdom DC 20</p> | <p>Saving Throw Wisdom DC 24</p> | <p>Saving Throw Wisdom DC 27</p> |
|---|---|---|---|

Shake Faith Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wisdom save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.

Special Actions

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| <p>Damage 2d6</p> | <p>Damage 3d6</p> | <p>Damage 4d6</p> | <p>Damage 5d6</p> |
|--------------------------|--------------------------|--------------------------|--------------------------|

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 Actions

Torturous Gullet As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting Possessions

-

Possessions

-



DIV (AKVAN PRINCE, DYING EMBER)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---------------|------------|------------|---------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Leader / Solo | | | |
| Organization | Solitary | | | |
| Treasure | Standard | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|-------|------------|------------|---------|
|--|-------|------------|------------|---------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 21 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|------------|------------|------------|------------|
| Hit Points | 118 | 223 | 465 | 656 |
|-------------------|------------|------------|------------|------------|

| | | | | |
|--------------|---------------------------|--|--|--|
| Speed | 50 ft. Fly 120 ft. (Good) | | | |
|--------------|---------------------------|--|--|--|

| | | | | |
|------------------------------|--------------------------|--------------------------|--------------------------------|--------------------------------|
| Size, Type, Alignment | Huge fiend, neutral evil | Huge fiend, neutral evil | Gargantuan fiend, neutral evil | Gargantuan fiend, neutral evil |
|------------------------------|--------------------------|--------------------------|--------------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|-----------------|
| Ability Scores / Saves | STR | 22 (+6) | STR | 22 (+6) | STR | 26 (+8) | STR | 30 (+10) |
| | DEX | 22 (+6) | DEX | 22 (+6) | DEX | 22 (+6) | DEX | 23 (+6) |
| | CON | 21 (+5) | CON | 21 (+5) | CON | 23 (+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 | 21 (+5) | CHA | 21 (+5) | CHA | 21 (+5) | CHA | 23 (+6) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except cold iron and good | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|----------------|--|--|--|
| Immunities | Fire, poisoned | | | |
|-------------------|----------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. | Passive Perception +24, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | | | | |
|------------------|---|--|--|--|
| Languages | Abyssal, Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
|------------------|---|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 16 | 28 | 32 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| Special Abilities & Qualities | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 20 | Saving Throw Wisdom DC 24 | Saving Throw Wisdom DC 27 |
|--|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|

Aura of Hopelessness All creatures within 30 feet of an akvan must make a successful Wisdom save or suffer disadvantage on attack rolls, saving throws, skill checks, and ability checks. This is a mind-affecting effect.

Create Ghul Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuls are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuls. They do not possess any of the abilities they had in life.

See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness.

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

Dying Ember An efreeti hating akvan prince holds dominion over flame. It gains fire resistance, an efreeti's heat special attack (1d6 when struck, 6d6 when grappling or grappled), and the following spell-like abilities: at will: scorching ray, at will: wall of fire; 3/day: wish.

Special Abilities & Qualities

Damage 2d6 **Damage** 3d6 **Damage** 5d6 **Damage** 6d6
Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Standard Actions

| | | | |
|--|--|--|--|
| <p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+15 (24) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+15 (24) 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 2d6+14 (21) slashing damage.</p> <p>Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d10+14 (25) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+18 (36) piercing damage.</p> <p>Claw Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+18 (32) slashing damage.</p> <p>Tail Slap Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d8+18 (45) bludgeoning damage.</p> |
|--|--|--|--|

Special Actions

| | | | |
|--|--|--|--|
| <p>Saving Throw Dexterity DC 18 Damage 4d6</p> | <p>Saving Throw Dexterity DC 20 Damage 5d6</p> | <p>Saving Throw Dexterity DC 24 Damage 6d8</p> | <p>Saving Throw Dexterity DC 27 Damage 8d6</p> |
|--|--|--|--|

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Special Actions

| | | | |
|---|---|---|---|
| <p>Saving Throw Wisdom DC 18</p> | <p>Saving Throw Wisdom DC 20</p> | <p>Saving Throw Wisdom DC 24</p> | <p>Saving Throw Wisdom DC 27</p> |
|---|---|---|---|

Shake Faith Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wisdom save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.

Special Actions

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| <p>Damage 2d6</p> | <p>Damage 3d6</p> | <p>Damage 4d6</p> | <p>Damage 5d6</p> |
|--------------------------|--------------------------|--------------------------|--------------------------|

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 Actions

Torturous Gullet As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



DIV (AKVAN PRINCE, GASPING WIND)



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

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 21 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|------------|------------|------------|------------|
| Hit Points | 118 | 223 | 465 | 656 |
|-------------------|------------|------------|------------|------------|

| | | | | |
|--------------|---------------------------|--|--|--|
| Speed | 50 ft. Fly 120 ft. (Good) | | | |
|--------------|---------------------------|--|--|--|

| | | | | |
|------------------------------|--------------------------|--------------------------|--------------------------------|--------------------------------|
| Size, Type, Alignment | Huge fiend, neutral evil | Huge fiend, neutral evil | Gargantuan fiend, neutral evil | Gargantuan fiend, neutral evil |
|------------------------------|--------------------------|--------------------------|--------------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|-----------------|
| Ability Scores / Saves | STR | 22 (+6) | STR | 22 (+6) | STR | 26 (+8) | STR | 30 (+10) |
| | DEX | 22 (+6) | DEX | 22 (+6) | DEX | 22 (+6) | DEX | 23 (+6) |
| | CON | 21 (+5) | CON | 21 (+5) | CON | 23 (+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 | 21 (+5) | CHA | 21 (+5) | CHA | 21 (+5) | CHA | 23 (+6) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except cold iron and good | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|----------------|--|--|--|
| Immunities | Fire, poisoned | | | |
|-------------------|----------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. | Passive Perception +24, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | | | | |
|------------------|---|--|--|--|
| Languages | Abyssal, Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
|------------------|---|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 16 | 28 | 32 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|---|-------------------------------------|-------------------------------------|-------------------------------------|
| Special Abilities & Qualities | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 20 | Saving Throw Wisdom DC 24 | Saving Throw Wisdom DC 27 |
| | Aura of Hopelessness All creatures within 30 feet of an akvan must make a successful Wisdom save or suffer disadvantage on attack rolls, saving throws, skill checks, and ability checks. This is a mind-affecting effect. | | | |

| | | | | |
|--|---|--|--|--|
| Special Abilities & Qualities | Create Ghul Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuls are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuls. They do not possess any of the abilities they had in life. | | | |
| | See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness. | | | |
| | 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. | | | |

D

DIV (AKVAN PRINCE, THIRSTY SEA)



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

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 21 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|------------|------------|------------|------------|
| Hit Points | 118 | 223 | 465 | 656 |
|-------------------|------------|------------|------------|------------|

| | | | | |
|--------------|---------------------------|--|--|--|
| Speed | 50 ft. Fly 120 ft. (Good) | | | |
|--------------|---------------------------|--|--|--|

| | | | | |
|------------------------------|--------------------------|--------------------------|--------------------------------|--------------------------------|
| Size, Type, Alignment | Huge fiend, neutral evil | Huge fiend, neutral evil | Gargantuan fiend, neutral evil | Gargantuan fiend, neutral evil |
|------------------------------|--------------------------|--------------------------|--------------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|-----------------|
| Ability Scores / Saves | STR | 22 (+6) | STR | 22 (+6) | STR | 26 (+8) | STR | 30 (+10) |
| | DEX | 22 (+6) | DEX | 22 (+6) | DEX | 22 (+6) | DEX | 23 (+6) |
| | CON | 21 (+5) | CON | 21 (+5) | CON | 23 (+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 | 21 (+5) | CHA | 21 (+5) | CHA | 21 (+5) | CHA | 23 (+6) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except cold iron and good | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|----------------|--|--|--|
| Immunities | Fire, poisoned | | | |
|-------------------|----------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. | Passive Perception +24, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | | | | |
|------------------|---|--|--|--|
| Languages | Abyssal, Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
|------------------|---|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 16 | 28 | 32 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| Special Abilities & Qualities | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 20 | Saving Throw Wisdom DC 24 | Saving Throw Wisdom DC 27 |
|--|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|

Aura of Hopelessness All creatures within 30 feet of an akvan must make a successful Wisdom save or suffer disadvantage on attack rolls, saving throws, skill checks, and ability checks. This is a mind-affecting effect.

Create Ghul Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuls are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuls. They do not possess any of the abilities they had in life.

See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness.

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

Thirsty Sea A marid-slaving akvan prince controls and poisons water. It gains a swim speed of 100 feet, a marid's "water's fury" special attack (8d6 points of damage, blinds and stuns for 1d6 rounds), and the following spell-like abilities: constant-water breathing, water walk; at will-control water; 3/day-wish.

Special Abilities & Qualities

Damage 2d6

Damage 3d6

Damage 5d6

Damage 6d6

Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Standard Actions

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 15 ft., one target. Hit 2d6+15 (22) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+14 (23) piercing damage.

Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+18 (36) piercing damage.

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

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.

Claw Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+14 (21) slashing damage.

Claw Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+18 (32) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+15 (24) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+15 (24) bludgeoning damage.

Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d10+14 (25) bludgeoning damage.

Tail Slap Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d8+18 (45) bludgeoning damage.

Special Actions

Saving Throw
Dexterity DC 18
Damage 4d6

Saving Throw
Dexterity DC 20
Damage 5d6

Saving Throw
Dexterity DC 24
Damage 6d8

Saving Throw
Dexterity DC 27
Damage 8d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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.

Special Actions

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 24

Saving Throw
Wisdom DC 27

Shake Faith Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wisdom save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.

Special Actions

Damage 2d6

Damage 3d6

Damage 4d6

Damage 5d6

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 Actions

Torturous Gullet As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.

Legendary Actions

-

Innate Spellcasting

-

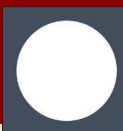
Spellcasting Possessions

-

-



DIV (AKVAN PRINCE, UNBALANCED SOUL)



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

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) | 21 (natural armor) |
| Hit Points | 118 | 223 | 465 | 656 |
| Speed | 50 ft. Fly 120 ft. (Good) | | | |
| Size, Type, Alignment | Huge fiend, neutral evil | Huge fiend, neutral evil | Gargantuan fiend, neutral evil | Gargantuan fiend, neutral evil |
| Ability Scores / Saves | STR 22 (+6) | STR 22 (+6) | STR 26 (+8) | STR 30 (+10) |
| | DEX 22 (+6) | DEX 22 (+6) | DEX 22 (+6) | DEX 23 (+6) |
| | CON 21 (+5) | CON 21 (+5) | CON 23 (+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 21 (+5) | CHA 21 (+5) | CHA 21 (+5) | CHA 23 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron and good | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +22, Darkvision 60 ft. | Passive Perception +24, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 8 | 16 | 28 | 32 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 20 | Saving Throw Wisdom DC 24 | Saving Throw Wisdom DC 27 |
| | Aura of Hopelessness All creatures within 30 feet of an akvan must make a successful Wisdom save or suffer disadvantage on attack rolls, saving throws, skill checks, and ability checks. This is a mind-affecting effect. | | | |
| Special Abilities & Qualities | Create Ghul Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuls are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuls. They do not possess any of the abilities they had in life. | | | |
| | See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness. | | | |
| | 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**

Unbalanced Soul A jann-killing akvan prince spreads failure and defeat. It gains resist acid, cold, electricity, and the following spell-like abilities: at will-ethereal jaunt, invisibility; 3/day-disjunction, wish.

Special Abilities & Qualities

Damage 2d6 **Damage** 3d6 **Damage** 5d6 **Damage** 6d6

Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Standard Actions

| | | | |
|--|--|--|--|
| <p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+15 (24) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+15 (24) 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 2d6+14 (21) slashing damage.</p> <p>Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d10+14 (25) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+18 (36) piercing damage.</p> <p>Claw Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+18 (32) slashing damage.</p> <p>Tail Slap Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d8+18 (45) bludgeoning damage.</p> |
|--|--|--|--|

Special Actions

| | | | |
|---|---|---|---|
| <p>Saving Throw Dexterity DC 18</p> <p>Damage 4d6</p> | <p>Saving Throw Dexterity DC 20</p> <p>Damage 5d6</p> | <p>Saving Throw Dexterity DC 24</p> <p>Damage 6d8</p> | <p>Saving Throw Dexterity DC 27</p> <p>Damage 8d6</p> |
|---|---|---|---|

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Special Actions

| | | | |
|---|---|---|---|
| <p>Saving Throw Wisdom DC 18</p> | <p>Saving Throw Wisdom DC 20</p> | <p>Saving Throw Wisdom DC 24</p> | <p>Saving Throw Wisdom DC 27</p> |
|---|---|---|---|

Shake Faith Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wisdom save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.

Special Actions

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| <p>Damage 2d6</p> | <p>Damage 3d6</p> | <p>Damage 4d6</p> | <p>Damage 5d6</p> |
|--------------------------|--------------------------|--------------------------|--------------------------|

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 Actions

Torturous Gullet As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting Possessions

-



DIV (AKVAN)



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

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 116 | 194 | 376 | 577 |
| Speed | 50 ft. Fly 120 ft. (Good) | | | |
| Size, Type, Alignment | Huge fiend, neutral evil | Huge fiend, neutral evil | Gargantuan fiend, neutral evil | Gargantuan fiend, neutral evil |
| Ability Scores / Saves | STR 20 (+5) | STR 22 (+6) | STR 24 (+7) | STR 28 (+9) |
| | DEX 20 (+5) | DEX 22 (+6) | DEX 20 (+5) | DEX 21 (+5) |
| | CON 19 (+4) | CON 20 (+5) | CON 22 (+6) | CON 27 (+8) |
| | 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 19 (+4) | CHA 20 (+5) | CHA 20 (+5) | CHA 22 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron and good | | | |
| Immunities | Fire, poisoned | | | |
| 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 | Abyssal, Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 8 | 14 | 24 | 27 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 17 | Saving Throw Wisdom DC 20 | Saving Throw Wisdom DC 23 | Saving Throw Wisdom DC 26 |
| | Aura of Hopelessness All creatures within 30 feet of an akvan must make a successful Wisdom save or suffer disadvantage on attack rolls, saving throws, skill checks, and ability checks. This is a mind-affecting effect. | | | |
| Special Abilities & Qualities | Create Ghul Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuls are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuls. They do not possess any of the abilities they had in life. | | | |
| | See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness. | | | |
| | 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** 2d6**Damage** 3d6**Damage** 4d6**Damage** 5d6**Rend** If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d8+12 (21) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+16 (34) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) slashing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+12 (19) slashing damage.**Claw** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+16 (30) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+10 (19) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+15 (24) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d10+12 (23) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d8+16 (43) bludgeoning damage.**Special Actions****Saving Throw**
Dexterity DC 17
Damage 3d6**Saving Throw**
Dexterity DC 20
Damage 4d6**Saving Throw**
Dexterity DC 23
Damage 5d8**Saving Throw**
Dexterity DC 26
Damage 7d6**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.**Special Actions****Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 20**Saving Throw**
Wisdom DC 23**Saving Throw**
Wisdom DC 26**Shake Faith** Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wisdom save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.**Special Actions****Damage** 2d6**Damage** 3d6**Damage** 4d6**Damage** 5d6**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 Actions****Torturous Gullet** As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

DIV (DORU)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|-----------------|
| Terrain | Any (Abaddon) |
| Rarity | Rare |
| Role | Lurker / Minion |
| Organization | Solitary |
| Treasure | None |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 6 | 28 | 81 | 145 |
| Speed | 20 ft. Fly 40 ft. (Perfect) | | | |
| Size, Type, Alignment | Tiny fiend, neutral evil | Tiny fiend, neutral evil | Tiny fiend, neutral evil | Small fiend, neutral evil |
| Ability Scores / Saves | STR 6 (-2) | STR 7 (-2) | STR 12 (+1) | STR 16 (+3) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 8 (-1) | CON 8 (-1) | CON 12 (+1) | CON 16 (+3) |
| | INT 8 (-1) | INT 8 (-1) | INT 12 (+1) | INT 12 (+1) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 12 (+1) | CHA 12 (+1) | CHA 16 (+3) | CHA 16 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron or good | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Infernal, Telepathy 100 ft. | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 18 |
| | Poison Bite - injury; save Fortitude; Onset immediate; Maximum Duration 6 rounds; Stage 1 Stupefied +1 level (1 round) and 1d4 Poison damage; Stage 2 2d4 poison damage and Stupefied +1 level (1 round); Stage 3 2d4 poison damage and Stupefied +1 level (1 round). | | | |
| Special Abilities & Qualities | <p>See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness.</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> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage. | Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d6+0 (4) piercing damage. | Bite Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d6+2 (6) piercing damage. | Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DIV (GHAWWAS)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|-----------------|
| Terrain | Any (Abaddon) |
| Rarity | Rare |
| Role | Lurker / Normal |
| Organization | Solitary |
| Treasure | Standard |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) | 21 (natural armor) |
| Hit Points | 57 | 100 | 155 | 290 |
| Speed | 30 ft. Swim 80 ft. | | | |

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|------------------------------|----------------------------|----------------------------|---------------------------|--------------------------|
| Size, Type, Alignment | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
|------------------------------|----------------------------|----------------------------|---------------------------|--------------------------|

| | | | | | | | | |
|-------------------------------|------------|---------|------------|---------|------------|---------|------------|---------|
| Ability Scores / Saves | STR | 17 (+3) | STR | 17 (+3) | STR | 19 (+4) | STR | 23 (+6) |
| | DEX | 17 (+3) | DEX | 17 (+3) | DEX | 13 (+1) | DEX | 15 (+2) |
| | CON | 17 (+3) | CON | 17 (+3) | CON | 18 (+4) | CON | 23 (+6) |
| | INT | 10 (+0) | INT | 10 (+0) | INT | 10 (+0) | INT | 14 (+2) |
| | WIS | 13 (+1) | WIS | 13 (+1) | WIS | 13 (+1) | WIS | 17 (+3) |
| | CHA | 12 (+1) | CHA | 12 (+1) | CHA | 12 (+1) | CHA | 16 (+3) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | |
|--------------------|--|
| Resistances | Acid, all physical attacks except cold iron and good |
|--------------------|--|

| | |
|-------------------|----------------|
| Immunities | Fire, 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. |
|---------------|---|---|---|---|

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|------------------|--|
| Languages | Abyssal, Aquan, Celestial, Infernal, Telepathy 100 ft. |
|------------------|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 6 | 10 | 14 | 17 |
|------------------|----------|-----------|-----------|-----------|

| | |
|--|---|
| Special Abilities & Qualities | Amphibious The creature can breathe air and/or water. |
| | See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness. |
| | 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 Constitution DC 16 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 22 |
| | Damage 4d6 | Damage 5d6 | Damage 6d6 | Damage 8d6 |

Boiling Sea As a standard action, a ghawwas can cause the waters around it to boil. Any creature within 50 feet of the ghawwas, within the same body of water, and at least half submerged takes fire/heat damage (Constitution save halves this damage).

D

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

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 22

Poison Sting- injury; save Constitution; frequency 1/round for 6 rounds; effect 1d6 Strength damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full only with a restoration spell or more powerful healing magic.**Special Abilities & Qualities****Damage** 1d6**Damage** 1d8**Damage** 2d6**Damage** 2d8**Rough Hide** Ghawwas have rough hides studded with jagged barbs and spiny protrusions. Any creature striking a ghawwas with a natural weapon or an unarmed strike takes 1d6 points of slashing and piercing damage.**Standard Actions****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 5 ft., one target. Hit 1d6+7 (10) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.**Sting** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) piercing damage.**Sting** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) piercing damage.**Sting** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.**Sting** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.**Legendary Actions**

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

DIV (PAIRAKA)



| | Low | Moderate | Advanced | Elite |
|--------------|-----------------|----------|----------|-------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Lurker / Normal | | | |
| Organization | Solitary | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 38 | 77 | 139 | 214 |
| Speed | 30 ft. Fly 50 ft. (Good) | | | |
| Size, Type, Alignment | Small fiend, neutral evil | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil |
| Ability Scores / Saves | STR 11 (+0) | STR 15 (+2) | STR 18 (+4) | STR 20 (+5) |
| | DEX 19 (+4) | DEX 17 (+3) | DEX 19 (+4) | DEX 18 (+4) |
| | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) |
| | INT 12 (+1) | INT 12 (+1) | INT 16 (+3) | INT 16 (+3) |
| | WIS 16 (+3) | WIS 16 (+3) | WIS 18 (+4) | WIS 18 (+4) |
| | CHA 19 (+4) | CHA 19 (+4) | CHA 21 (+5) | CHA 21 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron or good | | | |
| Immunities | Fire, poisoned | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +19, Darkvision 60 ft. | Passive Perception +20, Darkvision 60 ft. |
| Languages | Abyssal, Celestial, Infernal, Telepathy 100 ft. | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | <p>See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness.</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 | <p>Saving Throw Constitution DC 17</p> | <p>Saving Throw Constitution DC 18</p> | <p>Saving Throw Constitution DC 20</p> | <p>Saving Throw Constitution DC 21</p> |
| | <p>Disease (Bubonic Plague) Disease-Claw-injury; save Constitution; frequency 1/day; effect 1d4 Strength damage, 1 Cha damage, and victim is Fatigued; cure 2 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.</p> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|--|---|--|---|
| Special Abilities & Qualities | Saving Throw Constitution DC 17 Disease (Bubonic Plague) Disease-Claw-injury; save Constitution; frequency 1/day; effect 1d8 Dexterity damage; cure 2 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic. | Saving Throw Constitution DC 18 | Saving Throw Constitution DC 20 | Saving Throw Constitution DC 21 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 17 Lustful Dreams Pairakas can torment sleeping creatures. While an intelligent creature sleeps, a pairaka can slip into the target's mind and twist its dreams to lusty nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a Wisdom save, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. The victim, even a depraved soul, rarely considers the sexual nature of these dreams enjoyable, as the images exploit any number of taboos the pairaka suspects its victim might harbor. Creatures that do not sleep or dream are immune to this effect. | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 20 | Saving Throw Wisdom DC 21 |
| Standard Actions | Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+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: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) slashing damage. | Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage. |
| Legendary Actions | - | - | - | - |
| Innate Spellcasting | - | - | - | - |
| Spellcasting | - | - | - | - |
| Possessions | - | - | - | - |



DIV (SEPID)



| | Low | Moderate | Advanced | Elite |
|--------------|----------------|----------|----------|-------|
| Terrain | Any (Abaddon) | | | |
| Rarity | Rare | | | |
| Role | Leader / Elite | | | |
| Organization | Solitary | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 21 (natural armor) | 21 (natural armor) | 21 (natural armor) | 23 (natural armor) |
| Hit Points | 75 | 117 | 211 | 355 |
| Speed | 40 ft. | | | |
| Size, Type, Alignment | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
| Ability Scores / Saves | STR 18 (+4) | STR 18 (+4) | STR 20 (+5) | STR 24 (+7) |
| | DEX 19 (+4) | DEX 19 (+4) | DEX 17 (+3) | DEX 18 (+4) |
| | CON 18 (+4) | CON 18 (+4) | CON 20 (+5) | CON 25 (+7) |
| | INT 17 (+3) | INT 17 (+3) | INT 17 (+3) | INT 18 (+4) |
| | WIS 17 (+3) | WIS 17 (+3) | WIS 17 (+3) | WIS 18 (+4) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | Acid, all physical attacks except cold iron and 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, Celestial, Common, Draconic, Infernal, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 15 | 19 |
| Special Abilities & Qualities | Saving Throw Reflex DC 17 | Saving Throw Reflex DC 18 | Saving Throw Reflex DC 20 | Saving Throw Reflex DC 23 |
| | Damage 8d6 | Damage 12d6 | Damage 12d10 | Damage 14d10 |
| Special Abilities & Qualities | Rain of Debris Three times per day as a standard action, a sepid can call forth a hail of stones, wood, metal, and similar debris. The debris rains down and pelts all creatures in a 10-foot-high, 40-foot-radius cylinder centered on the sepid, dealing bludgeoning damage (Dexterity save halves damage). This attack does not harm the sepid, and counts as an evil attack for the purpose of resistances. | | | |
| | See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness. | | | |
| Special Abilities & Qualities | Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|--|---|
| Standard Actions | <p>Falchion Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d4+8/18-00 (13) slashing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.</p> | <p>Falchion Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+8/18-00 (13) slashing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.</p> | <p>Falchion Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+11/18-00 (18) slashing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p> | <p>Falchion Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12/18-00 (19) slashing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | Falchion | | | |



DIV (SHIRA)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|---------------|
| Terrain | Any (Abaddon) |
| Rarity | Rare |
| Role | Lurker/ Elite |
| Organization | Solitary |
| Treasure | Standard |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) | 21 (natural armor) |
| Hit Points | 44 | 90 | 156 | 279 |
| Speed | 50 ft. | | | |

| | | | | |
|------------------------------|----------------------------|----------------------------|---------------------------|--------------------------|
| Size, Type, Alignment | Medium fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil | Huge fiend, neutral evil |
|------------------------------|----------------------------|----------------------------|---------------------------|--------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 18 (+4) | STR | 20 (+5) | STR | 21 (+5) | STR | 25 (+7) |
| | DEX | 20 (+5) | DEX | 20 (+5) | DEX | 20 (+5) | DEX | 20 (+5) |
| | CON | 18 (+4) | CON | 18 (+4) | CON | 20 (+5) | CON | 24 (+7) |
| | INT | 11 (+0) | INT | 11 (+0) | INT | 11 (+0) | INT | 15 (+2) |
| | WIS | 18 (+4) | WIS | 18 (+4) | WIS | 18 (+4) | WIS | 20 (+5) |
| | CHA | 17 (+3) | CHA | 17 (+3) | CHA | 17 (+3) | CHA | 19 (+4) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except cold iron and 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, Celestial, Infernal, Telepathy 100 ft. | | | |
|------------------|---|--|--|--|

| | | | | |
|------------------|----------|----------|-----------|-----------|
| Challenge | 4 | 8 | 12 | 16 |
|------------------|----------|----------|-----------|-----------|

| | | | | |
|--|---|---|---|---|
| Special Abilities & Qualities | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 22 |
|--|---|---|---|---|

Consume Essence A shira's deadliest attacks drain away a portion of its victim's essence. Whenever a shira hits with a coup de grace attack using its bite, or confirms a critical hit with its claws or bite, the target must succeed at a Constitution save or take 1d4 points of Constitution damage. This damage is restored only with a restoration spell or more powerful healing magic.

| | |
|--|--|
| Special Abilities & Qualities | Dusty Pelt A shira collects and produces copious amounts of dust and ash within the coarse hairs of its furry hide. As a move action, it can shake itself, creating a cloud of dust that fills its space, providing it concealment. Any attack that deals at least 10 points of bludgeoning, piercing, or slashing damage to the shira (before resistance) automatically activates this ability. The dust cloud lasts for 1 round. A light wind disperses this cloud immediately. |
|--|--|



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Special Abilities & Qualities

See in Darkness Some Divs can see perfectly in darkness of any kind, even that created by magical darkness.

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

Standard Actions

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

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

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

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

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

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

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

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



DODO



| | | | | |
|---------------------|----------------------------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Coastlines and Plains | | | |
| Rarity | Common | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Huddle (3-6x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 13 (natural armor) | 13 (natural armor) | 15 (natural armor) | 15 (natural armor) |
| Hit Points | 4 | 41 | 98 | 161 |
| Speed | 20 ft. | | 25 ft. | |
| Size, Type, Alignment | Medium beast, unaligned | Medium beast, unaligned | Medium beast, unaligned | Large beast, unaligned |
| Ability Scores / Saves | STR 1 (-5) | STR 2 (-4) | STR 7 (-2) | STR 12 (+1) |
| | DEX 9 (-1) | DEX 9 (-1) | DEX 13 (+1) | DEX 11 (+0) |
| | 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 7 (-2) | WIS 7 (-2) | WIS 11 (+0) | WIS 11 (+0) |
| | CHA 4 (-3) | CHA 4 (-3) | CHA 8 (-1) | CHA 8 (-1) |
| Saving Throws | - | - | - | - |
| Resistances | - | - | - | - |
| Immunities | - | - | - | - |
| Vulnerabilities | - | - | - | - |
| Senses | Passive Perception +8, Darkvision 60 ft. | Passive Perception +8, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +15, 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 -

DOG



Low

Moderate

Advanced

Elite

Terrain

Any

Rarity

Common

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Pack (3-12x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **14** (natural armor) **14** (natural armor) **14** (natural armor) **16** (natural armor)

Hit Points 7 23 60 95

Speed 40 ft. 45 ft.

Size, Type, Alignment Small beast, unaligned Small beast, unaligned Small beast, unaligned Small beast, unaligned

| | | | | |
|-------------------------------|--------------------|--------------------|--------------------|--------------------|
| Ability Scores / Saves | STR 11 (+0) | STR 12 (+1) | STR 13 (+1) | STR 13 (+1) |
| | DEX 11 (+0) | DEX 11 (+0) | DEX 11 (+0) | DEX 12 (+1) |
| | CON 13 (+1) | CON 13 (+1) | CON 13 (+1) | CON 13 (+1) |
| | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) | INT 1 (-5) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 10 (+0) | WIS 10 (+0) |
| | CHA 4 (-3) | CHA 4 (-3) | 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 +15, Darkvision 60 ft.

Languages -

Challenge **4** **8** **12** **16**

Standard Actions -

Legendary Actions -

Possessions -

DOG (RIDING)



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

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|--|---|
| Armor Class | 14 (natural armor) | 14 (natural armor) | 16 (natural armor) | 16 (natural armor) |
| Hit Points | 10 | 41 | 84 | 142 |
| Speed | 40 ft. | 45 ft. | | |
| Size, Type, Alignment | Medium beast, unaligned | Medium beast, unaligned | Medium beast, unaligned | Large beast, unaligned |
| Ability Scores / Saves | STR 13 (+1) | STR 14 (+2) | STR 18 (+4) | STR 20 (+5) |
| | DEX 13 (+1) | DEX 13 (+1) | DEX 17 (+3) | DEX 15 (+2) |
| | 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 | 4 | 8 | 12 | 16 |
| Standard Actions | Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. | Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 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: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage. |
| Legendary Actions | - | - | - | - |
| Possessions | - | - | - | - |

DOLPHIN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Ocean

Rarity

Common

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Pod (3-18x)

Treasure

None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

14

(natural armor)

15

(natural armor)

16

(natural armor)

17

(natural armor)

Hit Points

10

33

75

136

Speed

Swim 80 ft.

Size, Type, Alignment

Medium beast, unaligned

Medium beast, unaligned

Medium beast, unaligned

Large beast, unaligned

Ability Scores / Saves

STR 10 (+0)

STR 10 (+0)

STR 15 (+2)

STR 18 (+4)

DEX 13 (+1)

DEX 14 (+2)

DEX 17 (+3)

DEX 16 (+3)

CON 11 (+0)

CON 11 (+0)

CON 15 (+2)

CON 18 (+4)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

WIS 11 (+0)

WIS 11 (+0)

WIS 15 (+2)

WIS 15 (+2)

CHA 4 (-3)

CHA 4 (-3)

CHA 8 (-1)

CHA 8 (-1)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +10, Blindsight 120 ft., Darkvision 60 ft.

Passive Perception +13, 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

2

6

10

14

Standard Actions

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

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

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

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

DOLPHIN (ORCA)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------------------|----------|----------|-------|
| Terrain | Cold Oceans | | | |
| Rarity | Common | | | |
| Role | Brute / Normal | | | |
| Organization | Solitary, Pair, or Pod (3-20x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|--|--|--|
| Armor Class | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 33 | 72 | 128 | 195 |
| Speed | Swim 80 ft. | | | |
| Size, Type, Alignment | Large beast, unaligned | Huge beast, unaligned | Huge beast, unaligned | Gargantuan beast, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 23 (+6) | STR 26 (+8) |
| | DEX 17 (+3) | DEX 13 (+1) | DEX 17 (+3) | DEX 15 (+2) |
| | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) | CON 19 (+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 4 (-3) | CHA 4 (-3) | CHA 8 (-1) | CHA 8 (-1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Blindsight 120 ft., Darkvision 60 ft. | Passive Perception +15, Blindsight 120 ft., Darkvision 60 ft. | Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft. | Passive Perception +19, Blindsight 120 ft., Darkvision 60 ft. |
| Languages | - | | | |
| Challenge | 2 | 6 | 10 | 14 |
| Standard Actions | Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+12 (18) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage. | Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+16 (26) piercing damage. | Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+19 (33) piercing damage. |

D

DOLPHIN (POPOTO)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Temperate Oceans

Rarity

Uncommon

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Pod (3-5x)

Treasure

None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

15

(natural armor)

15

(natural armor)

16

(natural armor)

17

(natural armor)

Hit Points

4

21

59

108

Speed

Swim 60 ft.

Size, Type, Alignment

Medium beast, unaligned

Medium beast, unaligned

Medium beast, unaligned

Large beast, unaligned

Ability Scores / Saves

STR 6 (-2)

STR 6 (-2)

STR 11 (+0)

STR 16 (+3)

DEX 15 (+2)

DEX 16 (+3)

DEX 18 (+4)

DEX 17 (+3)

CON 9 (-1)

CON 9 (-1)

CON 13 (+1)

CON 17 (+3)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

WIS 11 (+0)

WIS 11 (+0)

WIS 15 (+2)

WIS 15 (+2)

CHA 4 (-3)

CHA 4 (-3)

CHA 8 (-1)

CHA 8 (-1)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +10, Darkvision 60 ft.

Passive Perception +10, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Languages

-

Challenge

5

9

13

17

Standard Actions

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

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

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

Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

DONKEY RAT (CAPYBARA)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Temperate Coast or Forest | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Nest (3-12x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) |
| Hit Points | 8 | 36 | 80 | 1333 |
| Speed | 30 ft. Swim 20 ft. | | | |
| Size, Type, Alignment | Small beast, unaligned | Small beast, unaligned | Small beast, unaligned | Medium beast, unaligned |
| Ability Scores / Saves | STR 4 (-3) | STR 5 (-3) | STR 10 (+0) | STR 15 (+2) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 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 | - | | | |
| 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: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage. | Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage. | Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage. | Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. |

D

DOPPELGANGER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|--------------------------------|
| Terrain | Any |
| Rarity | Rare |
| Role | Lurker / Normal |
| Organization | Solitary, Pair, or Gang (3-6x) |
| Treasure | Incidental |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----------|-----------|-----------|------------|
| Hit Points | 15 | 33 | 81 | 152 |
|-------------------|-----------|-----------|-----------|------------|

| | | | | |
|--------------|--------|--|--|--|
| Speed | 30 ft. | | | |
|--------------|--------|--|--|--|

| | | | | |
|------------------------------|-------------------------------|-------------------------------|-------------------------------|------------------------------|
| Size, Type, Alignment | Medium monstrosity, unaligned | Medium monstrosity, unaligned | Medium monstrosity, unaligned | Large monstrosity, unaligned |
|------------------------------|-------------------------------|-------------------------------|-------------------------------|------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 16 (+3) | STR | 17 (+3) | STR | 19 (+4) | STR | 22 (+6) |
| | DEX | 11 (+0) | DEX | 11 (+0) | DEX | 15 (+2) | DEX | 13 (+1) |
| | CON | 10 (+0) | CON | 10 (+0) | CON | 14 (+2) | CON | 17 (+3) |
| | 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 | 11 (+0) | CHA | 11 (+0) | CHA | 15 (+2) | CHA | 15 (+2) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | |
|--------------------|---|
| Resistances | - |
|--------------------|---|

| | |
|-------------------|--------------------|
| Immunities | Charm, unconscious |
|-------------------|--------------------|

| | |
|------------------------|---|
| 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 | 1 | 6 | 10 | 14 |
|------------------|----------|----------|-----------|-----------|

Special Abilities & Qualities **Change Shape** You have the ability to assume the appearance of a specific creature or type of creature, 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).

Special Abilities & Qualities **Mimicry** A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list.

Special Abilities & Qualities **Perfect Copy** When a doppelganger uses change shape, it can assume the appearance of specific individuals.



Low



Moderate



Advanced



Elite

Standard Actions

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

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

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.

Legendary Actions

-

Innate Spellcasting

detect thoughts (at will)



D

Illustration 12: Doppelganger

DORVAE



| | Low | Moderate | Advanced | Elite |
|--------------|-------------------|----------|----------|-------|
| Terrain | Any (evil planes) | | | |
| Rarity | Rare | | | |
| Role | Leader / Normal | | | |
| Organization | Solitary | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 18 (natural armor) | 20 (natural armor) |
| Hit Points | 37 | 68 | 120 | 219 |
| Speed | 30 ft. Fly 60 ft. (Good) | | | |
| Size, Type, Alignment | Small fiend, neutral evil | Small fiend, neutral evil | Medium fiend, neutral evil | Large fiend, neutral evil |
| Ability Scores / Saves | STR 12 (+1) | STR 12 (+1) | STR 16 (+3) | STR 20 (+5) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 18 (+4) | DEX 18 (+4) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 20 (+5) |
| | 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 | all physical attacks except good | | | |
| Immunities | psychic, 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 | Abyssal, Celestial, Common, Infernal, Telepathy 50 ft. | | | |
| 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 21 |
| | Poison Injury; save Constitution; frequency 1/round for 12 rounds; effect 1d4 Wisdom damage and is Poisoned; cure 3 saves. Ability score damage is healed in full only with a restoration spell or more powerful healing magic. In addition to the effects described, victims who suffer from the poison are susceptible to the dorvae's lesser geas no matter its Hit Dice for 24 hours. | | | |
| Special Abilities & Qualities | See Invisibility You can See Invisibility, as per the spell, as a constant ability. | | | |
| | 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**

Writhing Snakes When a dorvae succeeds at a grapple check against an opponent, the serpents of its body writhe around the grappled foe, biting wherever they can gain purchase. This deals 2d8 points of piercing damage, and the grappled foe is subject to the dorvae's supernatural poison.

Standard Actions

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 3d6/19-00 (12) slashing damage.

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 3d6/19-00 (12) slashing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d8/19-00 (16) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 9d6+8/19-00 (16) slashing damage.

Legendary Actions

-

Innate Spellcasting

bestow curse (3/day); detect thoughts (at will); dimension door (3/day); feeblemind (1/day); geas (1/day); see invisibility (at will)

Spellcasting

-

Possessions

-

DOSSENUM

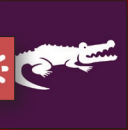


| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any Underground (except water) | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Clutch (2-9x), or Infestation (10-20x) | | | |
| Treasure | Incidental | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|--|---|---|
| Armor Class | 14 (natural armor) | 14 (natural armor) | 16 (natural armor) | 16 (natural armor) |
| Hit Points | 14 | 32 | 82 | 145 |
| Speed | 30 ft. Burrow 30 ft. Climb 30 ft. | | | |
| Size, Type, Alignment | Small aberration, unaligned | Small aberration, unaligned | Small aberration, unaligned | Medium aberration, unaligned |
| Ability Scores / Saves | STR 10 (+0) | STR 11 (+0) | STR 16 (+3) | STR 18 (+4) |
| | DEX 9 (-1) | DEX 10 (+0) | DEX 14 (+2) | DEX 12 (+1) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) |
| | INT 1 (-5) | INT 1 (-5) | INT 5 (-3) | INT 5 (-3) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 3 (-4) | CHA 3 (-4) | CHA 7 (-2) | CHA 7 (-2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | Light Blindness, Hydrophobia | | | |
| 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 | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | <p>Burrow A dossenus can burrow through stone (or weaker materials such as wood) as easily as dirt.</p> <p>Devastating Maw A dossenus' bite attack counts as adamantite for the purposes of overcoming resistance and damaging objects.</p> <p>Swarming Dossenuses are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two dossenuses can share the same square at the same time. If two dossenuses sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.</p> | | | |
| Special Abilities & Qualities | <p>Hydrophobia A dossenus cannot swim and always fails Swim or related checks. If a dossenus becomes completely submerged in water, it must succeed at a DC 15 Wisdom save on its turn each round or be paralyzed with fear until it is no longer submerged.</p> <p>Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or magical light. You are dazzled as long as you remain in areas of bright light.</p> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (310) piercing damage. | Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8/19-00 (410) piercing damage. | Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+10/19-00 (14) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+14/19-00 (21) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DRAGON (BLACK, ADULT)



Low

Moderate

Advanced

Elite

| | | | | |
|---------------------|--------------------|----------------|---------------|---------------|
| Terrain | Warm Marshes | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

Low

Moderate

Advanced

Elite

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 21 (natural armor) | 22 (natural armor) |
| Hit Points | 68 | 141 | 238 | 365 |
| Speed | 60 ft. Swim 60 ft. Fly 150 ft. (Average), Swamp Stride | | | |
| Size, Type, Alignment | Small dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil | Gargantuan dragon, chaotic evil |
| Ability Scores / Saves | STR 15 (+2) | STR 20 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 16 (+3) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 13 (+1) | CON 18 (+4) | CON 20 (+5) | CON 24 (+7) |
| | INT 10 (+0) | INT 12 (+1) | INT 17 (+3) | INT 18 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 10 (+0) | CHA 12 (+1) | CHA 17 (+3) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Acid, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Common, Draconic, Giant, Speak with Reptiles | | | |
| Challenge | 2 | 6 | 10 | 14 |
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d6 | Damage 3d4 |
| | Acid Bite A black dragon's bite deals additional acid damage. | | | |
| Special Abilities & Qualities | Save Dexterity DC 15 | Save Dexterity DC 19 | Save Dexterity DC 21 | Save Dexterity DC 24 |
| | Acid Pool A black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 50 feet. When an acid pool is created, anyone inside its area takes an amount of damage equal to the dragon's breath weapon (Dexterity halves this damage). Any creature that starts its turn touching this pool takes damage, but can make a Dexterity save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Save Dexterity DC 15
Damage 12d6

Breath Weapon 120' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Special Abilities & Qualities

Corrupt Water Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Wisdom save or become ruined. This ability is the equivalent of a 1st-level spell. Its range is 300 ft.

Standard Actions

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

Claws Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.

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

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

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

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+18 (32) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.

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

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+18 (25) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+24 (42) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.

Wings Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+24 (38) bludgeoning damage.

Special Actions

Save Dexterity DC 15
Damage 2d6

Crush A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Actions

Save Wisdom DC 15

Save Wisdom DC 19

Save Wisdom DC 21

Save Wisdom DC 24

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

Speak with Reptiles A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.

Swamp Stride A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Special Actions

Save Dexterity DC 15
Damage 1d6

Save Dexterity DC 19
Damage 2d6

Save Dexterity DC 21
Damage 4d6

Save Dexterity DC 24
Damage 5d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

darkness (at will); insect plague (at will); plant growth (at will)

Spellcasting

Known Sorcerer Spells (CL 8th):
arcane eye; sleet storm; blink; gust of wind; dispel magic; acid arrow; burning gaze; darkness; flaming sphere; snilloc's snowball swarm; alarm; cause fear; charm person; mage armor; acid splash; dancing lights; detect magic; mending; message

Known Sorcerer Spells (CL 11th):
arcane eye; lightning bolt; sleet storm; blink; gust of wind; dispel magic; acid arrow; burning gaze; darkness; flaming sphere; snilloc's snowball swarm; alarm; cause fear; charm person; mage armor; acid splash; dancing lights; detect magic; mending; message

Known Sorcerer Spells (CL 15th):
arcane eye; lightning bolt; sleet storm; blink; gust of wind; dispel magic; acid arrow; burning gaze; darkness; flaming sphere; snilloc's snowball swarm; alarm; cause fear; charm person; mage armor; acid splash; dancing lights; detect magic; mending; message

Known Sorcerer Spells (CL 18th):
arcane eye; lightning bolt; sleet storm; blink; gust of wind; dispel magic; acid arrow; burning gaze; darkness; flaming sphere; snilloc's snowball swarm; alarm; cause fear; charm person; mage armor; acid splash; dancing lights; detect magic; mending; message

Possessions

-



DRAGON (BLACK, YOUNG)



| | | | | |
|---------------------|--------------------|--------------------|-----------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Marshes | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Elite | Leader / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | | | | |
|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----------|-----------|------------|------------|
| Hit Points | 31 | 86 | 166 | 275 |
|-------------------|-----------|-----------|------------|------------|

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|--------------|--|--|--|--|
| Speed | 60 ft. Swim 60 ft. Fly 100 ft. (Average) | | | |
|--------------|--|--|--|--|

| | | | | |
|------------------------------|---------------------------|-----------------------------|----------------------------|---------------------------|
| Size, Type, Alignment | Tiny dragon, chaotic evil | Medium dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil |
|------------------------------|---------------------------|-----------------------------|----------------------------|---------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 5 (-3) | STR | 17 (+3) | STR | 20 (+5) | STR | 25 (+7) |
| | DEX | 17 (+3) | DEX | 12 (+1) | DEX | 14 (+2) | DEX | 12 (+1) |
| | CON | 7 (-2) | CON | 15 (+2) | CON | 19 (+4) | CON | 22 (+6) |
| | INT | 6 (-2) | INT | 8 (-1) | INT | 14 (+2) | INT | 16 (+3) |
| | WIS | 9 (-1) | WIS | 11 (+0) | WIS | 17 (+3) | WIS | 18 (+4) |
| | CHA | 6 (-2) | CHA | 8 (-1) | CHA | 14 (+2) | CHA | 16 (+3) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

| | | | | |
|-------------------|--------------------------------------|--|--|--|
| Immunities | Acid, Magical unconscious, paralyzed | | | |
|-------------------|--------------------------------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|--|---|---|---|
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +13, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|--|---|---|---|

| | | | | |
|------------------|-------------------------------|--|--|--|
| Languages | Draconic, Speak with Reptiles | | | |
|------------------|-------------------------------|--|--|--|

| | | | | |
|------------------|-----------|-----------|-----------|-----------|
| Challenge | 10 | 14 | 18 | 22 |
|------------------|-----------|-----------|-----------|-----------|

| | | | | |
|--|--|--|---|---|
| Special Abilities & Qualities | Save Dexterity DC 10 Damage 6d6 | Save Dexterity DC 15 Damage 8d6 | Save Dexterity DC 18 Damage 10d6 | Save Dexterity DC 21 Damage 12d6 |
| | Breath Weapon 100' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

| | | | | |
|--|---|--|--|--|
| Special Abilities & Qualities | Corrupt Water Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Wisdom save or become ruined. This ability is the equivalent of a 1st-level spell. Its range is 300 ft. | | | |
|--|---|--|--|--|

**Low****Moderate****Advanced****Elite****Standard Actions****Bite** Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.**Claws** Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+12 (22) piercing damage.**Claws** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8 (15) slashing damage.**Wings** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+19 (33) piercing damage.**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13 (24) slashing damage.**Wings** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+19 (26) bludgeoning damage.**Special Actions****Save** Dexterity DC 10
Damage 1d4**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Save** Dexterity DC 15
Damage 1d6**Save** Dexterity DC 18
Damage 2d6**Save** Dexterity DC 21
Damage 3d4**Special Actions****Save** Wisdom DC 10**Save** Wisdom DC 15**Save** Wisdom DC 28**Save** Wisdom DC 21**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions****Speak with Reptiles** A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.**Swamp Stride** A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.**Water Breathing** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.*darkness (at will)***Innate Spellcasting****Known Sorcerer Spells (CL 4th):***acid arrow; blur; darting duplicate; hold portal; lock gaze; magic missile; acid splash; detect magic; mage hand; prestidigitation; ray of frost***Known Sorcerer Spells (CL 7th):***acid arrow; blur; darting duplicate; hold portal; lock gaze; magic missile; acid splash; detect magic; mage hand; prestidigitation; ray of frost***Known Sorcerer Spells (CL 9th):***acid arrow; blur; darting duplicate; hold portal; lock gaze; magic missile; acid splash; detect magic; mage hand; prestidigitation; ray of frost***Known Sorcerer Spells (CL 12th):***acid arrow; blur; darting duplicate; hold portal; lock gaze; magic missile; acid splash; detect magic; mage hand; prestidigitation; ray of frost***Illustration 13: Black Dragon**

DRAGON (BLUE, ADULT)



Low

Moderate

Advanced

Elite

| | | | | |
|---------------------|--------------------|-------------------|----------------|---------------|
| Terrain | Warm Deserts | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

Low

Moderate

Advanced

Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----------|-----------|------------|------------|
| Hit Points | 53 | 90 | 170 | 307 |
|-------------------|-----------|-----------|------------|------------|

| | | | | |
|--------------|--|--|--|--|
| Speed | 40 ft. Burrow 20 ft. Fly 150 ft. (Average) | | | |
|--------------|--|--|--|--|

| | | | | |
|------------------------------|---------------------------|----------------------------|--------------------------|--------------------------------|
| Size, Type, Alignment | Small dragon, lawful evil | Medium dragon, lawful evil | Huge dragon, lawful evil | Gargantuan dragon, lawful evil |
|------------------------------|---------------------------|----------------------------|--------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 11 (+0) | STR | 17 (+3) | STR | 20 (+5) | STR | 27 (+8) |
| | DEX | 14 (+2) | DEX | 14 (+2) | DEX | 8 (-1) | DEX | 8 (-1) |
| | CON | 9 (-1) | CON | 13 (+1) | CON | 18 (+4) | CON | 22 (+6) |
| | INT | 10 (+0) | INT | 12 (+1) | INT | 14 (+2) | INT | 18 (+4) |
| | WIS | 11 (+0) | WIS | 13 (+1) | WIS | 15 (+2) | WIS | 18 (+4) |
| | CHA | 10 (+0) | CHA | 12 (+1) | CHA | 14 (+2) | CHA | 18 (+4) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

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|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

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|-------------------|---|--|--|--|
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
|-------------------|---|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|---|---|---|---|

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|------------------|--------------------------------|--|--|--|
| Languages | Auran, Common, Draconic, Giant | | | |
|------------------|--------------------------------|--|--|--|

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|------------------|----------|----------|-----------|-----------|
| Challenge | 4 | 8 | 12 | 16 |
|------------------|----------|----------|-----------|-----------|

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|--|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| Special Abilities & Qualities | Save Constitution DC 13 | Save Constitution DC 15 | Save Constitution DC 19 | Save Constitution DC 22 |
|--|--------------------------------|--------------------------------|--------------------------------|--------------------------------|

Desert Thirst A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Constitution save or be destroyed.

| | | | | |
|--|-------------------|-------------------|-------------------|-------------------|
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 2d6 |
|--|-------------------|-------------------|-------------------|-------------------|

Electricity Aura An adult blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take electricity damage at the beginning of the dragon's turn.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity DC 13
Damage 10d6**Save** Dexterity DC 15
Damage 12d6**Save** Dexterity DC 19
Damage 14d6**Save** Dexterity DC 22
Damage 16d8**Breath Weapon** 140' Line of Lightning, electricity damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.**Special Abilities & Qualities****Mirage** An old or older blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as project image but the dragon can use its breath weapon through the mirage.**Standard Actions****Bite** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+22 (50) piercing damage.**Claws** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.**Claws** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+15 (33) slashing damage.**Wings** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.**Wings** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.**Wings** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.**Tail Slap** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+22 (36) bludgeoning damage.**Special Actions****Save** Dexterity DC 13
Damage 2d6**Save** Dexterity DC 15
Damage 4d6**Save** Dexterity DC 19
Damage 5d6**Save** Dexterity DC 22
Damage 6d6**Crush** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Special Actions****Save** Wisdom DC 13**Save** Wisdom DC 15**Save** Wisdom DC 19**Save** Wisdom DC 22**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions****Sound Imitation** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check.**Special Actions****Save** Dexterity DC 13
Damage 1d6**Save** Dexterity DC 15
Damage 2d6**Save** Dexterity DC 19
Damage 3d6**Save** Dexterity DC 22
Damage 4d6**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Innate Spellcasting***hallucinatory terrain (at will); minor image (at will)***Spellcasting****Known Sorcerer Spells (CL 8th):****Known Sorcerer Spells (CL 12th):****Known Sorcerer Spells (CL 14th):****Known Sorcerer Spells (CL 16th):***lightning bolt; blink; fireball; flame arrows; blur; darkness; invisibility; protection from energy; alarm; charm person; mage armor; shield; true strike; detect magic; light; mage hand; mending; resistance***Possessions**

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DRAGON (BLUE, ANCIENT)



| | | | | |
|---------------------|-------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Deserts | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Controller / Solo | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | | | | |
|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 20 (natural armor) | 22 (natural armor) | 22 (natural armor) | 23 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----|-----|-----|-----|
| Hit Points | 157 | 221 | 338 | 506 |
|-------------------|-----|-----|-----|-----|

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|--------------|---|--|--|--|
| Speed | 40 ft. Burrow 20 ft. Fly 200 ft. (Poor) | | | |
|--------------|---|--|--|--|

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|------------------------------|---------------------------|--------------------------|--------------------------------|--------------------------------|
| Size, Type, Alignment | Large dragon, lawful evil | Huge dragon, lawful evil | Gargantuan dragon, lawful evil | Gargantuan dragon, lawful evil |
|------------------------------|---------------------------|--------------------------|--------------------------------|--------------------------------|

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|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 18 (+4) | STR | 20 (+5) | STR | 24 (+7) | STR | 28 (+9) |
| | DEX | 12 (+1) | DEX | 10 (+0) | DEX | 6 (-2) | DEX | 8 (-1) |
| | CON | 15 (+2) | CON | 17 (+3) | CON | 20 (+5) | CON | 23 (+6) |
| | INT | 14 (+2) | INT | 16 (+3) | INT | 17 (+3) | INT | 20 (+5) |
| | WIS | 15 (+2) | WIS | 17 (+3) | WIS | 18 (+4) | WIS | 20 (+5) |
| | CHA | 14 (+2) | CHA | 16 (+3) | CHA | 17 (+3) | CHA | 20 (+5) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

| | | | | |
|-------------------|---|--|--|--|
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
|-------------------|---|--|--|--|

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|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| 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. |
|---------------|---|---|---|---|

| | | | | |
|------------------|---|--|--|--|
| Languages | Auran, Common, Draconic, Giant, Ignan, Infernal | | | |
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|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 12 | 16 | 20 |
|------------------|----------|-----------|-----------|-----------|

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|--|--|--------------------------------|--------------------------------|--------------------------------|
| Special Abilities & Qualities | Save Constitution DC 17 | Save Constitution DC 19 | Save Constitution DC 22 | Save Constitution DC 24 |
| | Desert Thirst A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Constitution save or be destroyed. | | | |

| | | | | |
|--|---|-------------------|-------------------|-------------------|
| Special Abilities & Qualities | Damage 2d6 | Damage 2d8 | Damage 3d6 | Damage 3d8 |
| | Electricity Aura An adult blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take electricity damage at the beginning of the dragon's turn. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity DC 17
Damage 14d6**Save** Dexterity DC 19
Damage 18d6**Save** Dexterity DC 22
Damage 22d6**Save** Dexterity DC 24
Damage 26d8**Breath Weapon** 140' Line of Lightning, electricity damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.**Special Abilities & Qualities****Mirage** An old or older blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as project image but the dragon can use its breath weapon through the mirage.**Standard Actions****Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (12) slashing damage.**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.**Claws** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.**Claws** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Wings** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Wings** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Wings** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.**Special Actions****Save** Dexterity DC 17
Damage 3d6**Save** Dexterity DC 19
Damage 6d6**Save** Dexterity DC 22
Damage 8d6**Save** Dexterity DC 24
Damage 10d6**Crush** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Special Actions****Save** Wisdom DC 17**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 24**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions****Sound Imitation** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check.**Special Actions****Save** Dexterity DC 17
Damage 2d6**Save** Dexterity DC 19
Damage 3d6**Save** Dexterity DC 22
Damage 5d6**Save** Dexterity DC 24
Damage 7d6**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Special Actions****Sandstorm** As a standard action, a great wyrm blue dragon can create a sandstorm centered on itself with a radius of 1,200 feet. Creatures other than the dragon inside the storm take bludgeoning damage each round in addition to the normal sandstorm penalties. This sandstorm lasts for up to 1 hour, but can be dismissed by the dragon as a free action.**Special Actions****Save** Dexterity DC 17**Save** Dexterity DC 19**Save** Dexterity DC 22**Save** Dexterity DC 24**Storm Breath** An ancient or older blue dragon can use its breath weapon to create a storm of lightning. This functions as storm of vengeance, but the damage is equal to the dragon's breath weapon. Additional uses of this ability extend the duration by an additional 1d6 rounds.**Innate Spellcasting***hallucinatory terrain (at will); minor image (at will); mirage arcane (at will)***Spellcasting****Known Sorcerer Spells (CL 8th):****Known Sorcerer Spells (CL 12th):****Known Sorcerer Spells (CL 14th):****Known Sorcerer Spells (CL 16th):***charm monster; incendiary cloud; fire storm; delayed blast fireball; finger of death; chain lightning; arcane hand; mislead; dream; hold monster; major image; dimension door; enervation; fire shield; stonkskin; dispel magic; blink; haste; vampiric touch; darkness; false life; invisibility; protection from energy; shatter; alarm; mage armor; shield; true strike; unseen servant; detect magic; light; mage hand; mending; message; resistance***Possessions**

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DRAGON (BLUE, YOUNG)



| | | | | |
|---------------------|-------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Deserts | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | | | | |
|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

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|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
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|-------------------|-----------|-----------|------------|------------|
| Hit Points | 21 | 74 | 157 | 280 |
|-------------------|-----------|-----------|------------|------------|

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|--------------|--|--|--|--|
| Speed | 40 ft. Burrow 20 ft. Fly 100 ft. (Average) | | | |
|--------------|--|--|--|--|

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|------------------------------|--------------------------|---------------------------|--------------------------|--------------------------------|
| Size, Type, Alignment | Tiny dragon, lawful evil | Large dragon, lawful evil | Huge dragon, lawful evil | Gargantuan dragon, lawful evil |
|------------------------------|--------------------------|---------------------------|--------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 7 (-2) | STR | 18 (+4) | STR | 22 (+6) | STR | 26 (+8) |
| | DEX | 16 (+3) | DEX | 10 (+0) | DEX | 12 (+1) | DEX | 10 (+0) |
| | CON | 7 (-2) | CON | 15 (+2) | CON | 19 (+4) | CON | 22 (+6) |
| | INT | 8 (-1) | INT | 10 (+0) | INT | 16 (+3) | INT | 17 (+3) |
| | WIS | 9 (-1) | WIS | 11 (+0) | WIS | 17 (+3) | WIS | 18 (+4) |
| | CHA | 8 (-1) | CHA | 10 (+0) | CHA | 16 (+3) | CHA | 17 (+3) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

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|-------------------|---|--|--|--|
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
|-------------------|---|--|--|--|

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|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|--|---|---|---|
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|--|---|---|---|

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|------------------|------------------|--|--|--|
| Languages | Common, Draconic | | | |
|------------------|------------------|--|--|--|

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|------------------|-----------|-----------|-----------|-----------|
| Challenge | 16 | 20 | 24 | 28 |
|------------------|-----------|-----------|-----------|-----------|

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|--|--|--------------------------------|--------------------------------|--------------------------------|
| Special Abilities & Qualities | Save Constitution DC 12 | Save Constitution DC 16 | Save Constitution DC 19 | Save Constitution DC 22 |
| | Desert Thirst A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Constitution save or be destroyed. | | | |

| | | | | |
|--|--|-------------------|-------------------|-------------------|
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 2d6 |
| | Electricity Aura A blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take electricity damage at the beginning of the dragon's turn. | | | |

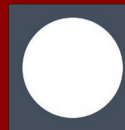
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity DC 12
Damage 6d6**Breath Weapon** 120' Line of Lightning, electricity damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.**Save** Dexterity DC 16
Damage 8d6**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.**Claws** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.**Wings** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.**Save** Dexterity DC 19
Damage 10d6**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.**Wings** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.**Save** Dexterity DC 22
Damage 12d8**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+21 (32) bludgeoning damage.**Standard Actions****Bite** Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.**Claws** Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.**Special Actions****Save** Dexterity DC 12
Damage 1d6**Crush** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Special Actions****Save** Wisdom DC 12**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions****Sound Imitation** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check.**Innate Spellcasting***minor image (at will)***Spellcasting****Known Sorcerer Spells (CL 8th):****Known Sorcerer Spells (CL 12th):****Known Sorcerer Spells (CL 14th):****Known Sorcerer Spells (CL 16th):***link; fireball; acid arrow; invisibility; cause fear; charm person; magic missile; sleep; dancing lights; detect magic; light; mage hand; prestidigitation***Possessions**

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DRAGON (BRASS, ADULT)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Deserts | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

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| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 21 (natural armor) |
| Hit Points | 38 | 117 | 177 | 254 |
| Speed | 60 ft. Burrow 30 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, chaotic good | Medium dragon, chaotic good | Large dragon, chaotic good | Huge dragon, chaotic good |
| Ability Scores / Saves | STR 9 (-1) | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) |
| | DEX 16 (+3) | DEX 12 (+1) | DEX 10 (+0) | DEX 8 (-1) |
| | CON 9 (-1) | CON 17 (+3) | CON 18 (+4) | CON 18 (+4) |
| | INT 10 (+0) | INT 12 (+1) | INT 14 (+2) | INT 16 (+3) |
| | WIS 11 (+0) | WIS 13 (+1) | WIS 15 (+2) | WIS 17 (+3) |
| | CHA 10 (+0) | CHA 12 (+1) | CHA 14 (+2) | CHA 16 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Fire, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Abyssal, Common, Draconic, Drow, Dwarven, Elvish, Gnoll, Gnomish, Goblin, Halfling, Infernal, Orc, Read Lips, Undercommon | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Save Constitution DC 13 | Save Constitution DC 17 | Save Constitution DC 19 | Save Constitution DC 20 |
| | Desert Wind A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Constitution save or be blinded for 1d4 rounds by the sand. | | | |
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 2d6 |
| | Fire Aura A brass dragon is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take fire damage at the beginning of the dragon's turn. A brass dragon can suppress or activate this aura at will as a free action. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Save DC 13
Damage 10d6

Breath Weapon 100' Line of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Sleep Gas Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Wisdom save or fall asleep for 1d6+8 rounds.

Special Abilities & Qualities

Move Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

Standard Actions

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

Claws Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.

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

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

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

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

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

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

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing damage.

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

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

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

Special Actions

Save Dexterity DC 13
Damage 2d6

Crush A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Save Dexterity DC 17
Damage 4d6

Save Dexterity DC 19
Damage 5d6

Save Dexterity DC 20
Damage 6d6

Special Actions

Save Wisdom DC 13

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Save Wisdom DC 17

Save Wisdom DC 19

Save Wisdom DC 20

Special Actions

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

Innate Spellcasting

control winds (at will); speak with animals (at will); suggestion (at will)

Spellcasting

Known Sorcerer Spells (CL 8th):

Known Sorcerer Spells (CL 12th):

Known Sorcerer Spells (CL 14th):

Known Sorcerer Spells (CL 16th):

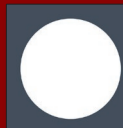
charm monster; confusion; dispel magic; fireball; hold person; tongues; acid arrow; alter self; detect thoughts; see invisibility; alarm; charm person; protection from evil and good; shield; acid splash; dancing lights; detect magic; mage hand; message; prestidigitation

Possessions

-



DRAGON (BRASS, ANCIENT)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Deserts | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | | | | |
|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 20 (natural armor) | 22 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 112 | 169 | 280 | 484 |

Speed 60 ft. Burrow 30 ft. Fly 150 ft. (Average)

| | | | | |
|------------------------------|-----------------------------|----------------------------|---------------------------|---------------------------------|
| Size, Type, Alignment | Medium dragon, chaotic good | Large dragon, chaotic good | Huge dragon, chaotic good | Gargantuan dragon, chaotic good |
|------------------------------|-----------------------------|----------------------------|---------------------------|---------------------------------|

| | | | | |
|-------------------------------|--------------------|--------------------|--------------------|---------------------|
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 24 (+7) | STR 30 (+10) |
| | DEX 14 (+2) | DEX 12 (+1) | DEX 8 (-1) | DEX 8 (-1) |
| | CON 15 (+2) | CON 17 (+3) | CON 20 (+5) | CON 25 (+7) |
| | INT 14 (+2) | INT 16 (+3) | INT 17 (+3) | INT 20 (+5) |
| | WIS 15 (+2) | WIS 17 (+3) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 14 (+2) | CHA 16 (+3) | CHA 17 (+3) | CHA 20 (+5) |

Saving Throws -

Resistances all physical attacks except magic

Immunities Fire, Magical unconscious, paralyzed

Vulnerabilities Vulnerability to Cold

| | | | | |
|---------------|---|---|---|---|
| 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. |
|---------------|---|---|---|---|

Languages Common, Draconic

| | | | | |
|------------------|-----------|-----------|-----------|-----------|
| Challenge | 14 | 18 | 22 | 26 |
|------------------|-----------|-----------|-----------|-----------|

Special Abilities & Qualities **Save** Constitution DC 17 **Save** Constitution DC 19 **Save** Constitution DC 22 **Save** Constitution DC 25
Sandstorm An ancient or older brass dragon can create a powerful sandstorm once per day as a full-round action. This storm has a radius of 1 mile and lasts for 1 minute per age category of the dragon. This functions as a sandstorm, except that it is also accompanied by windstorm-level winds.

Special Abilities & Qualities **Damage** 2d4 **Damage** 2d6 **Damage** 3d4 **Damage** 3d6
Fire Aura A brass dragon is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take fire damage at the beginning of the dragon's turn. A brass dragon can suppress or activate this aura at will as a free action.

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|---|---|
| Special Abilities & Qualities | Save DC 17; Damage 12d6 | Save DC 19; Damage 16d6 | Save DC 22; Damage 20d6 | Save DC 25; Damage 22d8 |
| | <p>Breath Weapon 140' Line of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.</p> <p>Sleep Gas Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Wisdom save or fall asleep for 1d6+8 rounds.</p> | | | |
| Special Abilities & Qualities | <p>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.</p> <p>Summon Djinni This ability, usable once per day, works like a summon monster spell, except that it summons one noble djinni. This ability is the equivalent of a 9th-level spell.</p> | | | |
| Standard Actions | <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+7 (12) piercing damage.</p> <p>Claws Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p>Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) slashing damage.</p> <p>Wings Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16 (25) piercing damage.</p> <p>Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.</p> <p>Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+25 (53) piercing damage.</p> <p>Claws Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+17 (35) slashing damage.</p> <p>Wings Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+8 (18) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+25 (38) bludgeoning damage.</p> |
| Special Actions | Save Dexterity DC 17 Damage 2d6 | Save Dexterity DC 19 Damage 4d6 | Save Dexterity DC 22 Damage 6d6 | Save Dexterity DC 25 Damage 8d6 |
| | <p>Crush A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.</p> | | | |
| Special Actions | Save Wisdom DC 17 | Save Wisdom DC 19 | Save Wisdom DC 22 | Save Wisdom DC 25 |
| | <p>Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.</p> | | | |
| Special Actions | <p>Move Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.</p> | | | |
| Special Actions | Save Dexterity DC 17 Damage 2d6 | Save Dexterity DC 19 Damage 3d6 | Save Dexterity DC 22 Damage 5d6 | Save Dexterity DC 24 Damage 7d6 |
| | <p>Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.</p> | | | |
| Special Actions | Save Constitution DC 17 | Save Constitution DC 19 | Save Constitution DC 22 | Save Constitution DC 25 |
| | <p>Desert Wind A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Constitution save or be blinded for 1d4 rounds by the sand.</p> | | | |
| Innate Spellcasting | <p><i>control weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind (at will)</i></p> | | | |
| Spellcasting | Known Sorcerer Spells (CL 12th): | Known Sorcerer Spells (CL 14th): | Known Sorcerer Spells (CL 16th): | Known Sorcerer Spells (CL 20th): |
| | <p><i>bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirror image; arcane eye; charm monster; confusion; locate creature; blink; hold person; tongues; alter self; detect thoughts; locate object; protection from energy; see invisibility; alarm; charm person; protection from evil and good; shield; dancing lights; detect magic; mage hand; message; prestidigitation</i></p> | | | |
| Possessions | - | | | |



DRAGON (BRASS, YOUNG)



| | | | | |
|---------------------|--------------------|--------------------|-------------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Deserts | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Elite | Controller / Solo | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | | | | |
|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 14 | 70 | 137 | 243 |

Speed 60 ft. Burrow 30 ft. Fly 100 ft. (Average)

| | | | | |
|------------------------------|---------------------------|-----------------------------|----------------------------|---------------------------|
| Size, Type, Alignment | Tiny dragon, chaotic good | Medium dragon, chaotic good | Large dragon, chaotic good | Huge dragon, chaotic good |
|------------------------------|---------------------------|-----------------------------|----------------------------|---------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 5 (-3) | STR | 17 (+3) | STR | 20 (+5) | STR | 25 (+7) |
| | DEX | 17 (+3) | DEX | 12 (+1) | DEX | 14 (+2) | DEX | 12 (+1) |
| | CON | 7 (-2) | CON | 15 (+2) | CON | 19 (+4) | CON | 22 (+6) |
| | INT | 8 (-1) | INT | 10 (+0) | INT | 16 (+3) | INT | 17 (+3) |
| | WIS | 9 (-1) | WIS | 11 (+0) | WIS | 17 (+3) | WIS | 18 (+4) |
| | CHA | 8 (-1) | CHA | 10 (+0) | CHA | 16 (+3) | CHA | 17 (+3) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

Resistances all physical attacks except magic

Immunities Fire, Magical unconscious, paralyzed

Vulnerabilities Vulnerability to Cold

| | | | | |
|---------------|--|---|---|---|
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +13, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|--|---|---|---|

Languages Common, Draconic

| | | | | |
|------------------|----------|----------|-----------|-----------|
| Challenge | 4 | 8 | 12 | 16 |
|------------------|----------|----------|-----------|-----------|

| | | | | |
|--|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| Special Abilities & Qualities | Save Constitution DC 11 | Save Constitution DC 15 | Save Constitution DC 18 | Save Constitution DC 21 |
|--|--------------------------------|--------------------------------|--------------------------------|--------------------------------|

Desert Wind A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Constitution save or be blinded for 1d4 rounds by the sand.

| | | | | |
|--|--|---|---|---|
| Special Abilities & Qualities | Save DC 11 Damage 8d4 | Save DC 15 Damage 10d4 | Save DC 18 Damage 12d4 | Save DC 21 Damage 14d4 |
|--|--|---|---|---|

Breath Weapon 100' Line of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Sleep Gas Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Wisdom save or fall asleep for 1d6+8 rounds.

D



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Move Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

Standard Actions

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

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

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

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

Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+12 (22) piercing damage.

Claws Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8 (15) slashing damage.

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

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

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+19 (33) piercing damage.

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

Wings Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+19 (30) bludgeoning damage.

Special Actions

Save Dexterity DC 11
Damage 1d4

Save Dexterity DC 15
Damage 3d4

Save Dexterity DC 18
Damage 3d6

Save Dexterity DC 21
Damage 4d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Actions

Save Wisdom DC 11

Save Wisdom DC 15

Save Wisdom DC 18

Save Wisdom DC 21

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

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

Innate Spellcasting

Speak with animals (at will); suggestion (at will)

Spellcasting

Known Sorcerer Spells (CL 6th):

Known Sorcerer Spells (CL 10th):

Known Sorcerer Spells (CL 12th):

Known Sorcerer Spells (CL 14th):

lightning bolt; charm monster; aqueous orb; blink; sleep; adoration; alter self; blur; charm person; comprehend languages; dancing lantern; floating disk; hypnotic pattern (at will); dancing lights; detect magic; disrupt undead; mage hand; message; prestidigitation

Possessions

-



DRAGON (BRINE, ADULT)



| | | | | |
|---------------------|------------------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Aquatic (Plane of Water) | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 19 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 29 | 63 | 122 | 270 |
| Speed | 60 ft. Swim 60 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, lawful neutral | Small dragon, lawful neutral | Large dragon, lawful neutral | Gargantuan dragon, lawful neutral |
| Ability Scores / Saves | STR 14 (+2) | STR 18 (+4) | STR 22 (+6) | STR 28 (+9) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 9 (-1) | DEX 9 (-1) |
| | CON 7 (-2) | CON 11 (+0) | CON 17 (+3) | CON 22 (+6) |
| | INT 13 (+1) | INT 15 (+2) | INT 17 (+3) | INT 20 (+5) |
| | WIS 10 (+0) | WIS 12 (+1) | WIS 14 (+2) | WIS 18 (+4) |
| | CHA 11 (+0) | CHA 13 (+1) | CHA 15 (+2) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Acid, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Aquan, Common, Draconic, Elvish, Halfling | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Save Reflex DC 13; Dmg 8d6 | Save Reflex DC 15; Dmg 10d6 | Save Reflex DC 18; Dmg 12d6 | Save Reflex DC 22; Dmg 16d6 |
| | Breath Weapon 120' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

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

Dexterity DC 13

Damage 2d6**Saving Throw**

Dexterity DC 15

Damage 3d6**Saving Throw**

Dexterity DC 18

Damage 5d6**Saving Throw**

Dexterity DC 22

Damage 7d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Saving Throw**

Wisdom DC 13

Saving Throw

Wisdom DC 15

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 13

Damage 1d10**Saving Throw**

Dexterity DC 15

Damage 2d10**Saving Throw**

Dexterity DC 18

Damage 3d10**Saving Throw**

Dexterity DC 22

Damage 4d10

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Standard Actions**Bite** Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.

Claws Melee weapon

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

Bite Melee weapon attack:

+5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) piercing damage.

Claws Melee weapon

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

Wings Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit 1d3+9 (11) bludgeoning damage.

Bite Melee weapon

attack: +7 to hit, reach 5 ft., one target. Hit 2d6+15 (22) piercing damage.

Claws Melee weapon

attack: +7 to hit, reach 5 ft., one target. Hit 1d8+10 (14) slashing damage.

Wings Melee weapon

attack: +7 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.

Tail Slap Melee weapon

attack: +7 to hit, reach 5 ft., one target. Hit 1d8+15 (20) bludgeoning damage.

Bite Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 4d8+24 (42) piercing damage.

Claws Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.

Wings Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Tail Slap Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 4d6+24 (38) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting*control water (at will); speak with animals (fish only) (at will); water breathing (at will)***Spellcasting****Known Sorcerer Spells (CL 7th):**

black tentacles; disintegrate; aqueous orb; dispel magic; sleet storm; acid arrow; alter self; blur; invisibility; color spray; feather fall; burst; ray of enfeeblement; detect magic; mage hand; prestidigitation; resistance

Known Sorcerer Spells (CL 9th):**Known Sorcerer Spells (CL 11th):****Known Sorcerer Spells (CL 15th):****Possessions**

-



DRAGON (BRINE, ANCIENT)



| | | | | |
|---------------------|------------------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Aquatic (Plane of Water) | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | | | | |
|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 18 (natural armor) | 20 (natural armor) | 22 (natural armor) | 22 (natural armor) |
| Hit Points | 57 | 138 | 304 | 491 |

Speed 60 ft. Swim 60 ft. Fly 150 ft. (Average)

| | | | | |
|------------------------------|------------------------------|-------------------------------|-----------------------------|-----------------------------------|
| Size, Type, Alignment | Small dragon, lawful neutral | Medium dragon, lawful neutral | Huge dragon, lawful neutral | Gargantuan dragon, lawful neutral |
|------------------------------|------------------------------|-------------------------------|-----------------------------|-----------------------------------|

| | | | | |
|-------------------------------|--------------------|--------------------|--------------------|---------------------|
| Ability Scores / Saves | STR 17 (+3) | STR 20 (+5) | STR 26 (+8) | STR 32 (+10) |
| | DEX 15 (+2) | DEX 13 (+1) | DEX 7 (-2) | DEX 7 (-2) |
| | CON 9 (-1) | CON 13 (+1) | CON 18 (+4) | CON 24 (+7) |
| | INT 13 (+1) | INT 17 (+3) | INT 18 (+4) | INT 22 (+6) |
| | WIS 10 (+0) | WIS 14 (+2) | WIS 17 (+3) | WIS 20 (+5) |
| | CHA 11 (+0) | CHA 15 (+2) | CHA 18 (+4) | CHA 20 (+5) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

Resistances all physical attacks except magic

Immunities Acid, Magical unconscious, paralyzed

Vulnerabilities -

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +13, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|---|---|---|---|

Languages Aquan, Common, Draconic, Dwarven, Elvish, Gnomish, Halfling

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 14 | 22 | 26 |
|------------------|----------|-----------|-----------|-----------|

Special Abilities & Qualities **Save** Reflex DC 13; **Dmg** 10d6 **Save** Reflex DC 17; **Dmg** 14d6 **Save** Reflex DC 21; **Dmg** 18d6 **Save** Reflex DC 25; **Dmg** 20d8

Breath Weapon 140' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | Saving Throw Dexterity DC 13 Damage 3d6 | Saving Throw Dexterity DC 17 Damage 5d6 | Saving Throw Dexterity DC 21 Damage 7d6 | Saving Throw Dexterity DC 25 Damage 9d6 |
|--|--|--|--|--|

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 13**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 21**Saving Throw**
Wisdom DC 25

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities**Saving Throw**
Constitution DC 13**Saving Throw**
Constitution DC 17**Saving Throw**
Constitution DC 21**Saving Throw**
Constitution DC 25

Desiccating Bite An ancient brine dragon's bite causes weakness, dealing 1d2 points of Strength damage in addition to its normal damage. A Constitution save negates the Strength damage. Ability damage inflicted by this creature may only be restored via restoration or more powerful healing magic.

Special Abilities & Qualities**Saving Throw**
Constitution DC 13**Saving Throw**
Constitution DC 17**Saving Throw**
Constitution DC 21**Saving Throw**
Constitution DC 25

Painful Strikes This creature's natural attacks are so laden with salt and acidic crystals that every time it strikes a creature with one of these attacks, the target must make a Constitution save or be stunned for a round from the pain.

Special Abilities & Qualities**Saving Throw**
Dexterity DC 13**Saving Throw**
Dexterity DC 17**Saving Throw**
Dexterity DC 21**Saving Throw**
Dexterity DC 25**Damage** 2d8**Damage** 3d10**Damage** 4d10**Damage** 5d10

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Standard Actions**Bite** Melee weapon attack: +3 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 1d10+12 (18) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+21 (30) piercing damage.**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+30 (58) piercing damage.**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.**Claws** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) slashing damage.**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+14 (21) slashing damage.**Claws** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+20 (38) slashing damage.**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+7 (9) bludgeoning damage.**Wings** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.**Wings** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.**Wings** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+10 (24) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+21 (28) bludgeoning damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+30 (48) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*control water (at will); abi-dalzim's horrid wilting (3/day); (speak with animals (fish only) (at will); tsunami (3/day); water breathing (at will)***Spellcasting****Known Sorcerer Spells (CL 12th):****Known Sorcerer Spells (CL 14th):****Known Sorcerer Spells (CL 16th):****Known Sorcerer Spells (CL 20th):***bigby's hand; charm monster; incendiary cloud; fire storm; control weather; fly, true seeing; teleport; wall of force; lightning bolt; ice storm; invisibility; aqueous orb; sleep; dispel magic; sleet storm; alter self; detect thoughts; color spray; feather fall; burst; ray of enfeeblement; detect magic; mage hand; message; prestidigitation; resistance***Possessions**

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DRAGON (BRINE, YOUNG)



| | Low | Moderate | Advanced | Elite |
|--------------|------------------------------|-------------------|--------------------|----------------|
| Terrain | Any Aquatic (Plane of Water) | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Controller / Solo | Controller / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 11 | 50 | 126 | 226 |
| Speed | 60 ft. Swim 60 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, lawful neutral | Medium dragon, lawful neutral | Large dragon, lawful neutral | Huge dragon, lawful neutral |
| Ability Scores / Saves | STR 10 (+0) | STR 19 (+4) | STR 23 (+6) | STR 27 (+8) |
| | DEX 17 (+3) | DEX 11 (+0) | DEX 13 (+1) | DEX 12 (+1) |
| | CON 5 (-3) | CON 13 (+1) | CON 18 (+4) | CON 21 (+5) |
| | INT 11 (+0) | INT 13 (+1) | INT 18 (+4) | INT 18 (+4) |
| | WIS 8 (-1) | WIS 10 (+0) | WIS 16 (+3) | WIS 17 (+3) |
| | CHA 9 (-1) | CHA 11 (+0) | CHA 17 (+3) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Acid, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +13, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Aquan, Common, Draconic | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Save Reflex DC 11; Dmg 6d4 | Save Reflex DC 14; Dmg 8d4 | Save Reflex DC 18; Dmg 10d4 | Save Reflex DC 20; Dmg 12d4 |
| | Breath Weapon 100' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Dexterity DC 11
Damage 1d6**Saving Throw**
Dexterity DC 14
Damage 2d6**Saving Throw**
Dexterity DC 18
Damage 3d6**Saving Throw**
Dexterity DC 20
Damage 4d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Saving Throw**
Wisdom DC 11**Saving Throw**
Wisdom DC 14**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 20

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Standard Actions**Bite** Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) piercing damage.**Claws** Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d2+1 (2) slashing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.**Claws** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.**Wings** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+16 (26) piercing damage.**Claws** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+11 (18) slashing damage.**Wings** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+16 (23) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+22 (36) piercing damage.**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+15 (26) slashing damage.**Wings** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+22 (32) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*control water (at will); (at will); speak with animals (fish only) (at will); water breathing (at will)***Spellcasting****Known Sorcerer Spells (CL 7th):****Known Sorcerer Spells (CL 7th):****Known Sorcerer Spells (CL 9th):****Known Sorcerer Spells (CL 12th):***lightning bolt; charm monster; dispel magic; fireball; acid arrow; monster; detect thoughts; charm person; color spray; ; detect magic; mage hand; prestidigitation***Possessions**

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DRAGON (BRONZE, ANCIENT)



| | | | | |
|---------------------|----------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Temperate Coastlines | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 20 (natural armor) | 22 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 131 | 192 | 306 | 480 |
| Speed | 40 ft. Swim 60 ft. Fly 200 ft. (Poor), Wave Mastery | | | |
| Size, Type, Alignment | Large dragon, lawful good | Huge dragon, lawful good | Gargantuan dragon, lawful good | Gargantuan dragon, lawful good |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 12 (+1) | DEX 10 (+0) | DEX 6 (-2) | DEX 8 (-1) |
| | CON 15 (+2) | CON 17 (+3) | CON 20 (+5) | CON 23 (+6) |
| | INT 17 (+3) | INT 18 (+4) | INT 19 (+4) | INT 22 (+6) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) | WIS 22 (+6) |
| | CHA 17 (+3) | CHA 18 (+4) | CHA 19 (+4) | CHA 22 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Aquan, Common, Draconic, Druidic, Dwarven, Elvish, Giant, Gnome, Gnomish, Halfling, Orc | | | |
| Challenge | 16 | 20 | 24 | 28 |
| Special Abilities & Qualities | Save DC 18; Dmg 12d6 Breath Weapon 140' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | Save DC 20; Dmg 16d6 Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect. | Save DC 22; Dmg 20d6 | Save DC 24; Dmg 24d8 |
| Special Abilities & Qualities | Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph. Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

| | | | |
|--|--|--|--|
| Save Dexterity 18; Dmg 2d6 | Save Dexterity 20; Dmg 3d6 | Save Dexterity 22; Dmg 5d6 | Save Dexterity 24; Dmg 8d6 |
|--|--|--|--|

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

| | | | |
|-------------------|-------------------|-------------------|-------------------|
| Damage 2d6 | Damage 3d6 | Damage 5d6 | Damage 7d6 |
|-------------------|-------------------|-------------------|-------------------|

Electricity Aura A bronze dragon has an aura of electricity. All creatures within 10 feet take electricity damage at the start of the dragon's turn.

Standard Actions

| | | | |
|--|--|--|--|
| Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage. | Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage. | Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage. |
| Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage. | Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage. | Claws Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage. | Claws Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage. |
| Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage. | Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage. | Wings Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage. | Wings Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage. |
| Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage. | Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage. | Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage. | Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage. |

Special Actions

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| Save Wisdom DC 18 | Save Wisdom DC 20 | Save Wisdom DC 22 | Save Wisdom DC 24 |
|--------------------------|--------------------------|--------------------------|--------------------------|

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

| | | | |
|--|--|--|--|
| Save Dexterity 18; Dmg 2d6 | Save Dexterity 20; Dmg 4d6 | Save Dexterity 22; Dmg 6d6 | Save Dexterity 24; Dmg 8d6 |
|--|--|--|--|

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

| | | | |
|--|--|--|---|
| Save Dexterity 18; Dmg 4d6 | Save Dexterity 20; Dmg 5d6 | Save Dexterity 22; Dmg 8d6 | Save Dexterity 24; Dmg 12d6 |
|--|--|--|---|

Tidal Wave A bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore-treat the targets as if struck by an avalanche. Treat all creatures as if they were in the bury zone. Each affected creature may attempt a Dexterity save to halve the damage suffered. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Special Actions

Vortex Once per day, a bronze dragon can create a vortex as a standard action, just like an elder water elemental. A bronze dragon can maintain this vortex for 12 rounds.

Innate Spellcasting

control water (at will); control weather (at will); create food and water (at will); detect thoughts (at will); fog cloud (at will); speak with animals (at will)

Spellcasting

| | | | |
|---|---|---|---|
| Known Sorcerer Spells (CL 12th): | Known Sorcerer Spells (CL 14th): | Known Sorcerer Spells (CL 16th): | Known Sorcerer Spells (CL 20th): |
|---|---|---|---|

etherealness; command; delayed blast fireball; counterspell; stone shape; mislead; suggestion; bigby's hand; mind spike; teleport; dimension door; ice storm; fog cloud; stonewall; dispel magic; slow; blur; gust of wind; invisibility; mirror image; web; alarm; mage armor; shield; true strike; dancing lights; detect magic; light; message; prestidigitation; resistance

Possessions

-



DRAGON (BRONZE, ADULT)



| | | | | |
|---------------------|----------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Temperate Coastlines | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 32 | 71 | 156 | 328 |
| Speed | 40 ft. Swim 60 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, lawful good | Medium dragon, lawful good | Huge dragon, lawful good | Gargantuan dragon, lawful good |
| Ability Scores / Saves | STR 11 (+0) | STR 17 (+3) | STR 20 (+5) | STR 26 (+8) |
| | DEX 14 (+2) | DEX 14 (+2) | DEX 8 (-1) | DEX 8 (-1) |
| | CON 9 (-1) | CON 13 (+1) | CON 18 (+4) | CON 23 (+6) |
| | INT 14 (+2) | INT 16 (+3) | INT 17 (+3) | INT 20 (+5) |
| | WIS 15 (+2) | WIS 17 (+3) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 14 (+2) | CHA 16 (+3) | CHA 17 (+3) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Aquan, Common, Draconic, Drow, Druidic, Dwarven, Elvish, Gnomish, Goblin | | | |
| Challenge | 8 | 12 | 16 | 20 |
| Special Abilities & Qualities | Save DC 15; Dmg 10d6 | Save DC 27; Dmg 12d6 | Save DC 19; Dmg 16d6 | Save DC 22; Dmg 20d8 |
| | Breath Weapon 140' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect. | | | |
| Special Abilities & Qualities | Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph. | | | |
| | Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water. | | | |

D

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 15; **Dmg** 1d6**Save** Dexterity 17; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 5d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Damage** 1d6**Damage** 2d6**Damage** 4d6**Damage** 5d6

Electricity Aura A bronze dragon has an aura of electricity. All creatures within 10 feet take electricity damage at the start of the dragon's turn.

Standard Actions

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

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+21 (49) piercing damage.

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

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

Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

Claws Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+14 (32) slashing damage.

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

Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.

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

Wings Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

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

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+21 (34) bludgeoning damage.

Special Actions**Save** Wisdom DC 15**Save** Wisdom DC 17**Save** Wisdom DC 19**Save** Wisdom DC 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions**Save** Dexterity 15; **Dmg** 1d6**Save** Dexterity 17; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

create food and water (at will); detect thoughts (at will); fog cloud (at will); speak with animals (at will)

Spellcasting**Known Sorcerer Spells (CL 10th):****Known Sorcerer Spells (CL 12th):****Known Sorcerer Spells (CL 14th):****Known Sorcerer Spells (CL 18th):**

cloudkill; arcane eye; lightning bolt; dimension door; blink; sleep; dispel magic; slow; blur; continual flame; darkness; gust of wind; mirror image; alarm; mage armor; shield; true strike; chameleon scales; dancing lights; detect magic; detect light; message; resistance

Possessions

-

DRAGON (BRONZE, YOUNG)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|----------------------|--------------------|----------------|----------------|
| Terrain | Temperate Coastlines | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Elite | Leader / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 23 | 83 | 178 | 297 |
| Speed | 40 ft. Swim 60 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, lawful good | Large dragon, lawful good | Huge dragon, lawful good | Gargantuan dragon, lawful good |
| Ability Scores / Saves | STR 7 (-2) | STR 18 (+4) | STR 22 (+6) | STR 26 (+8) |
| | DEX 16 (+3) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 7 (-2) | CON 15 (+2) | CON 19 (+4) | CON 22 (+6) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 19 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +11, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Aquan, Common, Draconic, Druidic, Elvish, Giant, Gnomish, Read Lips | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Save DC 14; Dmg 6d6 | Save DC 16; Dmg 8d6 | Save DC 19; Dmg 10d6 | Save DC 22; Dmg 14d6 |
| | Breath Weapon 120' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect. | | | |
| Special Abilities & Qualities | Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph. | | | |
| | Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14; **Dmg** 1d6**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Standard Actions

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

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

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.

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

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

Claws Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.

Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.

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

Wings Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

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

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

Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+21 (32) bludgeoning damage.

Special Actions**Save** Wisdom DC 14**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions**Save** Dexterity 14; **Dmg** 1d4**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

create food and water (at will); fog cloud (at will); speak with animals (at will)

Innate Spellcasting**Spellcasting****Known Sorcerer Spells (CL 10th):****Known Sorcerer Spells (CL 12th):****Known Sorcerer Spells (CL 14th):****Known Sorcerer Spells (CL 18th):**

ice storm; fireball; flame arrows; burning gaze; compassionate ally; alarm; delusional pride; arcane lock; dancing lights; detect magic; light; message; prestidigitation; resistance

Possessions

-

DRAGON (CLOUD, ANCIENT)



| | | | | |
|---------------------|------------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Sky (Plane of Air) | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 19 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 52 | 126 | 345 | 495 |
| Speed | 40 ft. Swim 40 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, unaligned | Large dragon, unaligned | Gargantuan dragon, unaligned | Gargantuan dragon, unaligned |
| Ability Scores / Saves | STR 8 (-1) | STR 16 (+3) | STR 23 (+6) | STR 27 (+8) |
| | DEX 13 (+1) | DEX 11 (+0) | DEX 5 (-3) | DEX 7 (-2) |
| | CON 9 (-1) | CON 13 (+1) | CON 20 (+5) | CON 23 (+6) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 21 (+5) |
| | WIS 14 (+2) | WIS 16 (+3) | WIS 19 (+4) | WIS 22 (+6) |
| | CHA 13 (+1) | CHA 15 (+2) | CHA 18 (+4) | CHA 22 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Auran, Common, Draconic, Elvish | | | |
| Challenge | 8 | 14 | 24 | 28 |
| Special Abilities & Qualities | Save Dexterity 14; Dmg 16d8 | Save Dexterity 17; Dmg 20d8 | Save Dexterity 22; Dmg 24d8 | Save Dexterity 24; Dmg 28d8 |

Breath Weapon 70' Cone of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Cloud Breath A cloud dragon's breath weapon creates a cloud that persists in its cone shape for 1d4 rounds. Treat this cloud as a fog cloud that deals electricity damage equal to half the dragon's breath weapon damage to any creature that ends its turn still within the cloud (Dexterity save halves the damage).

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14; **Dmg** 2d6**Save** Dexterity 17; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6**Save** Dexterity 24; **Dmg** 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Save** Wisdom DC 14**Save** Wisdom DC 17**Save** Wisdom DC 22**Save** Wisdom DC 24

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Cloud Form A cloud dragon can change itself into a cloudy vapor as a swift action for 28 rounds per day. This ability functions as gaseous form but the dragon's fly speed is unchanged.

Mist Vision A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

Standard Actions

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

Claws Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.

Wings Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+6/19-00 (13) piercing damage.

Claws Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d10+4 (10) slashing damage.

Wings Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Tail Slap Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d10+6 (12) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+16/19-00 (30) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+11 (20) slashing damage.

Wings Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+16 (25) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+22/19-00 (50) piercing damage.

Claws Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+15 (33) slashing damage.

Wings Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d8+7 (20) bludgeoning damage.

Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+22 (40) bludgeoning damage.

Special Actions**Save** Dexterity 14; **Dmg** 3d6**Save** Dexterity 17; **Dmg** 5d6**Save** Dexterity 22; **Dmg** 7d6**Save** Dexterity 24; **Dmg** 9d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

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

Thundering Bite A cloud dragon's bite makes a thundering crash whenever it attacks, dealing additional sonic damage.

cloudkill (3/day); fog cloud (at will); storm of vengeance (3/day); wind walk (at will)

Innate Spellcasting**Spellcasting****Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 14th)****Known Sorcerer Spells (CL 16th)****Known Sorcerer Spells (CL 20th)**

*charm monster; bigby's hand; control weather; finger of death; maddening darkness; chain lightning; disintegrate; cone of cold; teleport; geas; ice storm; warding wind; arcane sight; stinking cloud; suggestion; glitterdust; gust of wind; locate object; see invisibility; charm person; detect secret doors; erase; true strike*0th(at will)dancing lights; light; mage hand; message; prestidigitation; resistance; touch of fatigue

Possessions

-



DRAGON (CLOUD, ADULT)



| | | | | |
|---------------------|------------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Sky (Plane of Air) | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 49 | 100 | 203 | 373 |
| Speed | 40 ft. Swim 40 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, unaligned | Medium dragon, unaligned | Huge dragon, unaligned | Gargantuan dragon, unaligned |
| Ability Scores / Saves | STR 4 (-3) | STR 12 (+1) | STR 19 (+4) | STR 25 (+7) |
| | DEX 15 (+2) | DEX 13 (+1) | DEX 7 (-2) | DEX 7 (-2) |
| | CON 7 (-2) | CON 11 (+0) | CON 18 (+4) | CON 23 (+6) |
| | INT 10 (+0) | INT 12 (+1) | INT 16 (+3) | INT 19 (+4) |
| | WIS 12 (+1) | WIS 14 (+2) | WIS 17 (+3) | WIS 20 (+5) |
| | CHA 11 (+0) | CHA 13 (+1) | CHA 17 (+3) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +11, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Auran, Common, Draconic, Elvish | | | |
| Challenge | 6 | 10 | 16 | 20 |
| Special Abilities & Qualities | Save Dexterity 13; Dmg 12d8 | Save Dexterity 15; Dmg 16d8 | Save Dexterity 19; Dmg 20d8 | Save Dexterity 22; Dmg 24d8 |
| Special Abilities & Qualities | Breath Weapon 70' Cone of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| Special Abilities & Qualities | Save Dexterity 13; Dmg 2d6 | Save Dexterity 15; Dmg 4d6 | Save Dexterity 19; Dmg 6d6 | Save Dexterity 22; Dmg 8d6 |
| Special Abilities & Qualities | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Wisdom DC 13**Save** Wisdom DC 15**Save** Wisdom DC 19**Save** Wisdom DC 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Cloud Form A cloud dragon can change itself into a cloudy vapor as a swift action for 28 rounds per day. This ability functions as gaseous form but the dragon's fly speed is unchanged.

Mist Vision A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

Standard Actions

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

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

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+3 (8) piercing damage.

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

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

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

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+10/19-00 (19) piercing damage.

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

Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+19/19-00 (47) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+13 (31) slashing damage.

Wings Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+6 (20) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+19 (37) bludgeoning damage.

Special Actions**Save** Dexterity 13; **Dmg** 2d6**Save** Dexterity 15; **Dmg** 4d6**Save** Dexterity 19; **Dmg** 6d6**Save** Dexterity 22; **Dmg** 8d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting*cloudkill (3/day); fog cloud (at will); (at will); fog cloud (at will)***Spellcasting****Known Sorcerer Spells (CL 10th)****Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 14th)****Known Sorcerer Spells (CL 18th)***charm monster; gust of wind; fireball; lightning bolt; blur; hypnotic pattern; see invisibility; charm person; shield; true strike; dancing lights; light; message; prestidigitation***Possessions**

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DRAGON (CLOUD, YOUNG)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|------------------------|--------------------|-------------------|----------------|
| Terrain | Any Sky (Plane of Air) | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Elite | Controller / Solo | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 22 | 87 | 178 | 2 |
| Speed | 40 ft. Swim 40 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, unaligned | Large dragon, unaligned | Huge dragon, unaligned | Gargantuan dragon, unaligned |
| Ability Scores / Saves | STR 4 (-3) | STR 16 (+3) | STR 20 (+5) | STR 24 (+7) |
| | DEX 15 (+2) | DEX 9 (-1) | DEX 11 (+0) | DEX 9 (-1) |
| | CON 7 (-2) | CON 15 (+2) | CON 19 (+4) | CON 22 (+6) |
| | INT 10 (+0) | INT 12 (+1) | INT 17 (+3) | INT 18 (+4) |
| | WIS 12 (+1) | WIS 14 (+2) | WIS 18 (+4) | WIS 19 (+4) |
| | CHA 11 (+0) | CHA 13 (+1) | CHA 18 (+4) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Auran, Draconic | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Save Dexterity 13; Dmg 8d8 | Save Dexterity 16; Dmg 10d8 | Save Dexterity 19; Dmg 14d8 | Save Dexterity 22; Dmg 18d8 |
| Special Abilities & Qualities | Breath Weapon 60' Cone of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| Special Abilities & Qualities | Save Dexterity 13; Dmg 1d6 | Save Dexterity 16; Dmg 2d6 | Save Dexterity 19; Dmg 4d6 | Save Dexterity 22; Dmg 6d6 |
| Special Abilities & Qualities | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |

D

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Wisdom DC 13**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Cloud Form A cloud dragon can change itself into a cloudy vapor as a swift action for 28 rounds per day. This ability functions as gaseous form but the dragon's fly speed is unchanged.

Mist Vision A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

Standard Actions

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.

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

Wings Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+12 (26) piercing damage.

Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) slashing damage.

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

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12 (22) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+18 (36) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+12 (26) slashing damage.

Wings 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 4d6+18 (32) bludgeoning damage.

Special Actions**Save** Dexterity 13; **Dmg** 1d6**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting*fog cloud (at will); (at will); fog cloud (at will)***Spellcasting****Known Sorcerer Spells (CL 8th)****Known Sorcerer Spells (CL 10th)****Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 14th)***acid arrow; charm person; color spray; disguise self; magic missile; acid splash; detect magic***Possessions**

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DRAGON (COPPER, ANCIENT)



| | | | | |
|---------------------|-------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Hills | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 21 (natural armor) | 22 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 167 | 230 | 349 | 573 |
| Speed | 40 ft. Fly 150 ft. (Average), Climb Stone | | | |
| Size, Type, Alignment | Medium dragon, chaotic good | Large dragon, chaotic good | Huge dragon, chaotic good | Gargantuan dragon, chaotic good |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 24 (+7) | STR 30 (+10) |
| | DEX 14 (+2) | DEX 12 (+1) | DEX 8 (-1) | DEX 8 (-1) |
| | CON 15 (+2) | CON 17 (+3) | CON 20 (+5) | CON 25 (+7) |
| | INT 16 (+3) | INT 17 (+3) | INT 18 (+4) | INT 21 (+5) |
| | WIS 17 (+3) | WIS 18 (+4) | WIS 18 (+4) | WIS 22 (+6) |
| | CHA 16 (+3) | CHA 17 (+3) | CHA 18 (+4) | CHA 21 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Acid, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Common, Draconic, Druidic, Dwarven, Elvish, Giant, Gnomish, Halfling, Orc, Read Lips | | | |
| Challenge | 15 | 19 | 23 | 27 |
| Special Abilities & Qualities | Save Dexterity 18; Dmg 18d6 | Save Dexterity 19; Dmg 22d6 | Save Dexterity 22; Dmg 26d6 | Save Dexterity 25; Dmg 28d8 |
| | Breath Weapon 70' Cone of Slow, for 1d6+12 rounds, usable with Recharge 2. Breath weapons allow a Dexterity save; success indicates no effect. You are immune to your own breath weapon. Breath Weapon 140' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 18; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6**Save** Dexterity 25; **Dmg** 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Save** Wisdom DC 18**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 25

Deadly Joke Once per day, as a standard action, a copper dragon can tell a joke that kills. This affects one target, and functions as power word kill. This is a language-dependent sonic effect.

Special Abilities & Qualities

Climb Stone A copper dragon can climb on stone surfaces as though using the spider climb spell.

Trap Master A copper dragon receives advantage on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.

Uncanny Dodge A copper dragon is always looking out for an ambush. He can never be surprised.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d4+10/19-00 (20) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+16/19-00 (30) piercing damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 12d6+25/19-00 (67) piercing damage.

Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+5 (10) slashing damage.

Claws Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+7 (14) slashing damage.

Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+11 (20) slashing damage.

Claws Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+17 (45) slashing damage.

Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Wings Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+3 (8) bludgeoning damage.

Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Wings Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+8 (22) bludgeoning damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+2 (8) bludgeoning damage.

Tail Slap Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16 (25) bludgeoning damage.

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

Special Actions**Save** Wisdom DC 18**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 25

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions**Save** Wisdom DC 18**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 25

Mass Laughter An ancient copper dragon can tell a fantastic joke once per day as a standard action. All creatures within 10 feet per age category must make a Wisdom save or laugh for 12 rounds, as if affected by hideous laughter. This is equal to a 6th-level spell.

Special Actions**Save** Wisdom DC 18**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 25

Slow Aura A copper dragon is surrounded by an aura of slowness. All creatures within 10 feet of the dragon must make a Wisdom save or be affected as per slow for 1d4 rounds. A copper dragon can suppress or activate this aura at will as a free action.

Special Actions**Save** Dexterity 18; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 5d6**Save** Dexterity 25; **Dmg** 7d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

grease (at will); hideous laughter (at will); move earth (at will); stone shape (at will); wall of stone (at will)

Spellcasting**Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 14th)****Known Sorcerer Spells (CL 16th)****Known Sorcerer Spells (CL 20th)**

prismatic wall; otto's irresistible dance; maze; fly, reverse gravity; antimagic field; mislead; mind spike; polymorph; sending; teleport; confusion; hypnotic pattern; stone shape; stonewall; dispel magic; haste; suggestion; tongues; glitterdust; invisibility; find traps; pyrotechnics; see invisibility; expeditious retreat; arcanist's magic aura; shield; silent image; dancing lights; detect magic; light; mage hand; message; prestidigitation

Possessions

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DRAGON (COPPER, ADULT)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Hills | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) | 21 (natural armor) |
| Hit Points | 55 | 98 | 191 | 351 |
| Speed | 40 ft. Fly 100 ft. (Average), Climb Stone | | | |
| Size, Type, Alignment | Tiny dragon, chaotic good | Small dragon, chaotic good | Large dragon, chaotic good | Gargantuan dragon, chaotic good |
| Ability Scores / Saves | STR 9 (-1) | STR 15 (+2) | STR 20 (+5) | STR 26 (+8) |
| | DEX 16 (+3) | DEX 16 (+3) | DEX 10 (+0) | DEX 10 (+0) |
| | CON 9 (-1) | CON 13 (+1) | CON 18 (+4) | CON 23 (+6) |
| | INT 12 (+1) | INT 14 (+2) | INT 16 (+3) | INT 19 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 17 (+3) | WIS 20 (+5) |
| | CHA 12 (+1) | CHA 14 (+2) | CHA 16 (+3) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Acid, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Common, Draconic, Drow, Druidic, Elvish, Giant, Gnomish, Halfling | | | |
| Challenge | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Save Dexterity 14; Dmg 16d6 | | | |
| | Save Dexterity 16; Dmg 18d6 | | | |
| Special Abilities & Qualities | Save Dexterity 19; Dmg 20d6 | | | |
| | Save Dexterity 22; Dmg 24d8 | | | |
| Special Abilities & Qualities | Breath Weapon 60' Cone of Slow, for 1d6+6 rounds, usable with Recharge 2. Breath weapons allow a Dexterity save; success indicates no effect. You are immune to your own breath weapon. | | | |
| | Breath Weapon 120' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14; **Dmg** 2d6**Save** Dexterity 16; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 5d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

Climb Stone A copper dragon can climb on stone surfaces as though using the spider climb spell.

Trap Master A copper dragon receives advantage on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.

Uncanny Dodge A copper dragon is always looking out for an ambush. He can never be surprised.

Standard Actions

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

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+0 (5/10) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+10/19-00 (19) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 8d6+19/19-00 (47) piercing damage.

Claws Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) slashing damage.

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

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

Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+13 (31) slashing damage.

Wings Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.

Wings Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.

Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Wings Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.

Tail Slap Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+19 (32) bludgeoning damage.

Special Actions**Save** Wisdom DC 14**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions**Save** Wisdom DC 14**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22

Slow Aura A copper dragon is surrounded by an aura of slowness. All creatures within 10 feet of the dragon must make a Wisdom save or be affected as per slow for 1d4 rounds. A copper dragon can suppress or activate this aura at will as a free action.

Special Actions**Save** Dexterity 14; **Dmg** 1d6**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

grease (at will); hideous laughter (at will); stone shape (at will)

Spellcasting**Known Sorcerer Spells (CL 10th)****Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 14th)****Known Sorcerer Spells (CL 18th)**

dimension door; fear; blink; dispel magic; major image; charm person; glitterdust; invisibility; find traps; alarm; identify; magic missile; shield; silent image; detect magic; light; message; mage hand; prestidigitation

Possessions

-



DRAGON (COPPER, YOUNG)



| | | | | |
|---------------------|--------------------|--------------------|-------------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Hills | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Elite | Controller / Solo | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 21 (natural armor) |
| Hit Points | 33 | 87 | 177 | 278 |
| Speed | 40 ft. Fly 100 ft. (Average), Climb Stone | | | |
| Size, Type, Alignment | Tiny dragon, chaotic good | Medium dragon, chaotic good | Large dragon, chaotic good | Huge dragon, chaotic good |
| Ability Scores / Saves | STR 5 (-3) | STR 17 (+3) | STR 20 (+5) | STR 25 (+7) |
| | DEX 17 (+3) | DEX 12 (+1) | DEX 14 (+2) | DEX 12 (+1) |
| | CON 7 (-2) | CON 15 (+2) | CON 19 (+4) | CON 22 (+6) |
| | INT 10 (+0) | INT 12 (+1) | INT 17 (+3) | INT 18 (+4) |
| | WIS 11 (+0) | WIS 13 (+1) | WIS 18 (+4) | WIS 18 (+4) |
| | CHA 10 (+0) | CHA 12 (+1) | CHA 17 (+3) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Acid, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Common, Draconic, Drow, Dwarven, Elvish, Gnomish, Goblin | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Save Dexterity 13; Dmg 8d6 | Save Dexterity 16; Dmg 10d6 | Save Dexterity 19; Dmg 14d6 | Save Dexterity 22; Dmg 18d6 |
| | Breath Weapon 50' Cone of Slow, for 1d6+6 rounds, usable with Recharge 2. Breath weapons allow a Dexterity save; success indicates no effect. You are immune to your own breath weapon. | | | |
| | Breath Weapon 100' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 13; **Dmg** 1d6**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

Climb Stone A copper dragon can climb on stone surfaces as though using the spider climb spell.

Trap Master A copper dragon receives advantage on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.

Uncanny Dodge A copper dragon is always looking out for an ambush. He can never be surprised.

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.

Claws Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d3+0 (2) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6/19-00 (13) piercing damage.

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

Wings Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+12/19-00 (26) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+8 (18) slashing damage.

Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d8+19/19-00 (37) piercing damage.

Claws Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+13 (27) slashing damage.

Wings Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Tail Slap Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+19 (33) bludgeoning damage.

Special Actions**Save** Wisdom DC 13**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Innate Spellcasting

grease (at will); hideous laughter (at will); stone shape (at will)

Spellcasting**Known Sorcerer Spells (CL 8th)****Known Sorcerer Spells (CL 10th)****Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 16th)**

charm monster; confusion; gust of wind; daylight; fireball; acid arrow; alter self; monster; flaming sphere; alarm; feather fall; silent image; detect magic; light; message; mage hand; prestidigitation

Possessions

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DRAGON (CRYSTAL, ANCIENT)



| | | | | |
|---------------------|----------------------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Underground (Plane of Earth) | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|--|--|--|
| Armor Class | 20 (natural armor) | 21 (natural armor) | 22 (natural armor) | 22 (natural armor) |
| Hit Points | 132 | 179 | 292 | 477 |
| Speed | 60 ft. Burrow 30 ft. Climb 30 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Medium dragon, chaotic good | Large dragon, chaotic good | Huge dragon, chaotic good | Gargantuan dragon, chaotic good |
| Ability Scores / Saves | STR 17 (+3) | STR 18 (+4) | STR 22 (+6) | STR 29 (+9) |
| | DEX 14 (+2) | DEX 12 (+1) | DEX 8 (-1) | DEX 8 (-1) |
| | CON 15 (+2) | CON 17 (+3) | CON 20 (+5) | CON 24 (+7) |
| | INT 14 (+2) | INT 16 (+3) | INT 17 (+3) | INT 20 (+5) |
| | WIS 15 (+2) | WIS 17 (+3) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 18 (+4) | CHA 19 (+4) | CHA 20 (+5) | CHA 23 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Magical unconscious, paralyzed, Sonic | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 120 ft. | Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 120 ft. |
| Languages | Common, Draconic, Dwarven, Elvish, Terran, Undercommon | | | |
| Challenge | 13 | 17 | 21 | 25 |
| Special Abilities & Qualities | Save Dexterity 19; Dmg 16d6 | Save Dexterity 20; Dmg 18d6 | Save Dexterity 22; Dmg 20d6 | Save Dexterity 25; Dmg 24d8 |
| | Breath Weapon 70' Cone of Cold, 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****Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 20; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 5d6**Save** Dexterity 25; **Dmg** 6d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Save** Wisdom DC 19**Save** Wisdom DC 20**Save** Wisdom DC 22**Save** Wisdom DC 25

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Ray Reflection An ancient crystal dragon's scales reflect ray spells back upon the ray's source if the ray fails to overcome the dragon's resistance.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6/19-00 (12) piercing damage.

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

Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

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

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

Claws Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+6 (12) slashing damage.

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9 (14) bludgeoning damage.

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

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

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

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

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

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+25/19-00 (53) piercing damage.

Claws Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+17 (35) slashing damage.

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

Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+9 (23) bludgeoning damage.

Special Actions**Save** Wisdom DC 19**Save** Wisdom DC 20**Save** Wisdom DC 22**Save** Wisdom DC 25

Scintillating Aura A crystal dragon radiates an aura of scintillating color from its jeweled scales to a radius of 60 feet. All within this area must make a Wisdom save each round to avoid being stunned (if the victim has 15 or fewer Hit Dice) or confused (if the victim has more than 15 Hit Dice) for 1 round. This is a mind-affecting effect. The dragon can activate or suppress this aura as a free action.

Special Actions**Save** Dexterity 19; **Dmg** 2d6**Save** Dexterity 20; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6**Save** Dexterity 25; **Dmg** 5d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Legendary Actions

-

Innate Spellcasting

color spray (at will); glitterdust (at will); imprisonment (1/day); prismatic spray (3/day); hypnotic pattern (at will); stone to flesh (3/day)

Spellcasting

Sorcerer Spells (CL 12th) **Sorcerer Spells (CL 14th)** **Sorcerer Spells (CL 16th)** **Sorcerer Spells (CL 20th)**
fog cloud; disintegrate; charm person (mass); cloudkill; charm monster; confusion; dimension door; phantasmal killer; blink; lightning bolt; major image; blindness/deafness; blur; invisibility; minor image; mirror image; alarm; feather fall; arcanist's magic aura; silent image; unseen servant; cid splash; detect magic; detect; mage hand; message; touch of fatigue

Possessions

-

DRAGON (CRYSTAL, ADULT)



| | | | | |
|---------------------|----------------------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Underground (Plane of Earth) | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|--|--|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 21 (natural armor) | 22 (natural armor) |
| Hit Points | 82 | 157 | 249 | 353 |
| Speed | 60 ft. Burrow 30 ft. Climb 30 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, chaotic good | Large dragon, chaotic good | Huge dragon, chaotic good | Gargantuan dragon, chaotic good |
| Ability Scores / Saves | STR 13 (+1) | STR 18 (+4) | STR 23 (+6) | STR 28 (+9) |
| | DEX 16 (+3) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 13 (+1) | CON 18 (+4) | CON 20 (+5) | CON 24 (+7) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 19 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 17 (+3) | CHA 18 (+4) | CHA 21 (+5) | CHA 22 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Magical unconscious, paralyzed, Sonic | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 30 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 120 ft. | Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 120 ft. |
| Languages | Common, Draconic, Terran, Undercommon | | | |
| Challenge | 9 | 13 | 17 | 21 |
| Special Abilities & Qualities | Save Dexterity 17; Dmg 12d6 | Save Dexterity 19; Dmg 14d6 | Save Dexterity 21; Dmg 16d6 | Save Dexterity 24; Dmg 20d6 |
| | Breath Weapon 60' Cone of Cold, 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****Save** Dexterity 17; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 21; **Dmg** 4d6**Save** Dexterity 24; **Dmg** 5d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Save** Wisdom DC 17**Save** Wisdom DC 19**Save** Wisdom DC 21**Save** Wisdom DC 24

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Ray Reflection An ancient crystal dragon's scales reflect ray spells back upon the ray's source if the ray fails to overcome the dragon's resistance.

Standard Actions

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

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

Wing Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+2 (4) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.

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

Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+16/19-00 (30) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+16 (26) bludgeoning damage.

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

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+22/19-00 (40) piercing damage.

Claws Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+15 (29) slashing damage.

Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+22 (36) bludgeoning damage.

Wing Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Special Actions**Save** Dexterity 17; **Dmg** 2d4**Save** Dexterity 19; **Dmg** 3d4**Save** Dexterity 21; **Dmg** 4d4**Save** Dexterity 24; **Dmg** 5d4

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Legendary Actions

-

Innate Spellcasting

color spray (at will); glitterdust (at will); prismatic spray (3/day); hypnotic pattern (at will); stone to flesh (3/day)

Spellcasting

Sorcerer Spells (CL 10th) **Sorcerer Spells (CL 12th)** **Sorcerer Spells (CL 14th)** **Sorcerer Spells (CL 18th)**
charm monster; confusion; arcane sight; blink; acid arrow; blur; continual flame; minor image; cause fear; charm person; hypnotic pattern; shield; unseen servant; acid splash; dancing lights; detect magic; spark

Possessions

-

DRAGON (CRYSTAL, YOUNG)



| | | | | |
|---------------------|----------------------------------|--------------------|-------------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Underground (Plane of Earth) | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Elite | Controller / Solo | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 19 | 65 | 131 | 234 |
| Speed | 60 ft. Burrow 30 ft. Climb 30 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, chaotic good | Medium dragon, chaotic good | Large dragon, chaotic good | Huge dragon, chaotic good |
| Ability Scores / Saves | STR 3 (-4) | STR 15 (+2) | STR 20 (+5) | STR 24 (+7) |
| | DEX 17 (+3) | DEX 12 (+1) | DEX 14 (+2) | DEX 12 (+1) |
| | CON 7 (-2) | CON 15 (+2) | CON 18 (+4) | CON 22 (+6) |
| | INT 8 (-1) | INT 10 (+0) | INT 16 (+3) | INT 17 (+3) |
| | WIS 9 (-1) | WIS 11 (+0) | WIS 17 (+3) | WIS 18 (+4) |
| | CHA 14 (+2) | CHA 16 (+3) | CHA 19 (+4) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Magical unconscious, paralyzed, Sonic | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +13, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 30 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft. |
| Languages | Draconic, Undercommon | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Save Dexterity 14; Dmg 6d6 | Save Dexterity 16; Dmg 8d6 | Save Dexterity 18; Dmg 12d6 | Save Dexterity 21; Dmg 16d6 |
| | Breath Weapon 50' Cone of Cold, 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****Save** Dexterity 14; **Dmg** 1d6**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 18; **Dmg** 3d6**Save** Dexterity 21; **Dmg** 4d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Save** Wisdom DC 14**Save** Wisdom DC 16**Save** Wisdom DC 18**Save** Wisdom DC 21

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Standard Actions

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

Claws Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.

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

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

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+12 (22) piercing damage.

Claws Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8 (15) slashing damage.

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

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+18 (32) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+18 (28) bludgeoning damage.

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

Legendary Actions

-

Innate Spellcasting*color spray (at will); glitterdust (at will); hypnotic pattern (at will)***Spellcasting****Sorcerer Spells (CL 8th)****Sorcerer Spells (CL 10th)****Sorcerer Spells (CL 12th)****Sorcerer Spells (CL 14th)***cause fear; charm person; acid splash; dancing lights; detect magic; light***Possessions**

-



DRAGON (FAERIE)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------|----------|----------|-------|
| Terrain | Temperate or Warm Forests | | | |
| Rarity | Rare | | | |
| Role | Controller / Normal | | | |
| Organization | Solitary or Clan (2-8x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 16 | 52 | 93 | 142 |
| Speed | 10 ft. Fly 60 ft. (Perfect) Swim 30 ft. | | | |
| Size, Type, Alignment | Tiny dragon, chaotic good | Tiny dragon, chaotic good | Tiny dragon, chaotic good | Tiny dragon, chaotic good |
| Ability Scores / Saves | STR 7 (-2) | STR 8 (-1) | STR 13 (+1) | STR 14 (+2) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 18 (+4) | DEX 18 (+4) |
| | CON 11 (+0) | CON 11 (+0) | CON 15 (+2) | CON 15 (+2) |
| | INT 14 (+2) | INT 14 (+2) | INT 17 (+3) | INT 17 (+3) |
| | 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 | Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +11, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | Common, Draconic, Elvish, Sylvan, Telepathy 100 ft. | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Constitution DC 14 | Saving Throw Constitution DC 15 | Saving Throw Constitution DC 17 | Saving Throw Constitution DC 18 |
| | Breath Weapon 5-foot cone, euphoria for 1d6 rounds, Constitution negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon with Recharge 2. | | | |
| 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**

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

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

Bite Melee weapon
attack: +0 to hit, reach
0 ft., one target. Hit
1d4+2 (4) piercing
damage.

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

**Legendary
Actions**

-

**Innate
Spellcasting**

gust of wind; burning hands; color spray; chameleon scales; dancing lights



D

Illustration 14: Faerie Dragon

DRAGON (FOREST)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------|-------------------|----------------|---------------|
| Terrain | Any Forest | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|---|------------------------------|------------------------------|------------------------------|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 72 | 117 | 208 | 324 |
| Speed | 40 ft. Burrow 20 ft. Climb 30 ft. Fly 150 ft. (Average) | | | |

| | | | | |
|------------------------------|----------------------------|----------------------------|---------------------------|---------------------------------|
| Size, Type, Alignment | Small dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil | Gargantuan dragon, chaotic evil |
|------------------------------|----------------------------|----------------------------|---------------------------|---------------------------------|

| | | | | | |
|-------------------------------|------------|---------|---------|---------|---------|
| Ability Scores / Saves | STR | 13 (+1) | 19 (+4) | 24 (+7) | 28 (+9) |
| | DEX | 12 (+1) | 10 (+0) | 12 (+1) | 10 (+0) |
| | CON | 12 (+1) | 16 (+3) | 19 (+4) | 22 (+6) |
| | INT | 8 (-1) | 10 (+0) | 16 (+3) | 17 (+3) |
| | WIS | 9 (-1) | 11 (+0) | 17 (+3) | 18 (+4) |
| | CHA | 8 (-1) | 12 (+1) | 17 (+3) | 18 (+4) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | all physical attacks except adamantite | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|--|--|--|--|
| Immunities | Magical unconscious, paralyzed, poisoned | | | |
|-------------------|--|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|--|---|---|---|
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +14, 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 | - | | | |
|------------------|---|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 7 | 11 | 15 | 19 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|--|---|---|---|
| Special Abilities & Qualities | Save Dexterity 14; Dmg 8d6 | Save Dexterity 17; Dmg 10d6 | Save Dexterity 19; Dmg 14d6 | Save Dexterity 22; Dmg 18d6 |
|--|--|---|---|---|

| | | | | |
|--|---|--|--|--|
| Special Abilities & Qualities | Breath Weapon 60' Cone of Piercing, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
|--|---|--|--|--|

| | | | | |
|--|---|--|--|--|
| Special Abilities & Qualities | Change Shape A forest dragon can assume any humanoid form three times per day as if using polymorph. | | | |
| Special Abilities & Qualities | Sound Imitation A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14; **Dmg** 3d6**Save** Dexterity 17; **Dmg** 4d6**Save** Dexterity 19; **Dmg** 6d6**Save** Dexterity 22; **Dmg** 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Save** Will DC 14**Save** Will DC 17**Save** Will DC 19**Save** Will DC 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Standard Actions

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

Claw Melee weapon attack: +1 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 3d6+10 (20) piercing damage.

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

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

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+16 (30) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.

Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+5 (16) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+24 (42) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.

Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+24 (38) piercing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Special Actions**Save** Dexterity 14; **Dmg** 2d6**Save** Dexterity 17; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting*blight (at will)***Spellcasting****Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 14th)****Known Sorcerer Spells (CL 16th)****Known Sorcerer Spells (CL 20th)**

lightning bolt; sleet storm; gust of wind; dispel magic; acid arrow; blur; burning gaze; charm person; color spray; hypnotic pattern; dancing lights; detect magic; ray of frost

Possessions

-

DRAGON (GOLD, ANCIENT)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Plains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 21 (natural armor) | 22 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 194 | 262 | 379 | 557 |
| Speed | 60 ft. Swim 60 ft. Fly 200 ft. (Poor), Fast Flight | | | |
| Size, Type, Alignment | Large dragon, lawful good | Huge dragon, lawful good | Gargantuan dragon, lawful good | Gargantuan dragon, lawful good |
| Ability Scores / Saves | STR 20 (+5) | STR 22 (+6) | STR 26 (+8) | STR 30 (+10) |
| | DEX 12 (+1) | DEX 10 (+0) | DEX 6 (-2) | DEX 8 (-1) |
| | CON 17 (+3) | CON 18 (+4) | CON 20 (+5) | CON 24 (+7) |
| | INT 17 (+3) | INT 18 (+4) | INT 19 (+4) | INT 22 (+6) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) | WIS 22 (+6) |
| | CHA 17 (+3) | CHA 18 (+4) | CHA 19 (+4) | CHA 22 (+6) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Fire, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +25, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Celestial, Common, Draconic, Druidic, Dwarven, Elvish, Giant, Halfling, Orc, Read Lips, Sylvan | | | |
| Challenge | 18 | 22 | 26 | 30 |

Special Abilities & Qualities **Save** Dexterity 19; **Dmg** 16d10 **Save** Dexterity 21; **Dmg** 20d10 **Save** Dexterity 23; **Dmg** 24d10 **Save** Dexterity 26; **Dmg** 30d10
Breath Weapon 70' Cone of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.
Breath Weapon 70' Cone of Weakening Gas, 2d6 Strength damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Ability damage suffered via this effect may be restored via restoration or more powerful healing magic.

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

Save Dexterity 19; **Dmg** 4d6 **Save** Dexterity 21; **Dmg** 6d6 **Save** Dexterity 23; **Dmg** 8d6 **Save** Dexterity 23; **Dmg** 10d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

Damage 1d6 **Damage** 2d4 **Damage** 2d6 **Damage** 2d8

Fire Aura A gold dragon is surrounded by an aura of fire. All creatures within 10 feet of the dragon take fire damage at the beginning of the dragon's turn. The dragon can activate or suppress this aura as a free action.

Special Abilities & Qualities

Change Shape A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.

Detect Gems A gold dragon can detect gems three times per day. This functions as locate, but can only be used to locate gemstones.

Divine Aid Once a week, a great wurm gold dragon can call upon celestial powers for aid. This functions as a miracle.

Luck Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives advantage on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.

Standard Actions

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|---|--|---|---|
| <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) piercing damage.</p> <p>Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+8 (14) slashing damage.</p> <p>Wings Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12 (18) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d4+15/19-00 (25) piercing damage.</p> <p>Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.</p> <p>Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+21/19-00 (35) piercing damage.</p> <p>Claws Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+14 (23) slashing damage.</p> <p>Wings Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+21 (30) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 8d6+27/19-00 (55) piercing damage.</p> <p>Claws Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+18 (36) slashing damage.</p> <p>Wings Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 2d8+9 (18) bludgeoning damage.</p> <p>Tail Slap Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+27 (41) bludgeoning damage.</p> |
|---|--|---|---|

Save Wisdom 19 **Save** Wisdom 21 **Save** Wisdom 23 **Save** Wisdom 26

Special Actions

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

Save Dexterity 19; **Dmg** 3d6 **Save** Dexterity 21; **Dmg** 4d6 **Save** Dexterity 23; **Dmg** 5d6 **Save** Dexterity 26; **Dmg** 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

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

Innate Spellcasting

bless (at will); daylight (at will); detect evil and good (at will); sunburst (at will)

Spellcasting

Arcane Spells (CL 12th) **Arcane Spells (CL 14th)** **Arcane Spells (CL 16th)** **Arcane Spells (CL 20th)**

fire storm; maze; control weather; delayed blast fireball; fly; chain lightning; contingency; disintegrate; cone of cold; dispel evil and good; wind walk; lightning bolt; charm monster; confusion; sleet storm; blink; dispel magic; acid arrow; blur; calm emotions; monster; color spray; command; comprehend languages; detect evil and good; create food and water; dancing lights; detect magic; light; mage hand

Possessions

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DRAGON (GOLD, ADULT)



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|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Plains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

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|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

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|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 18 (natural armor) | 20 (natural armor) | 20 (natural armor) | 20 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

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|-------------------|-----------|------------|------------|------------|
| Hit Points | 67 | 138 | 230 | 429 |
|-------------------|-----------|------------|------------|------------|

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|--------------|--|--|--|--|
| Speed | 60 ft. Swim 60 ft. Fly 150 ft. (Average) | | | |
|--------------|--|--|--|--|

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|------------------------------|---------------------------|----------------------------|--------------------------|--------------------------------|
| Size, Type, Alignment | Small dragon, lawful good | Medium dragon, lawful good | Huge dragon, lawful good | Gargantuan dragon, lawful good |
|------------------------------|---------------------------|----------------------------|--------------------------|--------------------------------|

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|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 15 (+2) | STR | 18 (+4) | STR | 22 (+6) | STR | 28 (+9) |
| | DEX | 14 (+2) | DEX | 14 (+2) | DEX | 8 (-1) | DEX | 8 (-1) |
| | CON | 11 (+0) | CON | 15 (+2) | CON | 18 (+4) | CON | 24 (+7) |
| | INT | 14 (+2) | INT | 16 (+3) | INT | 17 (+3) | INT | 20 (+5) |
| | WIS | 15 (+2) | WIS | 17 (+3) | WIS | 18 (+4) | WIS | 20 (+5) |
| | CHA | 14 (+2) | CHA | 16 (+3) | CHA | 17 (+3) | CHA | 20 (+5) |

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|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

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|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

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|-------------------|--------------------------------------|--|--|--|
| Immunities | Fire, Magical unconscious, paralyzed | | | |
|-------------------|--------------------------------------|--|--|--|

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|------------------------|-----------------------|--|--|--|
| Vulnerabilities | Vulnerability to Cold | | | |
|------------------------|-----------------------|--|--|--|

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|---------------|---|---|---|---|
| Senses | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|---|---|---|---|

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|------------------|---|--|--|--|
| Languages | Celestial, Common, Draconic, Dwarven, Elvish, Giant, Halfling, Orc, Read Lips | | | |
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|------------------|-----------|-----------|-----------|-----------|
| Challenge | 10 | 14 | 18 | 22 |
|------------------|-----------|-----------|-----------|-----------|

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|--|---|--|--|--|
| Special Abilities & Qualities | Save Dexterity 16; Dmg 12d10 | Save Dexterity 18; Dmg 14d10 | Save Dexterity 20; Dmg 16d10 | Save Dexterity 20; Dmg 18d10 |
| | Breath Weapon 70' Cone of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon. Breath Weapon 70' Cone of Weakening Gas, 2d6 Strength damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Ability damage suffered via this effect may be restored via restoration or more powerful healing magic. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 16; **Dmg** 3d6**Save** Dexterity 18; **Dmg** 5d6**Save** Dexterity 20; **Dmg** 7d6**Save** Dexterity 24; **Dmg** 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Damage** 1d4**Damage** 1d6**Damage** 2d4**Damage** 2d6

Fire Aura A gold dragon is surrounded by an aura of fire. All creatures within 10 feet of the dragon take fire damage at the beginning of the dragon's turn. The dragon can activate or suppress this aura as a free action.

Special Abilities & Qualities

Change Shape A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.

Detect Gems A gold dragon can detect gems three times per day. This functions as locate, but can only be used to locate gemstones.

Luck Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives advantage on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.

Standard Actions

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) piercing damage.

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

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

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.

Claws Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

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

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

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

Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.

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

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

Wings Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

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

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+24 (38) bludgeoning damage.

Special Actions**Save** Wisdom 16**Save** Wisdom 18**Save** Wisdom 20**Save** Wisdom 24

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 18; **Dmg** 3d6**Save** Dexterity 20; **Dmg** 4d6**Save** Dexterity 24; **Dmg** 5d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

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

Innate Spellcasting

bles (at will); *daylight* (at will); *detect evil and good* (at will)

Spellcasting**Arcane Spells (CL 10th)****Arcane Spells (CL 12th)****Arcane Spells (CL 14th)****Arcane Spells (CL 18th)**

cloudkill; *dream*; *hallucinatory terrain*; *ice storm*; *arcane sight*; *fireball*; *acid arrow*; *continual flame*; *darkness*; *monster*; *disguise self*; *divine favor*; *doom*; *floating disk*; *dancing lights*; *detect magic*; *light*; *mage hand*; *prestidigitation*

Possessions

-



DRAGON (GOLD, YOUNG)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Plains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 20 (natural armor) | 21 (natural armor) |
| Hit Points | 69 | 157 | 263 | 385 |
| Speed | 60 ft. Swim 60 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, lawful good | Large dragon, lawful good | Huge dragon, lawful good | Gargantuan dragon, lawful good |
| Ability Scores / Saves | STR 11 (+0) | STR 20 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 16 (+3) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 9 (-1) | CON 17 (+3) | CON 20 (+5) | CON 23 (+6) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 19 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Fire, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Common, Draconic, Druidic, Dwarven, Elvish, Gnomish, Halfling, Read Lips | | | |
| Challenge | 8 | 12 | 16 | 20 |
| Special Abilities & Qualities | Save Dexterity 14; Dmg 6d10 | | | |
| | Breath Weapon 60' Cone of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon. | | | |
| | Save Dexterity 17; Dmg 8d10 | | | |
| | Breath Weapon 60' Cone of Weakening Gas, 2d6 Strength damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Ability damage suffered via this effect may be restored via restoration or more powerful healing magic. | | | |
| | Save Dexterity 20; Dmg 10d10 | | | |
| | Save Dexterity 22; Dmg 14d10 | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14; **Dmg** 2d6**Save** Dexterity 17; **Dmg** 3d6**Save** Dexterity 20; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

Change Shape A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.

Detect Gems A gold dragon can detect gems three times per day. This functions as locate, but can only be used to locate gemstones.

Luck Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives advantage on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.

Standard Actions

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

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+16 (30) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+24 (42) piercing damage.

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

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

Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.

Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.

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

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

Wings Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

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

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+24 (34) bludgeoning damage.

Special Actions**Save** Wisdom 14**Save** Wisdom 17**Save** Wisdom 20**Save** Wisdom 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions**Save** Dexterity 14; **Dmg** 1d6**Save** Dexterity 17; **Dmg** 2d6**Save** Dexterity 20; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

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

Innate Spellcasting

bles (at will); *daylight* (at will); *detect evil and good* (at will)

Spellcasting**Arcane Spells (CL 8th)****Arcane Spells (CL 10th)****Arcane Spells (CL 12th)****Arcane Spells (CL 16th)**

lightning bolt; charm monster; blink; dispel magic; acid arrow; calm emotions; command undead; monster; bless; charm person; cure wounds; dancing lights; light; mage hand; prestidigitation

Possessions

-



DRAGON (GREEN, ANCIENT)



| | | | | |
|---------------------|-------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Temperate Forests | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 20 (natural armor) | 21 (natural armor) | 22 (natural armor) | 23 (natural armor) |
| Hit Points | 146 | 202 | 307 | 467 |
| Speed | 40 ft. Swim 40 ft. Fly 200 ft. (Poor) | | | |
| Size, Type, Alignment | Large dragon, lawful evil | Huge dragon, lawful evil | Gargantuan dragon, lawful evil | Gargantuan dragon, lawful evil |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 12 (+1) | DEX 10 (+0) | DEX 6 (-2) | DEX 8 (-1) |
| | CON 15 (+2) | CON 17 (+3) | CON 20 (+5) | CON 23 (+6) |
| | INT 14 (+2) | INT 16 (+3) | INT 17 (+3) | INT 20 (+5) |
| | WIS 15 (+2) | WIS 17 (+3) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 14 (+2) | CHA 16 (+3) | CHA 17 (+3) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Acid, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| 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. |
| Languages | Abyssal, Common, Daemon, Draconic, Drow, Elvish, Giant, Gnomish, Sylvan | | | |
| Challenge | 15 | 19 | 23 | 27 |
| Special Abilities & Qualities | Save DC 17; Dmg 16d6 | Save DC 19; Dmg 20d6 | Save DC 22; Dmg 24d6 | Save DC 24; Dmg 30d6 |

Breath Weapon 70' Cone of Corrosive Gas, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Miasma A green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Dexterity save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Dexterity save for half. A strong wind, such as that created by a gust of wind, disperses the cloud in 1 round.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 17; **Dmg** 4d6**Save** Dexterity 19; **Dmg** 6d6**Save** Dexterity 22; **Dmg** 7d6**Save** Dexterity 24; **Dmg** 9d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Saving Throw** Wisdom 17**Saving Throw** Wisdom 19**Saving Throw** Wisdom 22**Saving Throw** Wisdom 24

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Camouflage A green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Trackless Step A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Woodland Stride A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.

Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage.

Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

Claws Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.

Claws Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.

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

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

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

Wings Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.

Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.

Special Actions**Save** Dexterity 17; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 5d6**Save** Dexterity 24; **Dmg** 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

charm person (at will); command plants (at will); (at will); entangle (at will); plant growth (at will); suggestion (at will)

Spellcasting**Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)****Sorcerer (CL 20th)**

charm monster; command; banishment; control weather; fly; fog cloud; disintegrate; true seeing; polymorph; summon monster; teleport; dimension door; ice storm; scrying; stonewall; dispel magic; blink; fireball; haste; alter self; detect thoughts; locate object; mirror image; see invisibility; magic missile; shield; silent image; dancing lights; detect magic; light; mage hand; message; prestidigitation; ray of frost

Possessions

-



DRAGON (GREEN, ADULT)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Temperate Forests | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 19 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 52 | 103 | 177 | 328 |
| Speed | 40 ft. Swim 40 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, lawful evil | Medium dragon, lawful evil | Huge dragon, lawful evil | Gargantuan dragon, lawful evil |
| Ability Scores / Saves | STR 11 (+0) | STR 17 (+3) | STR 20 (+5) | STR 26 (+8) |
| | DEX 14 (+2) | DEX 14 (+2) | DEX 8 (-1) | DEX 8 (-1) |
| | CON 9 (-1) | CON 13 (+1) | CON 18 (+4) | CON 23 (+6) |
| | INT 10 (+0) | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) |
| | WIS 11 (+0) | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) |
| | CHA 10 (+0) | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Acid, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Abyssal, Common, Daemon, Draconic, Elvish, Infernal, Sylvan | | | |
| Challenge | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Save DC 13; Dmg 8d6 | Save DC 15; Dmg 12d6 | Save DC 19; Dmg 14d6 | Save DC 22; Dmg 18d6 |
| | Breath Weapon 70' Cone of Corrosive Gas, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| Special Abilities & Qualities | Save Dexterity 13; Dmg 3d6 | Save Dexterity 15; Dmg 5d6 | Save Dexterity 19; Dmg 6d6 | Save Dexterity 22; Dmg 8d6 |
| | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |

D

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** Wisdom 13**Saving Throw** Wisdom 15**Saving Throw** Wisdom 19**Saving Throw** Wisdom 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Camouflage A green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Trackless Step A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Woodland Stride A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Standard Actions

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

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6/19-00 (12) piercing damage.

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

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

Tail Slap Melee weapon attack: +4 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 2d8+12/19-00 (21) piercing damage.

Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

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

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+21/19-00 (49) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+14 (32) slashing damage.

Wings Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+21 (34) bludgeoning damage.

Special Actions**Save** Dexterity 13; **Dmg** 2d6**Save** Dexterity 15; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 5d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

charm person (at will); entangle (at will); plant growth (at will); suggestion (at will)

Spellcasting**Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)**

charm monster; geas; daylight; dispel magic; fireball; alter self; arcane lock; darkness; mirror image; magic missile; shield; silent image; summon monster i; dancing lights; detect magic; mage hand; message; prestidigitation

Possessions

-

DRAGON (GREEN, YOUNG)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Temperate Forests | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 25 | 81 | 168 | 273 |
| Speed | 40 ft. Swim 40 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, lawful evil | Large dragon, lawful evil | Huge dragon, lawful evil | Gargantuan dragon, lawful evil |
| Ability Scores / Saves | STR 7 (-2) | STR 18 (+4) | STR 22 (+6) | STR 26 (+8) |
| | DEX 16 (+3) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 7 (-2) | CON 15 (+2) | CON 19 (+4) | CON 22 (+6) |
| | INT 8 (-1) | INT 10 (+0) | INT 16 (+3) | INT 17 (+3) |
| | WIS 9 (-1) | WIS 11 (+0) | WIS 17 (+3) | WIS 18 (+4) |
| | CHA 8 (-1) | CHA 10 (+0) | CHA 16 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Acid, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +14, 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 | Common, Draconic, Druidic, Dwarven, Elvish, Infernal | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Save DC 12; Dmg 6d6 | Save DC 16; Dmg 8d6 | Save DC 19; Dmg 10d6 | Save DC 22; Dmg 12d6 |
| Special Abilities & Qualities | Save Dexterity 12; Dmg 2d6 | Save Dexterity 15; Dmg 4d6 | Save Dexterity 19; Dmg 5d6 | Save Dexterity 22; Dmg 6d6 |
| | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** Wisdom 12**Saving Throw** Wisdom 16**Saving Throw** Wisdom 19**Saving Throw** Wisdom 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Trackless Step A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Woodland Stride A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Standard Actions

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

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

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

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

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

Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.

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

Wings Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.

Claws Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.

Wings Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+21 (35) bludgeoning damage.

Special Actions**Save** Dexterity 13; **Dmg** 2d6**Save** Dexterity 15; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 5d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting*charm person (at will); entangle (at will); suggestion (at will)***Sorcerer (CL 8th)****Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)***sleet storm; sleep; acid arrow; alter self; alarm; burning hands; cause fear; charm person; color spray; detect magic; light; mage hand; prestidigitation*

Illustration 15: Green Dragon

DRAGON (GUARDIAN)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|----------------|----------------|---------------|---------------|
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Leader / Elite | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|-------|------------|------------|---------|
|--|-------|------------|------------|---------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|------------|------------|------------|------------|
| Hit Points | 226 | 357 | 516 | 708 |
|-------------------|------------|------------|------------|------------|

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|--------------|---|--|--|--|
| Speed | 50 ft. Climb 30 ft. Fly 200 ft. (Average) Swim 30 ft. | | | |
|--------------|---|--|--|--|

| | | | | |
|------------------------------|------------------------|------------------------|------------------------------|------------------------------|
| Size, Type, Alignment | Huge dragon, unaligned | Huge dragon, unaligned | Gargantuan dragon, unaligned | Gargantuan dragon, unaligned |
|------------------------------|------------------------|------------------------|------------------------------|------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|-----------------|
| Ability Scores / Saves | STR | 20 (+5) | STR | 22 (+6) | STR | 26 (+8) | STR | 30 (+10) |
| | DEX | 15 (+2) | DEX | 15 (+2) | DEX | 11 (+0) | DEX | 13 (+1) |
| | CON | 20 (+5) | CON | 20 (+5) | CON | 22 (+6) | CON | 26 (+8) |
| | INT | 13 (+1) | INT | 13 (+1) | INT | 13 (+1) | INT | 17 (+3) |
| | WIS | 19 (+4) | WIS | 19 (+4) | WIS | 19 (+4) | WIS | 21 (+5) |
| | CHA | 20 (+5) | CHA | 20 (+5) | CHA | 20 (+5) | CHA | 22 (+6) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|--|--|--|--|
| Resistances | Acid, all physical attacks except magic and epic | | | |
|--------------------|--|--|--|--|

| | | | | |
|-------------------|---|--|--|--|
| Immunities | Curses, Magical unconscious, paralyzed, poisoned, unconscious | | | |
|-------------------|---|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|--|--|--|--|
| Senses | Passive Perception +18, Blindsight 120 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 120 ft., Darkvision 120 ft. | Passive Perception +22, Blindsight 120 ft., Darkvision 120 ft. | Passive Perception +24, Blindsight 120 ft., Darkvision 120 ft. |
|---------------|--|--|--|--|

| | | | | |
|------------------|--|--|--|--|
| Languages | Abyssal, Celestial, Common, Draconic, Infernal, Sylvan | | | |
|------------------|--|--|--|--|

| | | | | |
|------------------|-----------|-----------|-----------|-----------|
| Challenge | 10 | 18 | 26 | 30 |
|------------------|-----------|-----------|-----------|-----------|

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | <p>Agonizing Venom Any creature failing its saving throw against the dragon's breath weapon, poison, or poisonous blood is sickened with pain for 1 minute. A second, third, and fourth failed saving throw mean the creature is also staggered for 1 minute, nauseated for 1 minute, and helpless for 1 minute, respectively. This is a pain effect. If the dragon expends one use of mythic power when poisoning a creature, the dragon's breath weapon and poison overcome any poison immunity the target has.</p> | | | |
|--|--|--|--|--|

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | <p>Aura of Security A guardian dragon is alerted whenever a Tiny or larger creature enters its aura of 1,000' (as an alarm spell).</p> <p>Fortification The monster has a 50% chance to negate precision/critical hit damage.</p> <p>Immortal If you are killed, you return to life 24 hours later, regardless of the condition of your body or the means by which you were killed. When you return to life, you aren't treated as if you had rested, and don't regain the use of abilities that recharge with rest until you next rest.</p> <p>Mistsight The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.</p> | | | |
|--|--|--|--|--|

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Constitution 19**Save** Constitution 21**Save** Constitution 24**Save** Constitution 27**Breath Weapon** 60' Cone of Poisonous Gas, 2d4 Con damage from poison, Constitution save halves amount, usable with Recharge 2. You are immune to your own breath weapon. Ability damage suffered from this effect can only be restored via restoration magic or more powerful healing.**Special Abilities & Qualities****Damage** 4d6**Damage** 4d8**Damage** 4d10**Damage** 4d12**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d4+10 (20) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d4+15 (25) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.**Wing** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+5 (10) bludgeoning damage.**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+21 (35) piercing damage.**Claw** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+21 (30) slashing damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+7 (16) bludgeoning damage.**Wing** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Bite** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 8d6+27 (55) piercing damage.**Claw** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+27 (45) slashing damage.**Tail Slap** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+9 (27) bludgeoning damage.**Wing** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+9 (23) bludgeoning damage.**Special Actions****Save** Wisdom 19**Save** Wisdom 21**Save** Wisdom 24**Save** Wisdom 27**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions****Save** Constitution 19**Save** Constitution 21**Save** Constitution 24**Save** Constitution 27**Poison** Bite or swallow whole- injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Strength damage and 1d4 Constitution damage and is Poisoned; cure 2 consecutive saves. Ability score damage from this effect is healed only via restoration or more powerful healing magic.**Special Actions****Poisonous Blood** Any creature that confirms a critical hit against the monster with a piercing or slashing melee weapon is sprayed with poison (although the creature's normal Poison is injury-based, treat it as contact-based for this effect).**Recuperation** You are restored to full hit points after a long rest so long as you aren't dead.**Special Actions****Damage** 3d6**Damage** 5d6**Damage** 7d6**Damage** 9d6**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.**Legendary Actions**

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Innate Spellcasting*bestow curse (at will); detect magic (at will); fog cloud (at will); locate object (at will); mage's disjunction (1/day); maze (3/day); plane shift (1/day); plant growth (3/day); counterspell (3/day); wall of stone (3/day); wall of thorns (3/day); word of recall (3/day)*

DRAGON (LUNAR)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Vacuum | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 52 | 105 | 191 | 295 |
| Speed | 40 ft. Burrow 20 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, chaotic neutral | Large dragon, chaotic neutral | Huge dragon, chaotic neutral | Gargantuan dragon, chaotic neutral |
| Ability Scores / Saves | STR 11 (+0) | STR 18 (+4) | STR 22 (+6) | STR 27 (+8) |
| | DEX 11 (+0) | DEX 9 (-1) | DEX 11 (+0) | DEX 9 (-1) |
| | CON 10 (+0) | CON 14 (+2) | CON 18 (+4) | CON 21 (+5) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 19 (+4) |
| | WIS 14 (+2) | WIS 16 (+3) | WIS 19 (+4) | WIS 20 (+5) |
| | CHA 13 (+1) | CHA 15 (+2) | CHA 18 (+4) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Cold, Magical unconscious, paralyzed, unconscious | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Draconic | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Save Wisdom DC 14 | Save Wisdom DC 16 | Save Wisdom DC 19 | Save Wisdom DC 21 |
| | Alien Presence This dragon's alien presence affects opponents that fail their saves as feeblemind for 5d6 rounds. This is a mind-affecting compulsion effect. Range 200' | | | |
| Special Abilities & Qualities | Save Dexterity 14; Dmg 10d8 | Save Dexterity 16; Dmg 12d8 | Save Dexterity 19; Dmg 14d8 | Save Dexterity 21; Dmg 18d8 |
| | Breath Weapon 120' Line of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| | Bewildering Breath A creature that fails its saving throw against This dragon's breath weapon emits light (as faerie fire) and is dazzled for 1d4 rounds. The creature is also confused for 1d4 rounds. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Moonsilver This dragon's natural weapons are treated as silver for the purpose of overcoming resistance.

Reflected Light A lunar dragon can't be blinded or dazzled by bright light or patterns.

Starflight In outer space, an outer dragon can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.

Special Abilities & Qualities

Save Dexterity 14; **Dmg** 4d6

Save Dexterity 16; **Dmg** 6d6

Save Dexterity 19; **Dmg** 8d6

Save Dexterity 21; **Dmg** 10d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Standard Actions

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

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

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

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

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

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

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+15 (26) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+22 (40) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+22 (36) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Special Actions

Save Dexterity 14; **Dmg** 3d6

Save Dexterity 16; **Dmg** 4d6

Save Dexterity 19; **Dmg** 6d6

Save Dexterity 21; **Dmg** 8d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

dancing lights (at will); aura of life (at will); moonbeam (at will); investiture of ice (at will); scrying (at will)

Spellcasting

Sorcerer (CL 12th)

Sorcerer (CL 14th)

Sorcerer (CL 16th)

Sorcerer (CL 20th)

black tentacles; gust of wind; aqueous orb; dispel magic; fireball; alter self; cause fear; burst; dancing lights; detect magic; light; message

Possessions

-

DRAGON (MAGMA, ANCIENT)



| | | | | |
|---------------------|--|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Mountains or Underground (Plane of Fire) | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 21 (natural armor) | 22 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 145 | 191 | 298 | 487 |
| Speed | 40 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Medium dragon, chaotic neutral | Large dragon, chaotic neutral | Huge dragon, chaotic neutral | Gargantuan dragon, chaotic neutral |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 24 (+7) | STR 31 (+10) |
| | DEX 14 (+2) | DEX 12 (+1) | DEX 8 (-1) | DEX 8 (-1) |
| | CON 15 (+2) | CON 17 (+3) | CON 20 (+5) | CON 24 (+7) |
| | INT 14 (+2) | INT 16 (+3) | INT 17 (+3) | INT 20 (+5) |
| | WIS 16 (+3) | WIS 17 (+3) | WIS 18 (+4) | WIS 21 (+5) |
| | CHA 15 (+2) | CHA 17 (+3) | CHA 18 (+4) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Fire, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +18, 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. |
| Languages | Common, Draconic, Dwarven, Elvish, Gnomish, Halfling | | | |
| Challenge | 15 | 19 | 23 | 27 |
| Special Abilities & Qualities | Save Reflex 17; Dmg 10d6 | | | |
| | Save Reflex 19; Dmg 14d6 | | | |
| | Save Reflex 22; Dmg 20d6 | | | |
| | Save Reflex 25; Dmg 30d6 | | | |
| | <p>Breath Weapon 70' Cone of Fire, , usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.</p> <p>Magma Breath Three times per day, a magma dragon can breathe a cone of lava instead of fire. The damage is unchanged, but the magma clings to those it damages, dealing half damage each round thereafter for 1d3 rounds. After this magma cools, it crumbles to dust.</p> <p>Magma Tomb Once per day, a magma dragon can spit lava onto a target within 120 feet, dealing damage normally for its breath weapon. This magma cools instantly - it does not continue doing damage at this point but does entrap the victim (3d6 minutes, AC 18, hp 45).</p> | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|--|---|---|---|
| Special Abilities & Qualities | Save Dexterity 17; Dmg 4d6 | Save Dexterity 19; Dmg 5d6 | Save Dexterity 22; Dmg 6d6 | Save Dexterity 25; Dmg 8d6 |
| | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |
| Special Abilities & Qualities | Saving Throw Wisdom 17 | Saving Throw Wisdom 19 | Saving Throw Wisdom 22 | Saving Throw Wisdom 25 |
| | Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. | | | |
| Special Abilities & Qualities | Damage 2d4 | Damage 2d6 | Damage 2d8 | Damage 2d12 |
| | Superheated A magma dragon's bite attack deals additional fire damage. | | | |
| Standard Actions | Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage. Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage. Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage. Wing Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage. | Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 4d4+12/19-00 (22) piercing damage. Claws Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) slashing damage. Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+12 (19) bludgeoning damage. Wing Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage. | Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+18/19-00 (32) piercing damage. Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+12 (21) slashing damage. Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+18 (27) bludgeoning damage. Wing Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage. | Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 12d6+28/19-00 (70) piercing damage. Claws Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+19 (47) slashing damage. Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+28 (56) bludgeoning damage. Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+10 (28) bludgeoning damage. |
| Special Actions | Save Dexterity 17; Dmg 4d4 | Save Dexterity 19; Dmg 5d4 | Save Dexterity 22; Dmg 6d4 | Save Dexterity 25; Dmg 8d4 |
| | Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive. | | | |
| Special Actions | 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 | | | |
| Legendary Actions | - | | | |
| Innate Spellcasting | <i>burning hands (at will); delayed blast fireball (3/day); fire shield (at will); scorching ray (at will); wall of fire (at will)</i> | | | |
| Spellcasting | Sorcerer (CL 12th) | Sorcerer (CL 14th) | Sorcerer (CL 16th) | Sorcerer (CL 20th) |
| | <i>imprisonment; incendiary cloud; stonewall; maze; polymorph (greater); prismatic spray; chain lightning; eyebite; polymorph; teleport; wall of force; fire shield; wall of fire; dispel magic; blink; fireball; wind wall; darkness; flaming sphere; glitterdust; scorching ray; feather fall; burst; grease; shield; true strike; detect magic; light; mage hand; spark</i> | | | |
| Possessions | - | | | |



DRAGON (MAGMA, ADULT)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|--|----------------|---------------|---------------|
| Terrain | Any Mountains or Underground (Plane of Fire) | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|-------|------------|------------|---------|
|--|-------|------------|------------|---------|

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|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 18 (natural armor) | 20 (natural armor) | 22 (natural armor) | 23 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

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|-------------------|-----------|------------|------------|------------|
| Hit Points | 61 | 153 | 271 | 417 |
|-------------------|-----------|------------|------------|------------|

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|--------------|------------------------------|--|--|--|
| Speed | 40 ft. Fly 150 ft. (Average) | | | |
|--------------|------------------------------|--|--|--|

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|------------------------------|-------------------------------|-------------------------------|------------------------------|------------------------------------|
| Size, Type, Alignment | Small dragon, chaotic neutral | Large dragon, chaotic neutral | Huge dragon, chaotic neutral | Gargantuan dragon, chaotic neutral |
|------------------------------|-------------------------------|-------------------------------|------------------------------|------------------------------------|

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|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 15 (+2) | STR | 20 (+5) | STR | 25 (+7) | STR | 29 (+9) |
| | DEX | 16 (+3) | DEX | 10 (+0) | DEX | 12 (+1) | DEX | 10 (+0) |
| | CON | 11 (+0) | CON | 18 (+4) | CON | 20 (+5) | CON | 24 (+7) |
| | INT | 10 (+0) | INT | 14 (+2) | INT | 18 (+4) | INT | 19 (+4) |
| | WIS | 12 (+1) | WIS | 16 (+3) | WIS | 19 (+4) | WIS | 20 (+5) |
| | CHA | 11 (+0) | CHA | 15 (+2) | CHA | 18 (+4) | CHA | 20 (+5) |

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|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

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|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

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|-------------------|--------------------------------------|--|--|--|
| Immunities | Fire, Magical unconscious, paralyzed | | | |
|-------------------|--------------------------------------|--|--|--|

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|------------------------|-----------------------|--|--|--|
| Vulnerabilities | Vulnerability to Cold | | | |
|------------------------|-----------------------|--|--|--|

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|---------------|---|---|---|---|
| Senses | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|---|---|---|---|

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|------------------|-----------------------------------|--|--|--|
| Languages | Common, Draconic, Dwarven, Elvish | | | |
|------------------|-----------------------------------|--|--|--|

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|------------------|-----------|-----------|-----------|-----------|
| Challenge | 10 | 15 | 19 | 23 |
|------------------|-----------|-----------|-----------|-----------|

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|--|--|--|--|--|
| Special Abilities & Qualities | Save Reflex 14; Dmg 8d6 | Save Reflex 19; Dmg 12d6 | Save Reflex 21; Dmg 16d6 | Save Reflex 24; Dmg 20d6 |
| | Breath Weapon 60' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Magma Breath Three times per day, a magma dragon can breathe a cone of lava instead of fire. The damage is unchanged, but the magma clings to those it damages, dealing half damage each round thereafter for 1d3 rounds. After this magma cools, it crumbles to dust. | | | |

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|--|--|--|--|--|
| Special Abilities & Qualities | Save Dexterity 14; Dmg 3d6 | Save Dexterity 19; Dmg 4d6 | Save Dexterity 21; Dmg 5d6 | Save Dexterity 24; Dmg 6d6 |
| | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |

D

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** Wisdom 14**Saving Throw** Wisdom 19**Saving Throw** Wisdom 21**Saving Throw** Wisdom 24

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities**Damage** 1d6**Damage** 2d4**Damage** 2d6**Damage** 2d8**Superheated** A magma dragon's bite attack deals additional fire damage.**Standard Actions**

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10/19-00 (5) piercing damage.

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

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

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

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+12/19-00 (21) piercing damage.

Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

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

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d8+19/19-00 (37) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+19 (32) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 8d6+25/19-00 (53) piercing damage.

Claws Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+17 (35) slashing damage.

Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+25 (43) bludgeoning damage.

Wing Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+9 (23) bludgeoning damage.

Special Actions**Save** Dexterity 14; **Dmg** 3d4**Save** Dexterity 19; **Dmg** 4d4**Save** Dexterity 21; **Dmg** 5d4**Save** Dexterity 24; **Dmg** 6d4

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

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

Legendary Actions

-

Innate Spellcasting

burning hands (at will); delayed blast fireball (3/day); fire shield (warm) (at will); scorching ray (at will); wall of fire (at will)

Spellcasting**Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)**

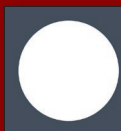
delayed blast fireball; chain lightning; disintegrate; cloudkill; fabricate; lightning bolt; black tentacles; gust of wind; dispel magic; fireball; flame arrows; fiery runes; flaming sphere; fog cloud; glitterdust; feather fall; burst; grease; shield; true strike; dancing lights; detect magic; detect mage hand; spark

Possessions

-



DRAGON (MAGMA, YOUNG)



| | Low | Moderate | Advanced | Elite |
|--------------|--|-------------------|----------------|----------------|
| Terrain | Any Mountains or Underground (Plane of Fire) | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) | 21 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----------|-----------|------------|------------|
| Hit Points | 20 | 83 | 166 | 265 |
|-------------------|-----------|-----------|------------|------------|

| | | | | |
|--------------|------------------------------|--|--|--|
| Speed | 40 ft. Fly 100 ft. (Average) | | | |
|--------------|------------------------------|--|--|--|

| | | | | |
|------------------------------|------------------------------|--------------------------------|-------------------------------|------------------------------|
| Size, Type, Alignment | Tiny dragon, chaotic neutral | Medium dragon, chaotic neutral | Large dragon, chaotic neutral | Huge dragon, chaotic neutral |
|------------------------------|------------------------------|--------------------------------|-------------------------------|------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 7 (-2) | STR | 18 (+4) | STR | 22 (+6) | STR | 26 (+8) |
| | DEX | 17 (+3) | DEX | 12 (+1) | DEX | 14 (+2) | DEX | 12 (+1) |
| | CON | 7 (-2) | CON | 15 (+2) | CON | 18 (+4) | CON | 22 (+6) |
| | INT | 8 (-1) | INT | 10 (+0) | INT | 16 (+3) | INT | 17 (+3) |
| | WIS | 10 (+0) | WIS | 12 (+1) | WIS | 17 (+3) | WIS | 18 (+4) |
| | CHA | 9 (-1) | CHA | 11 (+0) | CHA | 17 (+3) | CHA | 18 (+4) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

| | | | | |
|-------------------|--------------------------------------|--|--|--|
| Immunities | Fire, Magical unconscious, paralyzed | | | |
|-------------------|--------------------------------------|--|--|--|

| | | | | |
|------------------------|-----------------------|--|--|--|
| Vulnerabilities | Vulnerability to Cold | | | |
|------------------------|-----------------------|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +15, 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 | Common, Draconic | | | |
|------------------|------------------|--|--|--|

| | | | | |
|------------------|----------|----------|-----------|-----------|
| Challenge | 5 | 9 | 13 | 17 |
|------------------|----------|----------|-----------|-----------|

| | | | | |
|--|---|---------------------------------------|--|--|
| Special Abilities & Qualities | Save Reflex 12; Dmg 4d6 | Save Reflex 16; Dmg 8d6 | Save Reflex 19; Dmg 10d6 | Save Reflex 22; Dmg 14d6 |
| | Breath Weapon 50' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | Save Dexterity 12; Dmg 1d6 | Save Dexterity 16; Dmg 2d6 | Save Dexterity 19; Dmg 3d6 | Save Dexterity 22; Dmg 4d6 |
| | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw Wisdom 12

Saving Throw Wisdom 16

Saving Throw Wisdom 19

Saving Throw Wisdom 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Damage 1d4

Damage 1d6

Damage 2d4

Damage 2d6

Superheated A magma dragon's bite attack deals additional fire damage.

Standard Actions

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

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

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

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

Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

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

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+15 (26) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d8+21 (39) piercing damage.

Claws Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+14 (28) slashing damage.

Tail Slap Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+21 (35) bludgeoning damage.

Wing Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Special Actions

Save Dexterity 12; **Dmg** 2d4

Save Dexterity 16; **Dmg** 3d4

Save Dexterity 19; **Dmg** 4d4

Save Dexterity 22; **Dmg** 5d4

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

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

Legendary Actions

-

Innate Spellcasting

burning hands (at will); scorching ray (at will); wall of fire (at will)

Spellcasting

Sorcerer (CL 8th)

Sorcerer (CL 10th)

Sorcerer (CL 12th)

Sorcerer (CL 14th)

harm monster; fire shield; dispel magic; fireball; flame arrows; acid arrow; burning gaze; darkness; fiery runes; charm person; color spray; burst; grease; hypnotic pattern; detect magic; mage hand; spark

Possessions

-

DRAGON (RED, ANCIENT)



| | | | | |
|---------------------|-------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|---|---|---|
| Armor Class | 20 (natural armor) | 21 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 201 | 282 | 356 | 529 |
| Speed | 40 ft. Fly 200 ft. (Poor) | | | |
| Size, Type, Alignment | Huge dragon, chaotic evil | Gargantuan dragon, chaotic evil | Gargantuan dragon, chaotic evil | Gargantuan dragon, chaotic evil |
| Ability Scores / Saves | STR 22 (+6) | STR 24 (+7) | STR 26 (+8) | STR 30 (+10) |
| | DEX 8 (-1) | DEX 6 (-2) | DEX 6 (-2) | DEX 8 (-1) |
| | CON 18 (+4) | CON 20 (+5) | CON 20 (+5) | CON 24 (+7) |
| | INT 14 (+2) | INT 16 (+3) | INT 17 (+3) | INT 20 (+5) |
| | WIS 15 (+2) | WIS 17 (+3) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 14 (+2) | CHA 16 (+3) | CHA 17 (+3) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Fire, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Abyssal, Common, Draconic, Drow, Druidic, Dwarven, Giant, Orc, Read Lips | | | |
| Challenge | 17 | 21 | 25 | 29 |

Special Abilities & Qualities **Save** Dexterity 20; **Dmg** 12d6 **Save** Dexterity 22; **Dmg** 16d6 **Save** Dexterity 23; **Dmg** 20d6 **Save** Dexterity 26; **Dmg** 30d6

Breath Weapon 70' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Incinerate A red dragon can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Constitution save. Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through true resurrection or similar magic.

Melt Stone A red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting up to a 300-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes fire damage on the first round, half that on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|--|--|--|--|
| Special Abilities & Qualities | Save Dexterity 20; Dmg 4d6 | Save Dexterity 22; Dmg 6d6 | Save Dexterity 23; Dmg 8d6 | Save Dexterity 26; Dmg 10d6 |
| | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |
| Special Abilities & Qualities | Damage 2d4 | Damage 2d6 | Damage 2d8 | Damage 2d12 |
| | Fire Aura A red dragon is surrounded by an aura of intense heat. All creatures within 10 feet take fire damage at the beginning of the dragon's turn. | | | |
| Special Abilities & Qualities | Save Wisdom 20 | Save Wisdom 22 | Save Wisdom 23 | Save Wisdom 26 |
| | Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. | | | |
| Standard Actions | Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) piercing damage. Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage. Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage. Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage. | Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage. Claws Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage. Wings Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage. | Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+21/19-00 (35) piercing damage. Claws Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+14 (23) slashing damage. Wings Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage. Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+21 (30) bludgeoning damage. | Bite Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 8d6+27/19-00 (55) piercing damage. Claws Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+18 (36) slashing damage. Wings Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 2d8+9 (18) bludgeoning damage. Tail Slap Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+27 (41) bludgeoning damage. |
| Special Actions | Manipulate Flames A red dragon can control any fire spell within 500 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires. | | | |
| Special Actions | Smoke Vision A red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics). | | | |
| Special Actions | Save Dexterity 20; Dmg 4d4 | Save Dexterity 22; Dmg 6d4 | Save Dexterity 23; Dmg 8d4 | Save Dexterity 26; Dmg 10d4 |
| | Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive. | | | |
| Special Actions | 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. | | | |
| Legendary Actions | - | | | |
| Innate Spellcasting | <i>detect magic (at will); find the path (at will); pyrotechnics (at will); suggestion (at will); wall of fire (at will)</i> | | | |
| Spellcasting | Sorcerer (CL 12th) | Sorcerer (CL 14th) | Sorcerer (CL 16th) | Sorcerer (CL 20th) |
| | <i>abi-dalzim's horrid wilting; prismatic wall; hold person; counterspell; antimagic field; contingency; polymorph; telekinesis; teleport; wall of force; fear; fire shield; invisibility; stonework; dispel magic; blink; haste; tongues; alter self; detect thoughts; protection from energy; see invisibility; alarm; grease; magic missile; shield; true strike; light; mage hand; mending; message; prestidigitation</i> | | | |
| Possessions | - | | | |



DRAGON (RED, ADULT)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) | 20 (natural armor) |
| Hit Points | 58 | 111 | 209 | 385 |
| Speed | 40 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, chaotic evil | Medium dragon, chaotic evil | Huge dragon, chaotic evil | Gargantuan dragon, chaotic evil |
| Ability Scores / Saves | STR 15 (+2) | STR 18 (+4) | STR 22 (+6) | STR 28 (+9) |
| | DEX 14 (+2) | DEX 14 (+2) | DEX 8 (-1) | DEX 8 (-1) |
| | CON 11 (+0) | CON 15 (+2) | CON 18 (+4) | CON 24 (+7) |
| | INT 10 (+0) | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) |
| | WIS 11 (+0) | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) |
| | CHA 10 (+0) | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Fire, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Abyssal, Common, Draconic, Dwarven, Gnomish, Halfling, Orc | | | |
| Challenge | 9 | 13 | 17 | 21 |
| Special Abilities & Qualities | Save Dexterity 14; Dmg 8d6 | Save Dexterity 17; Dmg 12d6 | Save Dexterity 20; Dmg 16d6 | Save Dexterity 24; Dmg 20d6 |
| | Breath Weapon 70' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| Special Abilities & Qualities | Save Dexterity 14; Dmg 3d6 | Save Dexterity 17; Dmg 4d6 | Save Dexterity 20; Dmg 5d6 | Save Dexterity 24; Dmg 8d6 |
| | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |

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

Damage 1d8

Damage 2d4

Damage 2d6

Damage 2d8

Fire Aura A red dragon is surrounded by an aura of intense heat. All creatures within 10 feet take fire damage at the beginning of the dragon's turn.**Special Abilities & Qualities**

Save Wisdom 14

Save Wisdom 17

Save Wisdom 20

Save Wisdom 24

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Standard Actions****Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+9 (14) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15 (24) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24 (52) piercing damage.**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.**Claws** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.**Claws** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.**Claws** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.**Wings** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.**Wings** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+8 (18) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d8+24 (38) bludgeoning damage.**Special Actions****Manipulate Flames** A red dragon can control any fire spell within 500 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.**Special Actions****Smoke Vision** A red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).**Special Actions**

Save Dexterity 14; Dmg 3d4

Save Dexterity 17; Dmg 4d4

Save Dexterity 20; Dmg 5d4

Save Dexterity 24; Dmg 8d4

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Special Actions****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.**Legendary Actions**

-

Innate Spellcasting*detect magic (at will); pyrotechnics (at will); suggestion (at will); wall of fire (at will)***Spellcasting**

Sorcerer (CL 10th)

Sorcerer (CL 12th)

Sorcerer (CL 14th)

Sorcerer (CL 16th)

*cloudkill; ice storm; dispel magic; fireball; flame arrows; haste; acid arrow; blur; invisibility; protection from energy; see invisibility; alarm; grease; magic missile; shield; true strike; dancing lights; light; mage hand; mending; message***Possessions**

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DRAGON (RED, YOUNG)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 29 (natural armor) | 20 (natural armor) |
| Hit Points | 40 | 105 | 203 | 324 |
| Speed | 40 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil | Gargantuan dragon, chaotic evil |
| Ability Scores / Saves | STR 11 (+0) | STR 20 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 16 (+3) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 9 (-1) | CON 17 (+3) | CON 20 (+5) | CON 23 (+6) |
| | INT 8 (-1) | INT 10 (+0) | INT 16 (+3) | INT 17 (+3) |
| | WIS 9 (-1) | WIS 11 (+0) | WIS 17 (+3) | WIS 18 (+4) |
| | CHA 8 (-1) | CHA 10 (+0) | CHA 16 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Fire, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +14, 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 | Common, Cyclops, Draconic, Drow, Orc, Read Lips | | | |
| Challenge | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Save Dexterity 12; Dmg 4d6 | Save Dexterity 17; Dmg 8d6 | Save Dexterity 20; Dmg 12d6 | Save Dexterity 22; Dmg 14d6 |
| | Breath Weapon 60' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| Special Abilities & Qualities | Save Dexterity 12; Dmg 2d6 | Save Dexterity 17; Dmg 3d6 | Save Dexterity 20; Dmg 4d6 | Save Dexterity 22; Dmg 6d6 |
| | Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. | | | |

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Damage 1d4

Damage 1d6

Damage 2d4

Damage 2d6

Fire Aura A red dragon is surrounded by an aura of intense heat. All creatures within 10 feet take fire damage at the beginning of the dragon's turn.

Special Abilities & Qualities

Save Wisdom 12

Save Wisdom 17

Save Wisdom 20

Save Wisdom 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Standard Actions

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

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+16 (30) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+24 (42) piercing damage.

Claws Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.

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

Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.

Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.

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

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

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

Wings Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+24 (34) bludgeoning damage.

Special Actions

Smoke Vision A red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

Special Actions

Save Dexterity 12; Dmg 2d4

Save Dexterity 17; Dmg 3d4

Save Dexterity 20; Dmg 4d4

Save Dexterity 22; Dmg 5d4

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

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.

Legendary Actions

-

Innate Spellcasting

detect magic (at will); pyrotechnics (at will); suggestion (at will)

Spellcasting

Sorcerer (CL 8th)

Sorcerer (CL 10th)

Sorcerer (CL 12th)

Sorcerer (CL 14th)

link; sleep; dispel magic; acid arrow; continual flame; darkness; flaming sphere; mage armor; magic missile; shield; true strike; dancing lights; light; mage hand; message; prestidigitation



Illustration 16: Red Dragon

DRAGON (SEA)



| | | | | |
|---------------------|--------------------|--------------------|-------------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Water | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Elite | Controller / Solo | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 47 | 103 | 183 | 280 |
| Speed | 40 ft. Swim 60 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, chaotic good | Large dragon, chaotic good | Huge dragon, chaotic good | Gargantuan dragon, chaotic good |
| Ability Scores / Saves | STR 11 (+0) | STR 18 (+4) | STR 22 (+6) | STR 27 (+8) |
| | DEX 12 (+1) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 11 (+0) | CON 15 (+2) | CON 18 (+4) | CON 22 (+6) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 19 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +11, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | - | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Save Dexterity 14; Dmg 8d6 | Save Dexterity 16; Dmg 12d6 | Save Dexterity 19; Dmg 14d6 | Save Dexterity 22; Dmg 18d6 |
| | Breath Weapon 60' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Torrent Breath Instead of a cone of super-heated steam, a sea dragon can breathe a line of pressurized water twice the length of the sea dragon's cone breath weapon. This line deals bludgeoning damage. | | | |
| Special Abilities & Qualities | Change Shape A young or older sea dragon can assume any humanoid form three times per day as if using polymorph. | | | |
| | Sea Strider Three times per day as a standard action, an old or older sea dragon can move from one body of water to another as if using the teleport spell (self only). | | | |
| | Unfettered Swimmer While swimming, the sea dragon is treated as if under the effects of the spell freedom of movement. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14; **Dmg** 4d6**Save** Dexterity 16; **Dmg** 5d6**Save** Dexterity 19; **Dmg** 6d6**Save** Dexterity 22; **Dmg** 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Save** Wisdom 14**Save** Wisdom 16**Save** Wisdom 19**Save** Wisdom 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Standard Actions

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

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

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+9 (20) piercing damage.

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

Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+3 (10) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.

Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+15 (26) piercing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+5 (16) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+22 (40) piercing damage.

Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+15 (29) slashing damage.

Gore Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+22 (36) piercing damage.

Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+7 (21) bludgeoning damage.

Special Actions**Save** Dexterity 14; **Dmg** 3d6**Save** Dexterity 16; **Dmg** 4d6**Save** Dexterity 19; **Dmg** 5d6**Save** Dexterity 22; **Dmg** 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting*call lightning (at will); create food and water (at will); watery sphere (at will)***Spellcasting****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)****Sorcerer (CL 20th)**

wall of ice; ice storm; watery sphere; gaseous form; wall of water; snilloc's snowball swarm; fog cloud; chill touch; gust of wind; grease; ray of enfeeblement; ray of sickening; dancing lights; light; mage hand; message; ray of frost

Possessions

-



DRAGON (SILVER, ANCIENT)



| | | | | |
|---------------------|---------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Temperate Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | | | | |
|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

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|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 21 (natural armor) | 22 (natural armor) | 23 (natural armor) | 23 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

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|-------------------|-----|-----|-----|-----|
| Hit Points | 142 | 210 | 325 | 485 |
|-------------------|-----|-----|-----|-----|

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|--------------|---|--|--|--|
| Speed | 40 ft. Fly 200 ft. (Average), Cloudwalking, Graceful Flight | | | |
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|------------------------------|---------------------------|--------------------------|--------------------------------|--------------------------------|
| Size, Type, Alignment | Large dragon, lawful good | Huge dragon, lawful good | Gargantuan dragon, lawful good | Gargantuan dragon, lawful good |
|------------------------------|---------------------------|--------------------------|--------------------------------|--------------------------------|

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|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 18 (+4) | STR | 20 (+5) | STR | 24 (+7) | STR | 28 (+9) |
| | DEX | 12 (+1) | DEX | 10 (+0) | DEX | 6 (-2) | DEX | 8 (-1) |
| | CON | 15 (+2) | CON | 17 (+3) | CON | 20 (+5) | CON | 23 (+6) |
| | INT | 17 (+3) | INT | 18 (+4) | INT | 19 (+4) | INT | 22 (+6) |
| | WIS | 18 (+4) | WIS | 18 (+4) | WIS | 20 (+5) | WIS | 22 (+6) |
| | CHA | 17 (+3) | CHA | 18 (+4) | CHA | 19 (+4) | CHA | 22 (+6) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

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|-------------------|--|--|--|--|
| Immunities | Acid, Cold, Magical unconscious, paralyzed | | | |
|-------------------|--|--|--|--|

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|------------------------|-----------------------|--|--|--|
| Vulnerabilities | Vulnerability to Fire | | | |
|------------------------|-----------------------|--|--|--|

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|---------------|---|---|---|---|
| Senses | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +25, Blindsight 60 ft., Darkvision 120 ft. |
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|------------------|--|--|--|--|
| Languages | Auran, Common, Draconic, Drow, Dwarven, Elvish, Giant, Gnomish, Goblin, Halfling, Terran | | | |
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|------------------|-----------|-----------|-----------|-----------|
| Challenge | 17 | 21 | 25 | 29 |
|------------------|-----------|-----------|-----------|-----------|

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|--|---|--|--|--|
| Special Abilities & Qualities | Save Reflex 19; Dmg 16d8 | Save Reflex 21; Dmg 20d8 | Save Reflex 23; Dmg 24d8 | Save Reflex 25; Dmg 30d8 |
| | Breath Weapon 70' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| | Breath Weapon 70' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable with Recharge 2. This breath weapon allows a Dexterity save to negate the effect. You are immune to your own breath weapon. | | | |

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|--|--|--|--|--|
| Special Abilities & Qualities | Change Shape A silver dragon can assume any animal or humanoid form three times per day as if using polymorph. | | | |
| | Cloudwalking A silver dragon can tread on clouds or fog as though on solid ground. | | | |
| | Fog Vision A silver dragon can see perfectly well in fog and clouds. | | | |
| | Reflective Scales Any spell that targets a silver dragon but fails to penetrate the silver dragon's resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as spell turning. | | | |

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

Damage 2d4

Cold Aura A silver dragon is surrounded by an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn. A silver dragon can suppress or activate this aura at will as a free action.**Special Abilities & Qualities**

Save Reflex 19; Dmg 4d6

Save Reflex 21; Dmg 5d6

Save Reflex 23; Dmg 6d6

Save Reflex 25; Dmg 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.**Claws** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage.**Claws** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.**Claws** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Wings** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Wings** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wings** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.**Special Actions**

Save Wisdom 19

Save Wisdom 21

Save Wisdom 23

Save Wisdom 25

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions**

Save Reflex 19; Dmg 3d6

Save Reflex 21; Dmg 4d6

Save Reflex 23; Dmg 5d6

Save Reflex 25; Dmg 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Special Actions****Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure**Innate Spellcasting***control weather (at will); control winds (at will); detect evil and good (at will); feather fall (at will); fog cloud (at will); reverse gravity (at will)***Spellcasting****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)****Sorcerer (CL 20th)***hold monster; imprisonment; earthquake; fire storm; maze; banishment; delayed blast fireball; ice storm; command; cone of cold; arcane eye; divine favor; hallucinatory terrain; watery sphere; arcane sight; fireball; haste; acid arrow; enthrall; flaming sphere; snilloc's snowball swarm; bless; charm person; command; cure wounds; detect evil and good; create food and water; detect magic; light; mage hand; prestidigitation***Possessions**

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DRAGON (SILVER, ADULT)



| | | | | |
|---------------------|---------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Temperate Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

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|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

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|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 18 (natural armor) | 19 (natural armor) | 20 (natural armor) | 20 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

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|-------------------|-----------|------------|------------|------------|
| Hit Points | 78 | 148 | 229 | 394 |
|-------------------|-----------|------------|------------|------------|

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|--------------|--|--|--|--|
| Speed | 40 ft. Fly 150 ft. (Average), Cloudwalking | | | |
|--------------|--|--|--|--|

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|------------------------------|---------------------------|----------------------------|--------------------------|--------------------------------|
| Size, Type, Alignment | Small dragon, lawful good | Medium dragon, lawful good | Huge dragon, lawful good | Gargantuan dragon, lawful good |
|------------------------------|---------------------------|----------------------------|--------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 11 (+0) | STR | 17 (+3) | STR | 20 (+5) | STR | 26 (+8) |
| | DEX | 14 (+2) | DEX | 14 (+2) | DEX | 8 (-1) | DEX | 8 (-1) |
| | CON | 9 (-1) | CON | 13 (+1) | CON | 18 (+4) | CON | 23 (+6) |
| | INT | 14 (+2) | INT | 16 (+3) | INT | 17 (+3) | INT | 20 (+5) |
| | WIS | 15 (+2) | WIS | 17 (+3) | WIS | 18 (+4) | WIS | 20 (+5) |
| | CHA | 14 (+2) | CHA | 16 (+3) | CHA | 17 (+3) | CHA | 20 (+5) |

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|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

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|-------------------|--|--|--|--|
| Immunities | Acid, Cold, Magical unconscious, paralyzed | | | |
|-------------------|--|--|--|--|

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|------------------------|-----------------------|--|--|--|
| Vulnerabilities | Vulnerability to Fire | | | |
|------------------------|-----------------------|--|--|--|

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|---------------|---|---|---|---|
| Senses | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|---|---|---|---|

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|------------------|--|--|--|--|
| Languages | Auran, Common, Daemon, Draconic, Drow, Druidic, Dwarven, Giant, Terran | | | |
|------------------|--|--|--|--|

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|------------------|----------|-----------|-----------|-----------|
| Challenge | 9 | 13 | 17 | 21 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | Save Reflex 16; Dmg 10d8 | Save Reflex 18; Dmg 12d8 | Save Reflex 20; Dmg 14d8 | Save Reflex 23; Dmg 18d8 |
| | Breath Weapon 70' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Breath Weapon 70' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable with Recharge 2. This breath weapon allows a Dexterity save to negate the effect. You are immune to your own breath weapon. | | | |

| | | | | |
|--|---|--|--|--|
| Special Abilities & Qualities | Change Shape A silver dragon can assume any animal or humanoid form three times per day as if using polymorph. | | | |
| | Cloudwalking A silver dragon can tread on clouds or fog as though on solid ground. | | | |
| | Fog Vision A silver dragon can see perfectly well in fog and clouds. | | | |

D

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

Damage 1d6

Damage 2d4

Damage 2d6

Damage 2d8

Cold Aura A silver dragon is surrounded by an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn. A silver dragon can suppress or activate this aura at will as a free action.

Special Abilities & Qualities

Save Reflex 16; Dmg 2d6

Save Reflex 18; Dmg 3d6

Save Reflex 20; Dmg 5d6

Save Reflex 24; Dmg 6d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Standard Actions

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

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.

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

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

Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.

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

Wings 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 2d6+12 (19) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+21 (49) piercing damage.

Claws Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+14 (32) slashing damage.

Wings Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d8+21 (34) bludgeoning damage.

Special Actions

Save Wisdom 16

Save Wisdom 18

Save Wisdom 20

Save Wisdom 23

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

Save Reflex 16; Dmg 2d6

Save Reflex 18; Dmg 3d6

Save Reflex 20; Dmg 4d6

Save Reflex 23; Dmg 5d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

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

Innate Spellcasting

control winds (at will); detect evil and good (at will); feather fall (at will); fog cloud (at will)

Spellcasting

Sorcerer (CL 10th)

Sorcerer (CL 12th)

Sorcerer (CL 14th)

Sorcerer (CL 16th)

lightning bolt; charm monster; arcane sight; continual flame; dispel magic; acid arrow; aid; arcane lock; detect thoughts; charm person; clarion call; command; dancing lantern; detect evil and good; dancing lights; detect magic; ight; mage hand; prestidigitation

Possessions

-

DRAGON (SILVER, YOUNG)



| | | | | |
|---------------------|---------------------|-------------------|-----------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Temperate Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

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|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

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|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 20 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

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|-------------------|-----------|------------|------------|------------|
| Hit Points | 30 | 104 | 231 | 314 |
|-------------------|-----------|------------|------------|------------|

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|--------------|------------------------------|--|--|--|
| Speed | 40 ft. Fly 100 ft. (Average) | | | |
|--------------|------------------------------|--|--|--|

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|------------------------------|--------------------------|---------------------------|--------------------------------|--------------------------------|
| Size, Type, Alignment | Tiny dragon, lawful good | Large dragon, lawful good | Gargantuan dragon, lawful good | Gargantuan dragon, lawful good |
|------------------------------|--------------------------|---------------------------|--------------------------------|--------------------------------|

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|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 7 (-2) | STR | 18 (+4) | STR | 24 (+7) | STR | 26 (+8) |
| | DEX | 16 (+3) | DEX | 10 (+0) | DEX | 10 (+0) | DEX | 10 (+0) |
| | CON | 7 (-2) | CON | 15 (+2) | CON | 21 (+5) | CON | 22 (+6) |
| | INT | 12 (+1) | INT | 14 (+2) | INT | 18 (+4) | INT | 19 (+4) |
| | WIS | 13 (+1) | WIS | 15 (+2) | WIS | 18 (+4) | WIS | 20 (+5) |
| | CHA | 12 (+1) | CHA | 14 (+2) | CHA | 18 (+4) | CHA | 19 (+4) |

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|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

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|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

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|-------------------|--|--|--|--|
| Immunities | Acid, Cold, Magical unconscious, paralyzed | | | |
|-------------------|--|--|--|--|

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|------------------------|-----------------------|--|--|--|
| Vulnerabilities | Vulnerability to Fire | | | |
|------------------------|-----------------------|--|--|--|

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|---------------|---|---|---|---|
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|---|---|---|---|

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|------------------|---|--|--|--|
| Languages | Auran, Common, Draconic, Giant, Gnomish, Halfling, Orc, Read Lips | | | |
|------------------|---|--|--|--|

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|------------------|----------|-----------|-----------|-----------|
| Challenge | 7 | 11 | 15 | 19 |
|------------------|----------|-----------|-----------|-----------|

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|--|---|--|--|--|
| Special Abilities & Qualities | Save Reflex 14; Dmg 6d8 | Save Reflex 16; Dmg 10d8 | Save Reflex 20; Dmg 12d8 | Save Reflex 22; Dmg 14d8 |
| | Breath Weapon 60' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Breath Weapon 60' Cone of Paralyzing Gas, effect paralyzed for 1d6+2 rounds, usable with Recharge 2. This breath weapon allows a Dexterity save to negate the effect. You are immune to your own breath weapon. | | | |

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|--|---|--|--|--|
| Special Abilities & Qualities | Change Shape A silver dragon can assume any animal or humanoid form three times per day as if using polymorph. | | | |
| | Cloudwalking A silver dragon can tread on clouds or fog as though on solid ground. | | | |
| | Fog Vision A silver dragon can see perfectly well in fog and clouds. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Reflex 14; **Dmg** 1d6**Save** Reflex 16; **Dmg** 2d6**Save** Reflex 20; **Dmg** 3d6**Save** Reflex 22; **Dmg** 4d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.

Claws Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.

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

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

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

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

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+16 (34) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+11 (25) slashing damage.

Wings Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+16 (26) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.

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

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+21 (32) bludgeoning damage.

Special Actions**Save** Wisdom 14**Save** Wisdom 16**Save** Wisdom 20**Save** Wisdom 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions**Save** Reflex 14; **Dmg** 1d6**Save** Reflex 16; **Dmg** 2d6**Save** Reflex 20; **Dmg** 3d6**Save** Reflex 23; **Dmg** 4d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

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

Innate Spellcasting

detect evil and good (at will); feather fall (at will); fog cloud (at will)

Spellcasting**Sorcerer (CL 8th)****Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)**

black tentacles; fireball; flame arrows; acid arrow; aid; burning gaze; color spray; cure wounds; divine favor; mirror strike; create food and water; detect magic; light; mage hand

Possessions

-

DRAGON (SKY)



Low

Moderate

Advanced

Elite

| | | | | |
|--------------|-----------------------------|-------------------|----------------|----------------|
| Terrain | Temperate or Warm Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

Low

Moderate

Advanced

Elite

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 42 | 95 | 177 | 288 |
| Speed | 40 ft. Fly 150 ft. (Good) | | | |
| Size, Type, Alignment | Small dragon, lawful good | Large dragon, lawful good | Huge dragon, lawful good | Gargantuan dragon, lawful good |
| Ability Scores / Saves | STR 11 (+0) | STR 18 (+4) | STR 22 (+6) | STR 27 (+8) |
| | DEX 12 (+1) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 11 (+0) | CON 15 (+2) | CON 18 (+4) | CON 22 (+6) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 19 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Electricity, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | - | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Save Reflex 14; Damage 8d6 | Save Reflex 16; Damage 10d6 | Save Reflex 19; Damage 12d6 | Save Reflex 22; Damage 16d6 |
| | Breath Weapon 60' Cone of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| Special Abilities & Qualities | Change Shape A sky dragon can assume any humanoid form three times per day as if using polymorph. | | | |
| | Cloud Sight A sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Reflex 14;
Damage 3d6**Save** Reflex 16;
Damage 4d6**Save** Reflex 19;
Damage 6d6**Save** Reflex 22;
Damage 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities**Save** Wisdom 14**Save** Wisdom 16**Save** Wisdom 19**Save** Wisdom 22

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Standard Actions**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+9 (20) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) slashing damage.**Gore** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+3 (10) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.**Gore** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+15 (26) piercing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+5 (16) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+22 (40) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) slashing damage.**Gore** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+22 (36) piercing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+7 (21) bludgeoning damage.**Special Actions****Save** Reflex 14;
Damage 2d6**Save** Reflex 16;
Damage 3d6**Save** Reflex 19;
Damage 4d6**Save** Reflex 22;
Damage 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting*detect evil and good (at will); feather fall (at will); gust of wind (at will)***Spellcasting****Sorcerer (CL 12th):****Sorcerer (CL 14th):****Sorcerer (CL 16th):****Sorcerer (CL 20th):***lightning bolt; gust of wind; wind wall; sleet storm; blade barrier; blur; monster; flaming sphere; air bubble; color spray; magic missile; detect magic; light; mage hand; message***Possessions**

-



DRAGON (SOLAR)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------|--------------------|-------------------|----------------|---------------|
| Terrain | Vacuum | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

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|-------------------|----|----|-----|-----|
| Hit Points | 46 | 91 | 185 | 291 |
|-------------------|----|----|-----|-----|

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|--------------|------------------------------|--|--|--|
| Speed | 50 ft. Fly 150 ft. (Average) | | | |
|--------------|------------------------------|--|--|--|

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|------------------------------|------------------------------|------------------------------|-----------------------------|-----------------------------------|
| Size, Type, Alignment | Small dragon, lawful neutral | Large dragon, lawful neutral | Huge dragon, lawful neutral | Gargantuan dragon, lawful neutral |
|------------------------------|------------------------------|------------------------------|-----------------------------|-----------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 12 (+1) | STR | 18 (+4) | STR | 23 (+6) | STR | 28 (+9) |
| | DEX | 15 (+2) | DEX | 13 (+1) | DEX | 15 (+2) | DEX | 13 (+1) |
| | CON | 10 (+0) | CON | 14 (+2) | CON | 18 (+4) | CON | 21 (+5) |
| | INT | 11 (+0) | INT | 13 (+1) | INT | 18 (+4) | INT | 18 (+4) |
| | WIS | 8 (-1) | WIS | 10 (+0) | WIS | 16 (+3) | WIS | 17 (+3) |
| | CHA | 13 (+1) | CHA | 15 (+2) | CHA | 18 (+4) | CHA | 20 (+5) |

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|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

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|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

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|-------------------|---|--|--|--|
| Immunities | Fire, Magical unconscious, paralyzed, unconscious | | | |
|-------------------|---|--|--|--|

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|------------------------|-----------------------|--|--|--|
| Vulnerabilities | Vulnerability to Cold | | | |
|------------------------|-----------------------|--|--|--|

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|---------------|--|---|---|---|
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|--|---|---|---|

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|------------------|----------|--|--|--|
| Languages | Draconic | | | |
|------------------|----------|--|--|--|

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|------------------|----------|-----------|-----------|-----------|
| Challenge | 7 | 11 | 15 | 19 |
|------------------|----------|-----------|-----------|-----------|

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|--|---|-------------------------------------|-------------------------------------|-------------------------------------|
| Special Abilities & Qualities | Saving Throw Wisdom DC 14 | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 19 | Saving Throw Wisdom DC 21 |
| | Alien Presence A creature that fails its saving throw against a solar dragon's alien presence is blinded for 5d6 rounds (or permanently if it has 4 Hit Dice or fewer). Range 200' | | | |

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | Save Dexterity DC 14; Damage 8d6 | Save Dexterity DC 16; Damage 10d6 | Save Dexterity DC 19; Damage 14d6 | Save Dexterity DC 21; Damage 18d6 |
| | Breath Weapon 120' Line of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| | Primal Fire A solar dragon's breath weapon can affect creatures normally immune or resistant to fire damage. A creature immune to fire damage still takes half damage from the breath weapon (no damage with a successful saving throw). A resistant creature's fire resistance is ignored. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Channel Life A solar dragon can channel positive energy 10 times per day, as a 9 level cleric. This energy can be used only to heal living creatures.

Starflight In outer space, an outer dragon can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.

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

Special Abilities & Qualities

Save Dexterity DC 14;
Damage 3d6

Save Dexterity DC 16;
Damage 5d6

Save Dexterity DC 19;
Damage 7d6

Save Dexterity DC 21;
Damage 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Standard Actions

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

Claws Melee weapon attack: +1 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 3d6+9 (20) piercing damage.

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

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

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+16 (30) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+16 (26) bludgeoning damage.

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+22 (40) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+22 (36) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Special Actions

Save Dexterity DC 14;
Damage 2d6

Save Dexterity DC 16;
Damage 3d6

Save Dexterity DC 19;
Damage 5d6

Save Dexterity DC 21;
Damage 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

Legendary Actions

-

Innate Spellcasting

cup of dust (at will); detect magic (at will); lightning bolt (at will)

Spellcasting

Sorcerer (CL 12th)

Sorcerer (CL 14th)

Sorcerer (CL 16th)

Sorcerer (CL 18th)

lightning bolt; blink; fireball; flame arrows; acid arrow; monster; charm person; color spray; floating disk; magic missile; detect magic; light; mage hand; prestidigitation; spark

Possessions

-



DRAGON (SOVERIGN)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 20 (natural armor) | 21 (natural armor) |
| Hit Points | 77 | 125 | 220 | 336 |
| Speed | 50 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, unaligned | Large dragon, unaligned | Huge dragon, unaligned | Gargantuan dragon, unaligned |
| Ability Scores / Saves | STR 15 (+2) | STR 20 (+5) | STR 24 (+7) | STR 29 (+9) |
| | DEX 12 (+1) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 13 (+1) | CON 17 (+3) | CON 20 (+5) | CON 22 (+6) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 19 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | - | | | |
| Challenge | 8 | 12 | 16 | 20 |
| Special Abilities & Qualities | Save Dexterity 14; Damage 8d6 | Save Dexterity 17; Damage 10d6 | Save Dexterity 20; Damage 14d6 | Save Dexterity 22; Damage 18d6 |
| | Breath Weapon 60' Cone of Sonic, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14;
Damage 3d6**Save** Dexterity 17;
Damage 4d6**Save** Dexterity 20;
Damage 6d6**Save** Dexterity 22;
Damage 8d6**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Special Abilities & Qualities****Dogmatic Discordance** Good or evil creatures suffer disadvantage when making saving throws against a sovereign dragon's spells, spell-like abilities, breath weapon, and aura.**Violent Retort** When a sovereign dragon takes damage from a melee attack critical hit, it can, immediately, make a claw or tail slap attack against the creature that made the critical hit.**Special Abilities & Qualities****Save** Wisdom 14**Save** Wisdom 17**Save** Wisdom 20**Save** Wisdom 22**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Standard Actions****Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.**Claw** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+12 (22) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8 (15) slashing damage.**Gore** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+18 (32) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.**Gore** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+18 (28) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6 (16) bludgeoning damage.**Bite** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+25 (43) piercing damage.**Claw** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+17 (31) slashing damage.**Gore** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+25 (39) piercing damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+8 (22) bludgeoning damage.**Special Actions****Save** Dexterity 14;
Damage 2d6**Save** Dexterity 17;
Damage 3d6**Save** Dexterity 20;
Damage 4d6**Save** Dexterity 22;
Damage 5d6**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Innate Spellcasting***calm emotions (at will); detect evil and good (at will); tongues (at will)***Spellcasting****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)****Sorcerer (CL 18th)***black tentacles; blink; daylight; fireball; acid arrow; darkness; fog cloud; burning hands; chill touch; color spray; silence; acid splash; detect magic; mage hand; resistance; spark***Possessions**

-



DRAGON (SPINE)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Temperate Hills | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 20 (natural armor) | 21 (natural armor) | 21 (natural armor) | 21 (natural armor) |
| Hit Points | 88 | 138 | 244 | 407 |
| Speed | 30 ft. | | | |
| Size, Type, Alignment | Huge dragon, chaotic neutral | Huge dragon, chaotic neutral | Gargantuan dragon, chaotic neutral | Gargantuan dragon, chaotic neutral |
| Ability Scores / Saves | STR 20 (+5) | STR 20 (+5) | STR 23 (+6) | STR 27 (+8) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 13 (+1) | DEX 15 (+2) |
| | CON 20 (+5) | CON 20 (+5) | CON 22 (+6) | CON 26 (+8) |
| | INT 14 (+2) | INT 14 (+2) | INT 14 (+2) | INT 17 (+3) |
| | WIS 18 (+4) | WIS 18 (+4) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 17 (+3) | CHA 17 (+3) | CHA 17 (+3) | CHA 18 (+4) |
| Saving Throws | - | | | |
| Resistances | Cold, all physical attacks except adamantite | | | |
| Immunities | Magical unconscious, paralyzed, Sonic | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +17, Blindsight 30 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 30 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 30 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 30 ft., Darkvision 120 ft. |
| Languages | Common, Draconic | | | |
| Challenge | 6 | 10 | 16 | 20 |
| Special Abilities & Qualities | Save Reflex 18; Damage 10d6 | Save Reflex 19; Damage 14d6 | Save Reflex 21; Damage 20d6 | Save Reflex 24; Damage 24d6 |
| | Breath Weapon With Recharge 2 as a standard action, a spine dragon can emit a devastating shriek of powerful sonic energy in a 60-ft. cone. Creatures caught in this cone take sonic damage and are permanently deafened. A Reflex save halves the damage and negates the deafness. This sonic damage is particularly devastating to constructs—they suffer disadvantage to save against its effects, and if they fail the save, they are staggered for 1d4 rounds as well. | | | |
| Special Abilities & Qualities | Ray Deflection A spine dragon's scales deflect rays and magic missile spells, rendering the spine dragon immune to such effects. There's a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** Dexterity 18**Saving Throw** Dexterity 19**Saving Throw** Dexterity 21**Saving Throw** Dexterity 24

Spines A spine dragon's body is covered with long, crystalline spines. It can fire up to four of these spines/round as a full-attack action (or one as a standard action). A creature that attacks a spine dragon with a melee weapon, unarmed strike, or natural weapon must make a Dexterity save or take 2d8+15 points of piercing damage from the spines.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+7 (12) slashing damage.

Spine Ranged weapon attack: +5 to hit, one target. Hit 2d6+8 (15) piercing damage.

Tail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+17 (24) bludgeoning damage.

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

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

Spine Ranged weapon attack: +4 to hit, one target. Hit 2d6+8 (15) piercing damage.

Tail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+17 (24) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+11 (22) piercing damage.

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

Spine Ranged weapon attack: +0 to hit, one target. Hit 2d8+12 (21) piercing damage.

Tail Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+22 (31) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d6+15 (36) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+15 (29) slashing damage.

Spine Ranged weapon attack: +2 to hit, one target. Hit 4d8+16 (34) piercing damage.

Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+30 (48) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting*spike growth (3/day); telekinesis (3/day); wall of force (3/day)***Spellcasting**

-

Possessions

-



DRAGON (TIDEPOOL)



| | | | | |
|---------------------|----------------------------------|-------------------|--------------------|-------------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Coastlines | | | |
| Rarity | Rare | | | |
| Role | Controller/Normal | Controller/Normal | Controller / Elite | Controller / Solo |
| Organization | Solitary, Pair, or Clutch (3-6x) | | | |
| Treasure | Double | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) |
| Hit Points | 25 | 43 | 94 | 169 |
| Speed | 10 ft. Fly 30 ft. (Average) Swim 60 ft. | | | |
| Size, Type, Alignment | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Small dragon, chaotic neutral |
| Ability Scores / Saves | STR 9 (-1) | STR 10 (+0) | STR 15 (+2) | STR 18 (+4) |
| | DEX 11 (+0) | DEX 11 (+0) | DEX 15 (+2) | DEX 13 (+1) |
| | CON 11 (+0) | CON 11 (+0) | CON 15 (+2) | CON 18 (+4) |
| | INT 6 (-2) | INT 6 (-2) | INT 10 (+0) | INT 10 (+0) |
| | 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 | - | | | |
| Immunities | Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +11, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | Common, Draconic | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Attach When a tidepool dragon hits with a claw attack, it automatically grapples its foe, dealing automatic damage with that claw each round | | | |
| Special Abilities & Qualities | Saving Throw Dexterity DC 13 | Saving Throw Dexterity DC 14 | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 19 |
| | Damage 1d6 | Damage 2d6 | Damage 3d6 | Damage 5d6 |
| | Breath Weapon 5' Line of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|--|--|--|
| Standard Actions | Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) piercing damage. Claw Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage. | Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage. Claw Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) slashing damage. | Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+3 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+3 (6) slashing damage. | Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage. |
| Innate Spellcasting | <i>freedom of movement (self only) (3/day)</i> | | | |
| Spellcasting | Sorcerer (CL 8th) | Sorcerer (CL 10th) | Sorcerer (CL 12th) | Sorcerer (CL 14th) |
| Possessions | <i>color spray; acid splash; dancing lights; mage hand</i> | | | |



DRAGON (TIME)



| | Low | Moderate | Advanced | Elite |
|--------------|--------------------|-------------------|----------------|---------------|
| Terrain | Vacuum | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 87 | 156 | 252 | 379 |
| Speed | 50 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, unaligned | Large dragon, unaligned | Huge dragon, unaligned | Gargantuan dragon, unaligned |
| Ability Scores / Saves | STR 14 (+2) | STR 20 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 15 (+2) | DEX 13 (+1) | DEX 15 (+2) | DEX 13 (+1) |
| | CON 14 (+2) | CON 17 (+3) | CON 20 (+5) | CON 23 (+6) |
| | INT 11 (+0) | INT 13 (+1) | INT 18 (+4) | INT 18 (+4) |
| | WIS 10 (+0) | WIS 12 (+1) | WIS 17 (+3) | WIS 18 (+4) |
| | CHA 11 (+0) | CHA 13 (+1) | CHA 18 (+4) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Cold, Magical unconscious, paralyzed, unconscious | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Draconic | | | |
| Challenge | 9 | 13 | 17 | 21 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 18 | Saving Throw Wisdom DC 21 | Saving Throw Wisdom DC 23 |
| | Alien Presence A creature that fails its saving throw against a time dragon's alien presence is staggered for 5d6 rounds (or stunned if it has 4 Hit Dice or fewer). Range 200' | | | |
| Special Abilities & Qualities | Save Reflex 16; Dmg 6d10 | Save Reflex 18; Dmg 10d10 | Save Reflex 21; Dmg 14d10 | Save Reflex 23; Dmg 20d10 |
| | Breath Weapon 60' Cone of Electricity, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Immortal Time dragons age, but don't die from old age.

See in Darkness This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Starflight In outer space, an outer dragon can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.

Special Abilities & Qualities

Save Reflex 16; Dmg 3d6

Save Reflex 18; Dmg 4d6

Save Reflex 21; Dmg 6d6

Save Reflex 23; Dmg 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Standard Actions

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

Claws Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+10 (20) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

Wing Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+18 (32) piercing damage.

Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+18 (28) bludgeoning damage.

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

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+24 (42) piercing damage.

Claws Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.

Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+24 (38) bludgeoning damage.

Wing Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Special Actions

Save Reflex 16; Dmg 2d6

Save Reflex 18; Dmg 3d6

Save Reflex 21; Dmg 4d6

Save Reflex 23; Dmg 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

(at will); detect magic (at will); share memory (at will)

Spellcasting

Sorcerer (CL 12th)

Sorcerer (CL 14th)

Sorcerer (CL 16th)

Sorcerer (CL 18th)

disintegrate; dimension door; gust of wind; major image; shadow blade; blur; hypnotic pattern; knock; levitate; chill touch; feather fall; arcane lock; magic missile; mirror image0th(at will)acid splash; detect magic; mage hand

Possessions

-



DRAGON (UMBRAL, ANCIENT)



| | | | | |
|---------------------|-------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | | | | |
|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 20 (natural armor) | 23 (natural armor) | 23 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----------|------------|------------|------------|
| Hit Points | 35 | 124 | 324 | 480 |
|-------------------|-----------|------------|------------|------------|

| | | | | |
|--------------|------------------------------|--|--|--|
| Speed | 40 ft. Fly 100 ft. (Average) | | | |
|--------------|------------------------------|--|--|--|

| | | | | |
|------------------------------|---------------------------|----------------------------|---------------------------------|---------------------------------|
| Size, Type, Alignment | Tiny dragon, chaotic evil | Large dragon, chaotic evil | Gargantuan dragon, chaotic evil | Gargantuan dragon, chaotic evil |
|------------------------------|---------------------------|----------------------------|---------------------------------|---------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 8 (-1) | STR | 18 (+4) | STR | 24 (+7) | STR | 29 (+9) |
| | DEX | 16 (+3) | DEX | 12 (+1) | DEX | 6 (-2) | DEX | 8 (-1) |
| | CON | 7 (-2) | CON | 13 (+1) | CON | 20 (+5) | CON | 22 (+6) |
| | INT | 12 (+1) | INT | 16 (+3) | INT | 19 (+4) | INT | 22 (+6) |
| | WIS | 13 (+1) | WIS | 17 (+3) | WIS | 20 (+5) | WIS | 22 (+6) |
| | CHA | 12 (+1) | CHA | 16 (+3) | CHA | 19 (+4) | CHA | 22 (+6) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

| | | | | |
|-------------------|--------------------------------------|--|--|--|
| Immunities | Cold, Magical unconscious, paralyzed | | | |
|-------------------|--------------------------------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +25, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|---|---|---|---|

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|------------------|--|--|--|--|
| Languages | Abyssal, Common, Draconic, Undercommon | | | |
|------------------|--|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 16 | 25 | 29 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|---|---|---|---|
| Special Abilities & Qualities | Save Constitution 14; Damage 12d8 | Save Constitution 18; Damage 16d8 | Save Constitution 23; Damage 20d8 | Save Constitution 25; Damage 30d8 |
|--|---|---|---|---|

Breath Weapon 70' Cone of Necrotic Energy, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Although it deals negative energy damage, this breath weapon does not heal undead creatures.

Shadow Breath Three times per day, an umbral dragon can breathe a cone of shadows. Creatures who fail a Constitution save are blinded for 1d4 rounds and take 2d6 points of Strength damage. A successful save negates the blindness and reduces Strength damage to 1d4 points. Restoration or more powerful healing magic is required to restore the drained Strength from this effect.

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

Create Shadows Any creature slain by an ancient or older umbral dragon rises as a shadow (if 8 HD or less) or greater shadow (if above 8 HD) under the umbral dragon's control 1d4 rounds later.

Ghost Bane An umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Negative Energy Affinity The creature is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.

Special Abilities & Qualities

Save Dexterity 14;
Damage 3d6

Save Dexterity 18;
Damage 4d6

Save Dexterity 23;
Damage 6d6

Save Dexterity 25;
Damage 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

Save Wisdom DC 14

Save Wisdom DC 14

Save Wisdom DC 23

Save Wisdom DC 25

Energy Drain You sap a living opponent's vital energy automatically when your bite or claw attack hits. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points unless they make a successful Wisom save. Restoration or more powerful healing magic will remove the maximum hit point reduction.

Standard Actions

Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.

Claws Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7/19-00 (14) piercing damage.

Claws Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+5 (10) slashing damage.

Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7 (12) bludgeoning damage.

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.

Claws 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 2d8+18 (27) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Bite Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 8d6+25/19-00 (53) piercing damage.

Claws Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+17 (35) slashing damage.

Tail Slap Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+25 (43) bludgeoning damage.

Wing Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 3d8+9 (22) bludgeoning damage.

Special Actions

Save Wisdom DC 14

Save Wisdom DC 14

Save Wisdom DC 23

Save Wisdom DC 25

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

Save Dexterity 14;
Damage 2d6

Save Dexterity 18;
Damage 3d6

Save Dexterity 23;
Damage 4d6

Save Dexterity 25;
Damage 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

darkness (at will); finger of death (3/day); project image (at will); vampiric touch (at will)

Spellcasting

Sorcerer (CL 12th)

Sorcerer (CL 14th)

Sorcerer (CL 16th)

Sorcerer (CL 18th)

imprisonment; bigby's hand; fire storm; delayed blast fireball; disintegrate; fog cloud; chain lightning; ice storm; charm person; cloudkill; black tentacles; gust of wind; sleet storm; contagion; acid arrow; darkness; monster; cause fear; charm person; chill touch; acid splash; dancing lights; light

Possessions

-



DRAGON (UMBRAL, ADULT)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | | | | |
|--|------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
|--|------------|-----------------|-----------------|--------------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 20 (natural armor) | 20 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----------|-----------|------------|------------|
| Hit Points | 47 | 90 | 199 | 346 |
|-------------------|-----------|-----------|------------|------------|

| | | | | |
|--------------|------------------------------|--|--|--|
| Speed | 40 ft. Fly 100 ft. (Average) | | | |
|--------------|------------------------------|--|--|--|

| | | | | |
|------------------------------|---------------------------|-----------------------------|---------------------------|---------------------------------|
| Size, Type, Alignment | Tiny dragon, chaotic evil | Medium dragon, chaotic evil | Huge dragon, chaotic evil | Gargantuan dragon, chaotic evil |
|------------------------------|---------------------------|-----------------------------|---------------------------|---------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 7 (-2) | STR | 15 (+2) | STR | 20 (+5) | STR | 27 (+8) |
| | DEX | 16 (+3) | DEX | 14 (+2) | DEX | 8 (-1) | DEX | 8 (-1) |
| | CON | 7 (-2) | CON | 11 (+0) | CON | 18 (+4) | CON | 22 (+6) |
| | INT | 12 (+1) | INT | 14 (+2) | INT | 17 (+3) | INT | 20 (+5) |
| | WIS | 13 (+1) | WIS | 15 (+2) | WIS | 18 (+4) | WIS | 20 (+5) |
| | CHA | 12 (+1) | CHA | 14 (+2) | CHA | 17 (+3) | CHA | 20 (+5) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

| | | | | |
|-------------------|--------------------------------------|--|--|--|
| Immunities | Cold, Magical unconscious, paralyzed | | | |
|-------------------|--------------------------------------|--|--|--|

| | | | | |
|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|---|---|---|---|

| | | | | |
|------------------|--|--|--|--|
| Languages | Abyssal, Common, Draconic, Undercommon | | | |
|------------------|--|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 8 | 12 | 17 | 21 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|---|--|--|--|
| Special Abilities & Qualities | Save Constitution 14; Damage 8d8 | Save Constitution 16; Damage 12d8 | Save Constitution 20; Damage 16d8 | Save Constitution 23; Damage 20d8 |
|--|---|--|--|--|

Breath Weapon 70' Cone of Necrotic Energy, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Although it deals negative energy damage, this breath weapon does not heal undead creatures.

Shadow Breath Three times per day, an umbral dragon can breathe a cone of shadows. Creatures who fail a Constitution save are blinded for 1d4 rounds and take 2d4 points of Strength damage. A successful save negates the blindness and reduces Strength damage to 1d2 points. Restoration or more powerful healing magic is required to restore the drained Strength from this effect.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Ghost Bane An umbral dragon's physical attacks deal damage to incorporeal creatures normally.
Negative Energy Affinity The creature is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.

Special Abilities & Qualities

Save Dexterity 14; **Damage** 2d6
Save Dexterity 16; **Damage** 3d6
Save Dexterity 20; **Damage** 4d6
Save Dexterity 23; **Damage** 6d6
Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.
Claws Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d3+0 (2) slashing damage.
Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10/19-00 (5/10) piercing damage.
Claws Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.
Tail Slap Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.
Wing Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.
Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12/19-00 (21) piercing damage.
Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.
Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.
Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.
Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+22/19-00 (50) piercing damage.
Claws Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+15 (33) slashing damage.
Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+22 (40) bludgeoning damage.
Wing Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Special Actions

Save Wisdom DC 14
Save Wisdom DC 16
Save Wisdom DC 20
Save Wisdom DC 23
Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

Save Dexterity 14; **Damage** 2d4
Save Dexterity 16; **Damage** 3d4
Save Dexterity 20; **Damage** 4d4
Save Dexterity 23; **Damage** 6d4
Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

darkness (at will); project image (at will); vampiric touch (at will)

Spellcasting

Sorcerer (CL 10th) **Sorcerer (CL 12th)** **Sorcerer (CL 14th)** **Sorcerer (CL 16th)**
charm person; wall of ice; contagion; sleep; force punch; acid arrow; blur; fog cloud; cause fear; charm person; chill touch; doom; hypnotic pattern; acid splash; create food and water; dancing lights; detect magic

Possessions

-



DRAGON (UMBRAL, YOUNG)



| | | | | |
|---------------------|--------------------|--------------------|-------------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Elite | Controller / Solo | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 29 (natural armor) | 20 (natural armor) |
| Hit Points | 49 | 123 | 196 | 333 |
| Speed | 40 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil | Gargantuan dragon, chaotic evil |
| Ability Scores / Saves | STR 7 (-2) | STR 18 (+4) | STR 22 (+6) | STR 26 (+8) |
| | DEX 16 (+3) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 7 (-2) | CON 15 (+2) | CON 18 (+4) | CON 22 (+6) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 19 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 18 (+4) | WIS 20 (+5) |
| | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Cold, Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Abyssal, Common, Draconic, Undercommon | | | |
| Challenge | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Save Constitution 14; Damage 6d8 | Save Constitution 16; Damage 8d8 | Save Constitution 19; Damage 10d8 | Save Constitution 22; Damage 14d8 |
| | Breath Weapon 60' Cone of Necrotic Energy, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Although it deals negative energy damage, this breath weapon does not heal undead creatures. | | | |
| | Shadow Breath Three times per day, an umbral dragon can breathe a cone of shadows. Creatures who fail a Constitution save are blinded for 1d4 rounds and take 1d6 points of Strength damage. A successful save negates the blindness and reduces Strength damage to 1d2 points. Restoration or more powerful healing magic is required to restore the drained Strength from this effect. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Ghost Bane An umbral dragon's physical attacks deal damage to incorporeal creatures normally.
Negative Energy Affinity The creature is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.

Special Abilities & Qualities

Save Dexterity 14; **Damage** 1d6
Save Dexterity 16; **Damage** 2d6
Save Dexterity 19; **Damage** 3d6
Save Dexterity 22; **Damage** 4d6
Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.
Claws Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.
Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7/19-00 (14) piercing damage.
Claws Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.
Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.
Wing Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.
Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+15/19-00 (28) piercing damage.
Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.
Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+15 (26) bludgeoning damage.
Wing Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.
Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+21/19-00 (39) piercing damage.
Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.
Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+21 (35) bludgeoning damage.
Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Special Actions

Save Wisdom DC 14
Save Wisdom DC 16
Save Wisdom DC 19
Save Wisdom DC 22
Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

Save Dexterity 14; **Damage** 1d4
Save Dexterity 16; **Damage** 2d4
Save Dexterity 19; **Damage** 3d4
Save Dexterity 22; **Damage** 4d4
Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

darkness (at will); vampiric touch (at will)

Spellcasting

Sorcerer (CL 8th) **Sorcerer (CL 10th)** **Sorcerer (CL 12th)** **Sorcerer (CL 14th)**
charm monster; sleet storm; contagion; blur; gust of wind; cause fear; charm person; doom; grease; acid splash; dancing lights

Possessions

-



DRAGON (UNDERWORLD)



| | | | | |
|---------------------|--------------------|--------------------|-------------------|----------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Any Underground | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Elite | Controller / Solo | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
| Hit Points | 31 | 91 | 173 | 276 |
| Speed | 40 ft. Burrow 30 ft. Fly 100 ft. (Average) | | | |
| Size, Type, Alignment | Tiny dragon, lawful evil | Medium dragon, lawful evil | Large dragon, lawful evil | Huge dragon, lawful evil |
| Ability Scores / Saves | STR 11 (+0) | STR 18 (+4) | STR 22 (+6) | STR 26 (+8) |
| | DEX 12 (+1) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 11 (+0) | CON 15 (+2) | CON 19 (+4) | CON 22 (+6) |
| | INT 8 (-1) | INT 10 (+0) | INT 16 (+3) | INT 17 (+3) |
| | WIS 9 (-1) | WIS 11 (+0) | WIS 17 (+3) | WIS 18 (+4) |
| | CHA 8 (-1) | CHA 10 (+0) | CHA 16 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Fire, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +13, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | - | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | <p>Adamantine Claws The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.</p> <p>Change Shape An underworld dragon can assume any humanoid form three times per day as if using polymorph.</p> <p>Smoke Vision An underworld dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).</p> <p>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</p> | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 12;
Damage 8d6**Breath Weapon** 100' Line of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.**Special Abilities & Qualities****Save** Dexterity 12;
Damage 4d6**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Special Abilities & Qualities****Save** Wisdom 12**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Standard Actions****Bite** Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage.**Claw** Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) slashing damage.**Gore** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+15 (26) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10 (17) slashing damage.**Gore** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+15 (22) piercing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+21 (35) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14 (24) slashing damage.**Gore** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+21 (32) piercing damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*stone shape (at will)***Spellcasting****Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)***wind wall; acid arrow; snilloc's snowball swarm; glitterdust; alarm; break; charm person; acid splash; detect magic; light; mage hand***Possessions**

-



DRAGON (VOID)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------|--------------------|-------------------|----------------|---------------|
| Terrain | Vacuum | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

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|-------------------|----|----|-----|-----|
| Hit Points | 44 | 82 | 155 | 254 |
|-------------------|----|----|-----|-----|

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|--------------|---------------------------|--|--|--|
| Speed | 40 ft. Fly 150 ft. (Good) | | | |
|--------------|---------------------------|--|--|--|

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|------------------------------|---------------------------|---------------------------|--------------------------|--------------------------------|
| Size, Type, Alignment | Small dragon, lawful evil | Large dragon, lawful evil | Huge dragon, lawful evil | Gargantuan dragon, lawful evil |
|------------------------------|---------------------------|---------------------------|--------------------------|--------------------------------|

| | | | | | | | | |
|-------------------------------|------------|----------------|------------|----------------|------------|----------------|------------|----------------|
| Ability Scores / Saves | STR | 11 (+0) | STR | 18 (+4) | STR | 22 (+6) | STR | 27 (+8) |
| | DEX | 14 (+2) | DEX | 12 (+1) | DEX | 14 (+2) | DEX | 12 (+1) |
| | CON | 11 (+0) | CON | 15 (+2) | CON | 18 (+4) | CON | 22 (+6) |
| | INT | 12 (+1) | INT | 14 (+2) | INT | 18 (+4) | INT | 19 (+4) |
| | WIS | 9 (-1) | WIS | 11 (+0) | WIS | 17 (+3) | WIS | 18 (+4) |
| | CHA | 12 (+1) | CHA | 14 (+2) | CHA | 18 (+4) | CHA | 19 (+4) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

| | | | | |
|-------------------|---|--|--|--|
| Immunities | Cold, Confusion and Insanity Effects, Magical unconscious, paralyzed, unconscious | | | |
|-------------------|---|--|--|--|

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|------------------------|---|--|--|--|
| Vulnerabilities | - | | | |
|------------------------|---|--|--|--|

| | | | | |
|---------------|--|---|---|---|
| Senses | Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +14, 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 | Draconic | | | |
|------------------|----------|--|--|--|

| | | | | |
|------------------|----------|-----------|-----------|-----------|
| Challenge | 6 | 10 | 14 | 18 |
|------------------|----------|-----------|-----------|-----------|

| | | | | |
|--|---|-------------------------------------|-------------------------------------|-------------------------------------|
| Special Abilities & Qualities | Saving Throw Wisdom DC 14 | Saving Throw Wisdom DC 15 | Saving Throw Wisdom DC 19 | Saving Throw Wisdom DC 22 |
| | Alien Presence A void dragon's alien presence causes an opponent that fails its save to be overcome with dizziness, becoming sickened (or nauseated if the target has 4 or fewer Hit Dice) for 5d6 rounds. Range 200'. | | | |

| | | | | |
|--|--|--|--|--|
| Special Abilities & Qualities | Saving Throw DC 14; Damage 6d8 | Saving Throw DC 16; Damage 10d8 | Saving Throw DC 19; Damage 14d8 | Saving Throw DC 22; Damage 20d8 |
| | Breath Weapon 60' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| | Suffocating Breath Instead of dealing cold damage, a void dragon can breathe a coneshaped suffocation effect. An air-dependent creature that fails its Constitution save suffocates for 7 rounds. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14;
Damage 3d6**Save** Dexterity 16;
Damage 4d6**Save** Dexterity 19;
Damage 5d6**Save** Dexterity 22;
Damage 6d6**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 2d8**Damage** 3d8**Obliterate** A void dragon's bite deals additional necrotic damage. A creature reduced to 0 or fewer hit points by this attack must succeed at a Constitution save or be immediately slain and reduced to ashes (as the disintegrate spell).**Standard Actions****Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+9 (20) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+22 (40) piercing damage.**Claws** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.**Claws** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) slashing damage.**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) slashing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+15 (26) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+22 (36) bludgeoning damage.**Wing** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.**Wing** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.**Wing** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.**Special Actions****Starflight** In outer space, an outer dragon can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.**Special Actions****Save** Dexterity 14;
Damage 2d6**Save** Dexterity 16;
Damage 3d6**Save** Dexterity 19;
Damage 4d6**Save** Dexterity 22;
Damage 5d6**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Special Actions****Save** Wisdom 14**Save** Wisdom 16**Save** Wisdom 19**Save** Wisdom 22**Void Gaze** A creature within 30 feet of an adult or older void dragon must succeed at a Wisdom save or become confused for 1d6 rounds. This gaze attack is a mind-affecting effect.**Special Actions****Legendary Actions**

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Innate Spellcasting*blur (at will); ray of enfeeblement (at will)***Spellcasting****Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)***disintegrate; dimension door; sleep; fireball; flame arrows; acid arrow; darkness; snilloc's snowball swarm; fog cloud; silence; shocking grasp; acid splash; dancing lights; detect magic; mage hand***Possessions**

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DRAGON (VORTEX)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Vacuum | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 20 (natural armor) | 21 (natural armor) |
| Hit Points | 44 | 90 | 178 | 286 |
| Speed | 60 ft. Fly 150 ft. (Good) | | | |
| Size, Type, Alignment | Small dragon, lawful neutral | Large dragon, lawful neutral | Huge dragon, lawful neutral | Gargantuan dragon, lawful neutral |
| Ability Scores / Saves | STR 11 (+0) | STR 18 (+4) | STR 22 (+6) | STR 27 (+8) |
| | DEX 14 (+2) | DEX 12 (+1) | DEX 14 (+2) | DEX 12 (+1) |
| | CON 11 (+0) | CON 15 (+2) | CON 18 (+4) | CON 22 (+6) |
| | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) | INT 19 (+4) |
| | WIS 11 (+0) | WIS 13 (+1) | WIS 18 (+4) | WIS 18 (+4) |
| | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) | CHA 19 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Fire, Magical unconscious, paralyzed, unconscious | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +13, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Draconic | | | |
| Challenge | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Saving Throw Wisdom DC 14 | Saving Throw Wisdom DC 16 | Saving Throw Wisdom DC 19 | Saving Throw Wisdom DC 22 |
| | Alien Presence A vortex dragon's alien presence bends space. A creature that fails its saving throw treats all other creatures as if they were under the effects of blur for 5d6 rounds. | | | |
| Special Abilities & Qualities | Saving Throw Reflex 15; Damage 8d8 | Saving Throw Reflex 16; Damage 10d8 | Saving Throw Reflex 19; Damage 14d8 | Saving Throw Reflex 22; Damage 20d8 |
| | Breath Weapon 60' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Reflex 14;
Damage 3d6**Save** Reflex 16;
Damage 4d6**Save** Reflex 19;
Damage 6d6**Save** Reflex 22;
Damage 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

Fragmented Strike An adult or older vortex dragon can strike with its bite through a rift in space. This allows it to make its bite attack against a target anywhere within the radius of its alien presence as long as the dragon can see the creature. This doesn't apply to attacks of opportunity.

Starflight In outer space, an outer dragon can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.

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

Standard Actions

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

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

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

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

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

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing damage.

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

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

Wing Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+22 (40) piercing damage.

Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+22 (36) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Special Actions**Save** Reflex 14;
Damage 2d6**Save** Reflex 16;
Damage 3d6**Save** Reflex 19;
Damage 4d6**Save** Reflex 22;
Damage 5d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

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Spellcasting**Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)**

black tentacles; charm monster; dispel magic; fireball; haste; admonishing ray; blur; burning gaze; glitterdust; color spray; hypnotic pattern; mage armor; magic missile; dancing lights; detect magic; spark

Possessions

-



DRAGON (WHITE, ANCIENT)



| | | | | |
|---------------------|-------------------|-----------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Cold Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Solo | Leader / Elite | Leader / Solo | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 20 (natural armor) | 21 (natural armor) | 22 (natural armor) | 22 (natural armor) |
| Hit Points | 111 | 168 | 263 | 475 |
| Speed | 30 ft. Swim 60 ft. Burrow 30 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Medium dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil | Gargantuan dragon, chaotic evil |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 24 (+7) | STR 30 (+10) |
| | DEX 14 (+2) | DEX 12 (+1) | DEX 8 (-1) | DEX 8 (-1) |
| | CON 15 (+2) | CON 17 (+3) | CON 20 (+5) | CON 25 (+7) |
| | INT 10 (+0) | INT 12 (+1) | INT 14 (+2) | INT 18 (+4) |
| | WIS 13 (+1) | WIS 15 (+2) | WIS 17 (+3) | WIS 20 (+5) |
| | CHA 10 (+0) | CHA 12 (+1) | CHA 14 (+2) | CHA 18 (+4) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Cold, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Fire | | | |
| Senses | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Common, Draconic, Drow, Druidic, Gnomish, Goblin, Halfling | | | |
| Challenge | 13 | 17 | 21 | 25 |
| Special Abilities & Qualities | Save Dexterity 17; Damage 10d4 | Save Dexterity 19; Damage 18d4 | Save Dexterity 22; Damage 24d4 | Save Dexterity 25; Damage 30d6 |
| | Breath Weapon 70' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Blizzard A white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does. | | | |
| Special Abilities & Qualities | Damage 2d4 | Damage 2d6 | Damage 2d8 | Damage 2d12 |
| | Cold Aura A white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn. | | | |

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

Special Abilities & Qualities

Save Dexterity 17;
Damage 3d6

Save Dexterity 19;
Damage 4d6

Save Dexterity 22;
Damage 6d6

Save Dexterity 25;
Damage 8d6

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

Ice Shape A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.

Ice Tomb A white dragon can, as a standard action, cause a creature to sink into ice. This works as imprisonment, but only while the target is touching an icy surface. A white dragon can use this ability once per day. Targets entombed by this ability can be freed by casting freedom of movement or by physically freeing the creature from the ice (AC 15, 360 hit points).

Icewalking This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.

Snow Vision A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

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

Special Abilities & Qualities

Damage 2d6

Damage 2d8

Damage 3d8

Damage 3d12

Freezing Fog A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals cold damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+7/19-00 (12) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16/19-00 (25) piercing damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+25/19-00 (53) piercing damage.

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

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

Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.

Claws Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+17 (35) slashing damage.

Wings Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.

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

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

Wings Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

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

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

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+25 (38) bludgeoning damage.

Special Actions

Saving Throw Wisdom 17

Saving Throw Wisdom 19

Saving Throw Wisdom 22

Saving Throw Wisdom 25

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

Save Dexterity 17;
Damage 2d6

Save Dexterity 19;
Damage 3d6

Save Dexterity 22;
Damage 4d6

Save Dexterity 25;
Damage 6d6

Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

control weather (at will); fog cloud (at will); gust of wind (at will); wall of ice (at will)

Sorcerer (CL 12th)

Sorcerer (CL 14th)

Sorcerer (CL 16th)

Sorcerer (CL 20th)

disintegrate; acid arrow; hold monster; charm monster; contagion; dimension door; dispel magic; blink; fireball; lightning bolt; monster; fog cloud; invisibility; protection from energy; see invisibility; alarm; grease; arcanist's magic aura; shield; true strike; acid splash; dancing lights; detect magic; mage hand; mending; message; ray of frost



DRAGON (WHITE, ADULT)



| | | | | |
|---------------------|--------------------|-------------------|-----------------|---------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Cold Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Elite | Controller / Solo | Leader / Elite | Leader / Solo |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 19 (natural armor) | 19 (natural armor) | 21 (natural armor) | 22 (natural armor) |
| Hit Points | 71 | 141 | 251 | 387 |
| Speed | 30 ft. Swim 60 ft. Burrow 30 ft. Fly 150 ft. (Average) | | | |
| Size, Type, Alignment | Small dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil | Gargantuan dragon, chaotic evil |
| Ability Scores / Saves | STR 15 (+2) | STR 20 (+5) | STR 24 (+7) | STR 28 (+9) |
| | DEX 16 (+3) | DEX 10 (+0) | DEX 12 (+1) | DEX 10 (+0) |
| | CON 13 (+1) | CON 18 (+4) | CON 21 (+5) | CON 24 (+7) |
| | INT 8 (-1) | INT 10 (+0) | INT 16 (+3) | INT 17 (+3) |
| | WIS 11 (+0) | WIS 13 (+1) | WIS 18 (+4) | WIS 18 (+4) |
| | CHA 8 (-1) | CHA 10 (+0) | CHA 16 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks except magic | | | |
| Immunities | Cold, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Fire | | | |
| Senses | Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft. |
| Languages | Common, Draconic, Gnomish, Goblin, Read Lips | | | |
| Challenge | 9 | 13 | 17 | 21 |
| Special Abilities & Qualities | Save Dexterity 15; Damage 6d4 | Save Dexterity 19; Damage 12d4 | Save Dexterity 21; Damage 18d4 | Save Dexterity 24; Damage 22d6 |
| | Breath Weapon 60' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |
| | Blizzard A white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does. | | | |
| Special Abilities & Qualities | Damage 1d6 | Damage 2d4 | Damage 2d6 | Damage 2d8 |
| | Cold Aura A white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 15;
Damage 2d6**Save** Dexterity 19;
Damage 3d6**Save** Dexterity 21;
Damage 4d6**Save** Dexterity 24;
Damage 6d6**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Special Abilities & Qualities****Ice Shape** A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.**Icewalking** This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.**Snow Vision** A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.**Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure**Special Abilities & Qualities****Damage** 2d4**Damage** 2d6**Damage** 2d8**Damage** 3d8**Freezing Fog** A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals cold damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.**Standard Actions****Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+16/19-00 (30) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+24/19-00 (42) piercing damage.**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.**Claws** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.**Claws** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.**Claws** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.**Wings** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Wings** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Wings** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+24 (34) bludgeoning damage.**Special Actions****Saving Throw** Wisdom 15**Saving Throw** Wisdom 19**Saving Throw** Wisdom 21**Saving Throw** Wisdom 24**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions****Save** Dexterity 15;
Damage 2d4**Save** Dexterity 19;
Damage 3d4**Save** Dexterity 21;
Damage 4d4**Save** Dexterity 24;
Damage 6d4**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Innate Spellcasting***fog cloud (at will); gust of wind (at will); wall of ice (at will)***Spellcasting****Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)***dimension door; fireball; flame arrows; protection from energy (communal); acid arrow; monster; flaming sphere; scorching ray; floating disk; magic missile; shield; true strike; dancing lights; detect magic; mending; mage hand; prestidigitation; ray of frost***Possessions**

-



DRAGON (WHITE, YOUNG)



| | Low | Moderate | Advanced | Elite |
|---------------------|-------------------|--------------------|--------------------|----------------|
| Terrain | Cold Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller/Normal | Controller / Elite | Controller / Elite | Leader / Elite |
| Organization | Solitary | | | |
| Treasure | Triple | | | |

| | Low | Moderate | Advanced | Elite |
|--|-----|----------|----------|-------|
|--|-----|----------|----------|-------|

| | | | | |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 19 (natural armor) | 20 (natural armor) |
|--------------------|------------------------------|------------------------------|------------------------------|------------------------------|

| | | | | |
|-------------------|-----------|-----------|------------|------------|
| Hit Points | 13 | 68 | 140 | 239 |
|-------------------|-----------|-----------|------------|------------|

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|--------------|--|--|--|--|
| Speed | 30 ft. Swim 60 ft. Burrow 30 ft. Fly 100 ft. (Average) | | | |
|--------------|--|--|--|--|

| | | | | |
|------------------------------|---------------------------|-----------------------------|----------------------------|---------------------------|
| Size, Type, Alignment | Tiny dragon, chaotic evil | Medium dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil |
|------------------------------|---------------------------|-----------------------------|----------------------------|---------------------------|

| | | | | | |
|-------------------------------|------------|----------------|--------------------|--------------------|--------------------|
| Ability Scores / Saves | STR | 5 (-3) | STR 17 (+3) | STR 20 (+5) | STR 25 (+7) |
| | DEX | 17 (+3) | DEX 12 (+1) | DEX 14 (+2) | DEX 12 (+1) |
| | CON | 7 (-2) | CON 15 (+2) | CON 19 (+4) | CON 22 (+6) |
| | INT | 4 (-3) | INT 6 (-2) | INT 12 (+1) | INT 14 (+2) |
| | WIS | 7 (-2) | WIS 9 (-1) | WIS 15 (+2) | WIS 17 (+3) |
| | CHA | 4 (-3) | CHA 6 (-2) | CHA 12 (+1) | CHA 14 (+2) |

| | | | | |
|----------------------|---|---|---|---|
| Saving Throws | - | - | - | - |
|----------------------|---|---|---|---|

| | | | | |
|--------------------|-----------------------------------|--|--|--|
| Resistances | all physical attacks except magic | | | |
|--------------------|-----------------------------------|--|--|--|

| | | | | |
|-------------------|--------------------------------------|--|--|--|
| Immunities | Cold, Magical unconscious, paralyzed | | | |
|-------------------|--------------------------------------|--|--|--|

| | | | | |
|------------------------|-----------------------|--|--|--|
| Vulnerabilities | Vulnerability to Fire | | | |
|------------------------|-----------------------|--|--|--|

| | | | | |
|---------------|--|---|---|---|
| Senses | Passive Perception +8, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +12, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft. | Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft. |
|---------------|--|---|---|---|

| | | | | |
|------------------|----------------------------------|--|--|--|
| Languages | Common, Draconic, Dwarven, Giant | | | |
|------------------|----------------------------------|--|--|--|

| | | | | |
|------------------|----------|----------|-----------|-----------|
| Challenge | 3 | 7 | 11 | 15 |
|------------------|----------|----------|-----------|-----------|

| | | | | |
|--|---|--|---|---|
| Special Abilities & Qualities | Save Dexterity 10; Damage 4d4 | Save Dexterity 15; Damage 8d4 | Save Dexterity 18; Damage 12d4 | Save Dexterity 21; Damage 16d6 |
| | Breath Weapon 50' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. | | | |

| | | | | |
|--|--|-------------------|-------------------|-------------------|
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 2d6 |
| | Cold Aura A white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn. | | | |



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Save Dexterity 10;
Damage 2d4

Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

Ice Shape A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.

Icwalking This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.

Snow Vision A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

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

Standard Actions

Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.

Claws Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

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

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

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+12 (22) piercing damage.

Claws Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8 (15) slashing damage.

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

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

Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+19 (33) piercing damage.

Claws Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+13 (24) slashing damage.

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

Tail Slap Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+19 (26) bludgeoning damage.

Special Actions

Saving Throw Wisdom 10

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

fog cloud (at will); gust of wind (at will)

Saving Throw Wisdom 15

Saving Throw Wisdom 18

Saving Throw Wisdom 21

Innate Spellcasting

Sorcerer (CL 8th)

cause fear; charm person; color spray; detect magic; light

Sorcerer (CL 10th)

Sorcerer (CL 12th)

Sorcerer (CL 14th)



Illustration 17: White Dragon

DRAGON HORSE



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---------------------|------------|------------|---------|
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary | | | |
| Treasure | None | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|--|--|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) | 19 (natural armor) |
| Hit Points | 54 | 105 | 193 | 283 |
| Speed | 60 ft. Fly 120 ft. (Good) | | | |
| Size, Type, Alignment | Medium monstrosity, neutral good | Large monstrosity, neutral good | Large monstrosity, neutral good | Huge monstrosity, neutral good |
| 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 15 (+2) | CON 18 (+4) | CON 20 (+5) | CON 22 (+6) |
| | INT 14 (+2) | INT 14 (+2) | INT 17 (+3) | INT 17 (+3) |
| | WIS 16 (+3) | WIS 16 (+3) | WIS 18 (+4) | WIS 18 (+4) |
| | CHA 18 (+4) | CHA 18 (+4) | CHA 20 (+5) | CHA 20 (+5) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +16, Darkvision 120 ft. | Passive Perception +17, Darkvision 120 ft. | Passive Perception +19, Darkvision 120 ft. | Passive Perception +20, Darkvision 120 ft. |
| Languages | Auran, Common, Draconic, Telepathy 100 ft. | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 17 Damage 4d6 | Saving Throw Dexterity DC 18 Damage 8d6 | Saving Throw Dexterity DC 20 Damage 12d6 | Saving Throw Dexterity DC 22 Damage 16d6 |
| | Breath Weapon As a standard action, a dragon horse can breathe out a 30-foot cone of mist. This mist either deals cold damage (Dexterity save halves), creates a region of fog in the area that lasts for 1 minute (similar to that created by a fog cloud spell), or creates a blast of severe wind in the area. The dragon horse may use this breath weapon with Recharge 2. | | | |
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 2d6 |
| | Electricity Add electricity damage to hooves. | | | |

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Know Alignment** Dragon horses automatically know the alignment of any creature they can see.**Shift Planes** A dragon horse can enter the Ethereal Plane, Astral Plane, Plane of Air, or Material Plane once per day as a standard action. This functions as plane shift, but the dragon horse can only bring up to two other willing creatures with it, and only if they are on its back.**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****Hoof** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.**Hoof** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Hoof** Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d6+9 (20) bludgeoning damage.**Hoof** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+11 (25) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

DRAGON TURTLE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | | | | |
|--------------|-------------------|--|--|--|
| Terrain | Temperate Aquatic | | | |
| Rarity | Rare | | | |
| Role | Soldier / Elite | | | |
| 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 | 66 | 127 | 211 | 272 |
| Speed | 20 ft. Swim 30 ft. | | | |
| Size, Type, Alignment | Large dragon, unaligned | Huge dragon, unaligned | Huge dragon, unaligned | Huge dragon, unaligned |
| Ability Scores / Saves | STR 18 (+4) | STR 20 (+5) | STR 22 (+6) | STR 23 (+6) |
| | DEX 12 (+1) | DEX 8 (-1) | DEX 12 (+1) | DEX 12 (+1) |
| | CON 13 (+1) | CON 17 (+3) | CON 19 (+4) | CON 19 (+4) |
| | INT 10 (+0) | INT 10 (+0) | INT 14 (+2) | INT 14 (+2) |
| | WIS 11 (+0) | WIS 11 (+0) | WIS 15 (+2) | WIS 15 (+2) |
| | CHA 10 (+0) | CHA 10 (+0) | CHA 14 (+2) | CHA 14 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | Fire, Magical unconscious, paralyzed, unconscious | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +13, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | Aquan, Common, Draconic | | | |
| Challenge | 8 | 12 | 16 | 20 |
| Special Abilities & Qualities | Saving Throw Reflex DC 14 | Saving Throw Reflex DC 17 | Saving Throw Reflex DC 19 | Saving Throw Reflex DC 20 |
| | Damage 8d6 | Damage 12d6 | Damage 20d6 | Damage 24d6 |
| | Breath Weapon Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, with Recharge 2, damage fire, Dexterity save halves; effective both on the surface and underwater. | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|--|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+9 (14) slashing damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+8 (18) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) slashing damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+11 (25) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DRAGONFLY (GIANT)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------|----------|----------|-------|
| Terrain | Temperate or Warm Land | | | |
| Rarity | Common | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary or Flight (2-5x) | | | |
| Treasure | Incidental | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|--|--|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 16 | 51 | 107 | 170 |
| Speed | 20 ft. Fly 80 ft. (Perfect) | | | |
| Size, Type, Alignment | Small vermin, unaligned | Medium vermin, unaligned | Medium vermin, unaligned | Large vermin, unaligned |
| Ability Scores / Saves | STR 13 (+1) | STR 17 (+3) | STR 19 (+4) | STR 21 (+5) |
| | DEX 17 (+3) | DEX 13 (+1) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 8 (-1) | CON 12 (+1) | 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 | - | | | |
| 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 |
| Standard Actions | Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage. | Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d8+6 (15) piercing damage. | Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d8+10 (24) piercing damage. | Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 4d8+13 (31) piercing damage. |

D

DRAGONFLY (SHIMMERWING)

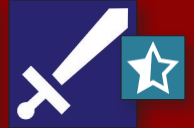


| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------------|----------|----------|-------|
| Terrain | Temperate or Warm Swamps | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Flight (3-8x) | | | |
| Treasure | None | | | |

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|---|---|--|
| Armor Class | 14 (natural armor) | 14 (natural armor) | 15 (natural armor) | 16 (natural armor) |
| Hit Points | 6 | 21 | 61 | 119 |
| Speed | 10 ft. Fly 60 ft. (Perfect) | | | |
| Size, Type, Alignment | Medium vermin, unaligned | Medium vermin, unaligned | Medium vermin, unaligned | Large vermin, unaligned |
| Ability Scores / Saves | STR 4 (-3) | STR 5 (-3) | STR 10 (+0) | STR 15 (+2) |
| | DEX 12 (+1) | DEX 12 (+1) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 8 (-1) | CON 8 (-1) | CON 12 (+1) | CON 16 (+3) |
| | INT 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 | - | | | |
| 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 | Claw Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage. | Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage. | Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage. | Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage. |

D

DRAGONFLY NYMPH (GIANT)



| | Low | Moderate | Advanced | Elite |
|--------------|---------------------------------|----------|----------|-------|
| Terrain | Temperate or Warm Water | | | |
| Rarity | Uncommon | | | |
| Role | Skirmisher/ Normal | | | |
| Organization | Solitary, Pair, or Brood (3-8x) | | | |
| Treasure | Incidental | | | |

D

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|--|--|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) |
| Hit Points | 6 | 37 | 81 | 143 |
| Speed | 10 ft. Swim 30 ft. | | | |
| Size, Type, Alignment | Tiny vermin, unaligned | Small vermin, unaligned | Small vermin, unaligned | Medium vermin, unaligned |
| Ability Scores / Saves | STR 9 (-1) | STR 13 (+1) | STR 17 (+3) | STR 19 (+4) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 15 (+2) | DEX 14 (+2) |
| | CON 8 (-1) | CON 12 (+1) | 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 3 (-4) | CHA 3 (-4) | CHA 7 (-2) | CHA 7 (-2) |
| 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 | 5 | 9 | 13 |
| Standard Actions | Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d10 (10) piercing damage. | Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage. | Bite Melee weapon attack: +4 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 4d6+10 (24) piercing damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

D

DRAGONKIN



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

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 14 (natural armor) | 15 (natural armor) | 15 (natural armor) | 15 (natural armor) |
| Hit Points | 63 | 121 | 199 | 287 |
| Speed | 40 ft. Fly 120 ft. (Average) | | | |
| Size, Type, Alignment | Medium dragon, unaligned | Large dragon, unaligned | Large dragon, unaligned | Huge dragon, unaligned |
| Ability Scores / Saves | STR 16 (+3) | STR 18 (+4) | STR 20 (+5) | STR 23 (+6) |
| | DEX 16 (+3) | DEX 12 (+1) | DEX 16 (+3) | DEX 14 (+2) |
| | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) | CON 21 (+5) |
| | INT 8 (-1) | INT 8 (-1) | INT 12 (+1) | INT 12 (+1) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 14 (+2) | CHA 14 (+2) | CHA 17 (+3) | CHA 17 (+3) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | Fire, Magical unconscious, paralyzed, unconscious | | | |
| 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 | Common, Draconic | | | |
| Challenge | 7 | 10 | 14 | 18 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 15 | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 19 | Saving Throw Dexterity DC 21 |
| | Damage 4d6 | Damage 6d6 | Damage 9d6 | Damage 14d6 |
| | Breath Weapon 30-ft. cone, Dexterity save halves damage, usable with Recharge 2. | | | |
| Special Abilities & Qualities | Rider Bond A dragonkin can form a permanent bond with its rider. Once this bond is made, a dragonkin cannot form another rider bond until its current rider dies. A dragonkin and its rider can communicate with each other as if they both had telepathy 100 ft. In combat, when a rider is mounted on his dragonkin, both creatures roll initiative separately and treat the highest result as their single result. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <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: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DRAGONNE



| | Low | Moderate | Advanced | Elite |
|--------------|----------------------------------|----------|----------|-------|
| Terrain | Temperate Deserts | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, or Pride (5-10x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 34 | 84 | 164 | 247 |
| Speed | 40 ft. Fly 30 ft. (Poor) | | | |
| Size, Type, Alignment | Medium monstrosity, unaligned | Large monstrosity, unaligned | Large monstrosity, unaligned | Huge monstrosity, unaligned |
| 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 11 (+0) | CON 15 (+2) | CON 18 (+4) | CON 20 (+5) |
| | INT 4 (-3) | INT 4 (-3) | INT 8 (-1) | INT 8 (-1) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 10 (+0) | CHA 10 (+0) | CHA 14 (+2) | CHA 14 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | - | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +10, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | Draconic | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Saving Throw Constitution DC 13 | Saving Throw Constitution DC 16 | Saving Throw Constitution DC 19 | Saving Throw Constitution DC 21 |
| | Roar A dragonne can unleash a devastating roar with Recharge 2 as a standard action. All creatures except dragonnes within 120 feet must succeed at a Constitution save or become fatigued. Those within 30 feet who fail their saves are also deafened for 2d4 rounds. This is a sonic effect. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|--|---|---|
| Standard Actions | <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: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DRAKAINIA



| | Low | Moderate | Advanced | Elite |
|--------------|---------------|----------|----------|-------|
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Leader / Solo | | | |
| Organization | Solitary | | | |
| Treasure | Double | | | |

D

| | Low | Moderate | Advanced | Elite |
|-------------------------------|---|--|--|--|
| Armor Class | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) | 23 (natural armor) |
| Hit Points | 200 | 295 | 658 | 872 |
| Speed | 50 ft. Climb 30 ft. Swim 30 ft. | | | |
| Size, Type, Alignment | Large aberration, neutral evil | Large aberration, neutral evil | Huge aberration, neutral evil | Gargantuan aberration, neutral evil |
| Ability Scores / Saves | STR 22 (+6) | STR 22 (+6) | STR 27 (+8) | STR 32 (+10) |
| | DEX 20 (+5) | DEX 20 (+5) | DEX 18 (+4) | DEX 19 (+4) |
| | CON 23 (+6) | CON 23 (+6) | CON 31 (+10) | CON 35 (+10) |
| | INT 20 (+5) | INT 20 (+5) | INT 20 (+5) | INT 22 (+6) |
| | WIS 15 (+2) | WIS 15 (+2) | WIS 15 (+2) | WIS 18 (+4) |
| | CHA 22 (+6) | CHA 22 (+6) | CHA 30 (+10) | CHA 32 (+10) |
| Saving Throws | - | - | - | - |
| Resistances | all physical attacks | | | |
| Immunities | Bleed, diseased, poisoned, Polymorph | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +15, Darkvision 120 ft. | Passive Perception +17, Darkvision 120 ft. | Passive Perception +20, Darkvision 120 ft. | Passive Perception +23, Darkvision 120 ft. |
| Languages | Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran | | | |
| Challenge | 8 | 14 | 25 | 29 |

Special Abilities & Qualities **Birth Spawn** As a full-round action, a drakainia can give birth to a spawn, which is a Large or smaller creature of her choice. Each day she can produce any number of creatures whose combined total base CR does not exceed 26.

Special Abilities & Qualities **Gestation Aura** A drakainia's aura pulses with developing life. All poisons or diseases active within her 30-foot aura have an onset of 1 round and a frequency of 1/minute. Impregnated creatures within her aura gestate in 2d4 rounds.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Impregnate Surrogate A drakainia can disgorge a monstrous embryo into the mouth of a living, corporeal creature that is pinned or helpless. She makes a grapple check, and if she succeeds she impregnates that creature regardless of its gender. An impregnated creature's pregnancy lasts for 2d4 rounds. During this pregnancy, the victim is nauseated until the monster bursts forth from the victim's abdomen, which deals 10d6 points of damage to the pregnant creature. Magical effects that remove disease conditions eliminate the unnatural embryo. Alternatively, as a full-round action another creature can attempt to cut out the growing monster with a DC 25 Medicine check. On a successful check, the offspring is removed, and the formerly pregnant creature takes 1d4 points of bleed damage. On failed check, the pregnant creature takes 2d6 points of bleed damage and is stunned for 1 round, but the offspring is not removed. The creature spawned by means of this impregnation is any creature of the drakainia's choice that is at least one size category smaller than the creature she impregnated. These spawn count against the drakainia's daily CR allowance for birth spawn.

Special Abilities & Qualities

Invert Birth When a drakainia uses her dimension door spell-like ability, instead of the normal range, she can choose to teleport to any space occupied by one of her spawn that is within 1 mile of her. She doesn't need line of sight or knowledge of the spawn's location. If she chooses a spawn that is farther than a mile away, she does not lose the use of the spell-like ability, but does lose the action. On arrival, she explodes out from her offspring, destroying it entirely.

Standard Actions

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+15 (29) slashing damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+15 (29) slashing damage.

Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+15 (33) slashing damage.

Claw Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 8d6+19 (47) slashing damage.

Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.

Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d4+15 (25) piercing damage.

Gore Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.

Gore Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+19 (37) piercing damage.

Tentacle Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Tentacle Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Tentacle Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

Tentacle Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 3d6+19 (30) bludgeoning damage.

Special Actions

Polymorphism The spawn gestating inside the drakainia constantly alter her internal construction, making her immune to bleed, disease, poison, and polymorph effects. When she is subject to a critical hit or a sneak attack, this polymorphism grants her a 75% chance of negating such attacks.

Special Actions

Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Actions

Transfer Suffering A drakainia can transfer a single harmful spell effect or condition from herself to one of her offspring that is currently within her gestation aura.

Special Actions

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

Well of Life A drakainia can unleash the primal life energy within in her body to channel positive energy as if she were a 20th-level cleric (DC 35). She can use this ability 18 times per day.

Legendary Actions

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Innate Spellcasting

antilife shell (3/day); antimagic field (3/day); dispel magic (3/day); contagion (3/day); disintegrate (1/day); dimension door (at will); dimension door (3/day); freedom of movement (at will); cure wounds (3/day); regenerate (1/day); true seeing (at will)

Spellcasting Possessions

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DRAKE (AETHER)



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Rampage (3-6x); Companion | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|--|---|---|
| Armor Class | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 8 | 45 | 92 | 161 |
| Speed | 20 ft. | | | |
| Size, Type, Alignment | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Small dragon, chaotic neutral |
| Ability Scores / Saves | STR 6 (-2) | STR 7 (-2) | STR 12 (+1) | STR 16 (+3) |
| | DEX 15 (+2) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 9 (-1) | CON 9 (-1) | CON 13 (+1) | CON 17 (+3) |
| | INT 2 (-4) | INT 2 (-4) | INT 6 (-2) | INT 6 (-2) |
| | 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 | Magical unconscious, paralyzed, unconscious | | | |
| 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 | Draconic | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Special Abilities & Qualities | Magic Attacks The drake's attacks count as magic. | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------|---|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d3+2 (4) piercing damage.</p> <p>Tail Slap Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> |

Legendary Actions -

Innate Spellcasting -

Spellcasting -

Possessions -



DRAKE (AIR)



| | Low | Moderate | Advanced | Elite |
|--------------|--|----------|----------|-------|
| Terrain | Any | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Rampage (3-6x); Companion | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|--|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 10 | 37 | 81 | 149 |
| Speed | 20 ft. | | | |
| Size, Type, Alignment | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Small dragon, chaotic neutral |
| Ability Scores / Saves | STR 6 (-2) | STR 7 (-2) | STR 12 (+1) | STR 16 (+3) |
| | DEX 15 (+2) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 9 (-1) | CON 9 (-1) | CON 13 (+1) | CON 17 (+3) |
| | INT 2 (-4) | INT 2 (-4) | INT 6 (-2) | INT 6 (-2) |
| | 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 | Magical unconscious, paralyzed, unconscious | | | |
| 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 | Draconic | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Special Abilities & Qualities | Glide An Air Drake can slow its fall to 60 feet per round, and it takes no falling damage as long as it can take actions. As it falls, it can take a move action to move up to 30 feet laterally in a straight line, or two move actions to move up to 60 feet laterally in a straight line. The drake can't gain height while gliding. | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------|---|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+2 (4) piercing damage.</p> <p>Tail Slap Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p> |

Legendary Actions -

Innate -

Spellcasting -

Spellcasting -

Possessions -



DRAKE (COLD)



| | | | | |
|---------------------|---|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Cold Mountains | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Rampage (3-12x); Companion | | | |
| Treasure | Standard | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|--|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 5 | 46 | 109 | 184 |
| Speed | 20 ft. | | | |
| Size, Type, Alignment | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Small dragon, chaotic neutral |
| Ability Scores / Saves | STR 6 (-2) | STR 7 (-2) | STR 12 (+1) | STR 16 (+3) |
| | DEX 15 (+2) | DEX 16 (+3) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 9 (-1) | CON 9 (-1) | CON 13 (+1) | CON 17 (+3) |
| | INT 2 (-4) | INT 2 (-4) | INT 6 (-2) | INT 6 (-2) |
| | 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 | Cold, Magical unconscious, paralyzed, unconscious | | | |
| Vulnerabilities | Vulnerability to Fire | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. |
| Languages | Draconic | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Special Abilities & Qualities | Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage.</p> <p>Tail Slap Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DRAKE (DESERT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

| | |
|--------------|------------------------------------|
| Terrain | Warm Deserts |
| Rarity | Rare |
| Role | Skirmisher / Normal |
| Organization | Solitary, Pair, or Rampage (3-12x) |
| 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 | 58 | 96 | 180 | 270 |
| Speed | 30 ft. Burrow 20 ft. Fly 60 ft. (Average) | | | |
| Size, Type, Alignment | Large dragon, neutral evil | Large dragon, neutral evil | Large dragon, neutral evil | Huge dragon, neutral 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 15 (+2) |
| | CON 18 (+4) | CON 18 (+4) | CON 20 (+5) | CON 22 (+6) |
| | INT 6 (-2) | INT 6 (-2) | INT 10 (+0) | INT 10 (+0) |
| | WIS 9 (-1) | WIS 9 (-1) | WIS 13 (+1) | WIS 13 (+1) |
| | CHA 10 (+0) | CHA 10 (+0) | CHA 14 (+2) | CHA 14 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | Electricity | | | |
| Immunities | Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft. | Passive Perception +13, Darkvision 60 ft., Tremorsense 30 ft. | Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft. | Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft. |
| Languages | Draconic | | | |
| Challenge | 5 | 9 | 13 | 17 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 18 | Saving Throw Dexterity DC 20 | Saving Throw Dexterity DC 22 |
| | Damage 2d6 + 2d6 electricity | Damage 3d6 + 3d6 electricity | Damage 4d6 + 4d6 electricity | Damage 6d6 + 6d6 electricity |

Sandstorm Breath As a standard action, a desert drake can spit a ball of electrically charged sand that bursts into a cloud. This attack has a range of 60 feet and deals bludgeoning damage plus an equal amount of additional electricity damage in a 15-foot-radius spread (Dexterity save halves both amounts). The cloud remains for 1d4 rounds, dealing no damage but otherwise acting as obscuring mist. Once a desert drake uses its breath, it cannot do so again for Recharge 1.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|----------------------------|---|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10 (24) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) bludgeoning damage.</p> |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |

DRAKE (EARTH)



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

D

| | Low | Moderate | Advanced | Elite |
|--|---|--|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 16 (natural armor) | 17 (natural armor) |
| Hit Points | 8 | 46 | 103 | 174 |
| Speed | 20 ft. Burrow 10 ft. | | | |
| Size, Type, Alignment | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Small dragon, chaotic neutral |
| Ability Scores / Saves | STR 6 (-2) | STR 7 (-2) | STR 12 (+1) | STR 17 (+3) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 9 (-1) | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) |
| | INT 2 (-4) | INT 2 (-4) | INT 6 (-2) | INT 6 (-2) |
| | 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 | Magical unconscious, paralyzed, unconscious | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. |
| Languages | Draconic | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Special Abilities & Qualities | - | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------|---|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+2 (4) piercing damage.</p> <p>Tail Slap Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p> |

Legendary Actions -

Innate Spellcasting -

Spellcasting -

Possessions -



DRAKE (FIRE)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|---|------------|------------|---------|
| Terrain | Any Land | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Minion | | | |
| Organization | Solitary, Pair, or Rampage (3-12x); Companion | | | |
| Treasure | Standard | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|--|---|---|
| Armor Class | 15 (natural armor) | 15 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 12 | 44 | 84 | 161 |
| Speed | 25 ft. | | | |
| Size, Type, Alignment | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Tiny dragon, chaotic neutral | Small dragon, chaotic neutral |
| Ability Scores / Saves | STR 6 (-2) | STR 7 (-2) | STR 12 (+1) | STR 12 (+1) |
| | DEX 15 (+2) | DEX 16 (+3) | DEX 18 (+4) | DEX 18 (+4) |
| | CON 9 (-1) | CON 9 (-1) | CON 13 (+1) | CON 13 (+1) |
| | INT 2 (-4) | INT 2 (-4) | INT 6 (-2) | INT 6 (-2) |
| | 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 | Fire, Magical unconscious, paralyzed, unconscious | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +9, Darkvision 60 ft. | Passive Perception +9, Darkvision 60 ft. | Passive Perception +15, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. |
| Languages | Draconic | | | |
| Challenge | 1 | 6 | 10 | 14 |
| Special Abilities & Qualities | Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------|---|---|---|---|
| Standard Actions | <p>Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.</p> <p>Tail Slap Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+2 (4) piercing damage.</p> <p>Tail Slap Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p> |

Legendary Actions -

Innate Spellcasting -

Spellcasting -

Possessions -



DRAKE (FLAME)



| | Low | Moderate | Advanced | Elite |
|--------------|------------------------------------|----------|----------|-------|
| Terrain | Temperate Mountains or Hills | | | |
| Rarity | Rare | | | |
| Role | Skirmisher / Normal | | | |
| Organization | Solitary, Pair, or Rampage (3-12x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 47 | 89 | 151 | 239 |
| Speed | 20 ft. Fly 60 ft. (Average) | | | |
| Size, Type, Alignment | Large dragon, chaotic evil | Large dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil |
| 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 14 (+2) | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) |
| | INT 7 (-2) | INT 7 (-2) | INT 11 (+0) | INT 11 (+0) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 8 (-1) | CHA 8 (-1) | CHA 12 (+1) | CHA 12 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | Fire, Magical unconscious, paralyzed | | | |
| 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 | Draconic | | | |
| Challenge | 6 | 10 | 14 | 18 |
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 2d6 |
| | Fire A flame drake's bite does additional fire damage. | | | |
| Special Abilities & Qualities | Saving Throw Reflex DC 15 | Saving Throw Reflex DC 16 | Saving Throw Reflex DC 18 | Saving Throw Reflex DC 20 |
| | Damage 2d6 | Damage 4d6 | Damage 5d6 | Damage 8d6 |
| Fireball Breath A flame drake can, as a standard action, breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals fire damage (Dexterity save halves) to all creatures within a 20-foot-radius spread. Once a flame drake uses its fireball breath, it cannot do so again until Recharge 1. | | | | |



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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+5 (16) piercing damage.

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage.

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

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10 (24) piercing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



DRAKE (FOREST)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

| | |
|--------------|------------------------------------|
| Terrain | Any Forests |
| Rarity | Rare |
| Role | Skirmisher / Normal |
| Organization | Solitary, Pair, or Rampage (3-12x) |
| Treasure | Standard |

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

| | | | | |
|--------------------|---|------------------------------|------------------------------|------------------------------|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) |
| Hit Points | 36 | 61 | 131 | 208 |
| Speed | 30 ft. Fly 60 ft. (Average) Swim 30 ft. | | | |

| | | | | |
|------------------------------|---------------------------|---------------------------|---------------------------|--------------------------|
| Size, Type, Alignment | Large dragon, lawful evil | Large dragon, lawful evil | Large dragon, lawful evil | Huge dragon, lawful evil |
|------------------------------|---------------------------|---------------------------|---------------------------|--------------------------|

| | | | | | | | | |
|-------------------------------|------------|---------|-----|---------|-----|---------|-----|---------|
| Ability Scores / Saves | STR | 17 (+3) | STR | 17 (+3) | STR | 20 (+5) | STR | 22 (+6) |
| | DEX | 12 (+1) | DEX | 12 (+1) | DEX | 16 (+3) | DEX | 14 (+2) |
| | CON | 12 (+1) | CON | 12 (+1) | CON | 16 (+3) | CON | 18 (+4) |
| | INT | 7 (-2) | INT | 7 (-2) | INT | 11 (+0) | INT | 11 (+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 | Acid, Magical unconscious, paralyzed |
|-------------------|--------------------------------------|

| | |
|------------------------|---|
| Vulnerabilities | - |
|------------------------|---|

| | | | | |
|---------------|---|---|---|---|
| Senses | Passive Perception +12, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
|---------------|---|---|---|---|

| | |
|------------------|----------|
| Languages | Draconic |
|------------------|----------|

| | | | | |
|------------------|----------|----------|-----------|-----------|
| 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 | 2d6 | Damage | 3d6 | Damage | 5d6 | Damage | 8d6 |

Acidic Cloud A forest drake can, as a standard action, spit a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals acid damage (Dexterity save halves) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius obscuring mist (it no longer causes damage), but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for Recharge 1.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Aquatic Adaptation A forest drake can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

Standard Actions

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

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.

Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+2 (9) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+3 (10) 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.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



DRAKE (FROST)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|------------------------------------|------------|------------|---------|
| Terrain | Cold Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Normal | | | |
| Organization | Solitary, Pair, or Rampage (3-12x) | | | |
| Treasure | Standard | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|--|---|---|
| Armor Class | 17 (natural armor) | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 28 | 70 | 135 | 225 |
| Speed | 20 ft. Fly 60 ft. (Average), Burrow (20 ft., snow only) | | | |
| Size, Type, Alignment | Medium dragon, chaotic evil | Large dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil |
| Ability Scores / Saves | STR 16 (+3) | STR 18 (+4) | STR 20 (+5) | STR 23 (+6) |
| | DEX 15 (+2) | DEX 11 (+0) | DEX 15 (+2) | DEX 13 (+1) |
| | CON 12 (+1) | CON 16 (+3) | CON 18 (+4) | CON 20 (+5) |
| | INT 6 (-2) | INT 6 (-2) | INT 10 (+0) | INT 10 (+0) |
| | WIS 7 (-2) | WIS 7 (-2) | WIS 11 (+0) | WIS 11 (+0) |
| | CHA 11 (+0) | CHA 11 (+0) | CHA 15 (+2) | CHA 15 (+2) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | Cold, Magical unconscious, paralyzed | | | |
| Vulnerabilities | Vulnerability to Fire | | | |
| 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 |
| Special Abilities & Qualities | Damage 1d4 | Damage 1d6 | Damage 2d4 | Damage 2d6 |
| | Cold A frost drake's bite does additional cold damage. | | | |

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|--|---|
| Special Abilities & Qualities | Saving Throw Dexterity DC 13 Damage 2d6 Freezing Mist Breath A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals cold damage (Dexterity save halves) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for Recharge 1. | Saving Throw Dexterity DC 16 Damage 4d6 | Saving Throw Dexterity DC 18 Damage 7d6 | Saving Throw Dexterity DC 20 Damage 9d6 |
| Special Abilities & Qualities | Icewalking This ability works like spider climb, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice. Snow Vision A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow. Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure | | | |
| Standard Actions | Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage. Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage. | Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. Tail Slap Melee weapon attack: +5 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 3d6+8 (18) 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: +5 to hit, reach 15 ft., one target. Hit 4d6+11 (25) piercing damage. Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+5 (16) bludgeoning damage. |
| Legendary Actions | - | | | |
| Innate Spellcasting | - | | | |
| Spellcasting | - | | | |
| Possessions | - | | | |



DRAKE (LAVA)



| | | | | |
|---------------------|------------------------------------|-----------------|-----------------|--------------|
| | Low | Moderate | Advanced | Elite |
| Terrain | Warm Forests, Hills, or Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Normal | | | |
| Organization | Solitary, Pair, or Rampage (3-12x) | | | |
| Treasure | Standard | | | |

D

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) | 19 (natural armor) |
| Hit Points | 32 | 72 | 119 | 212 |
| Speed | 20 ft. Fly 60 ft. (Average) | | | |
| Size, Type, Alignment | Medium dragon, neutral evil | Medium dragon, neutral evil | Large dragon, neutral evil | Huge dragon, neutral evil |
| Ability Scores / Saves | STR 18 (+4) | STR 18 (+4) | STR 20 (+5) | STR 24 (+7) |
| | DEX 17 (+3) | DEX 17 (+3) | DEX 14 (+2) | DEX 16 (+3) |
| | CON 12 (+1) | CON 12 (+1) | CON 16 (+3) | CON 20 (+5) |
| | INT 7 (-2) | INT 7 (-2) | INT 7 (-2) | INT 11 (+0) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) |
| | CHA 9 (-1) | CHA 9 (-1) | CHA 9 (-1) | CHA 13 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | Fire, Magical unconscious, paralyzed, unconscious | | | |
| Vulnerabilities | Vulnerability to Cold | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +13, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Draconic | | | |
| Challenge | 3 | 7 | 11 | 15 |
| Special Abilities & Qualities | Saving Throw Dexterity DC 13 | Saving Throw Dexterity DC 14 | Saving Throw Dexterity DC 17 | Saving Throw Dexterity DC 20 |
| | Damage 2d6 | Damage 4d6 | Damage 6d6 | Damage 8d6 |

Magma Shake Whenever a lava drake exits from being submerged in molten rock (either magma or lava), on the next round as a full-round action, it can shake its body, flicking a fine spray of scalding molten rock in every direction. All creatures within a 30-foot radius of the lava drake take fire damage from the shower of scalding rock; a successful Dexterity save halves the damage. Performing a magma shake clears the drake's scales of all excess molten rock and it must resubmerge itself in order to use this attack again.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Reflex DC 13
Damage 2d6**Saving Throw**
Reflex DC 14
Damage 4d6**Saving Throw**
Reflex DC 17
Damage 6d6**Saving Throw**
Reflex DC 20
Damage 10d6

Pyroclastic Vomit As a standard action, a lava drake can vomit forth a ball of molten rock that explodes upon striking a target, showering the target and adjacent creatures in magma. This attack has a range of 100 feet, and deals fire damage (Dexterity save halves) to the primary target and half that amount in fire damage to any creatures within 20 feet of the primary target. The magma continues to burn for 1d3 rounds, dealing an additional half the original amount of fire damage per round to the primary target and half of THAT residual amount of fire damage per round to any secondary targets. After the magma cools, it crumbles to dust. Once a lava drake has used its pyroclastic vomit, it cannot do so again for Recharge 1.

Special Abilities & Qualities

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

Standard Actions**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 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: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) slashing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) 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

-

Spellcasting

-

Possessions

-



DRAKE (MIST)



Low

Moderate

Advanced

Elite

| | |
|--------------|---|
| Terrain | Cold or Temperate Coasts, Hills, or Marshes |
| Rarity | Rare |
| Role | Controller / Normal |
| Organization | Solitary, Pair, or Rampage (3-12x) |
| Treasure | Standard |

Low

Moderate

Advanced

Elite

| | Low | Moderate | Advanced | Elite |
|--|---|---|---|---|
| Armor Class | 16 (natural armor) | 17 (natural armor) | 18 (natural armor) | 18 (natural armor) |
| Hit Points | 17 | 61 | 118 | 194 |
| Speed | 30 ft. Fly 80 ft. (Average) | | | |
| Size, Type, Alignment | Medium dragon, neutral evil | Large dragon, neutral evil | Large dragon, neutral evil | Huge dragon, neutral evil |
| Ability Scores / Saves | STR 13 (+1) | STR 17 (+3) | STR 19 (+4) | STR 22 (+6) |
| | DEX 17 (+3) | DEX 13 (+1) | DEX 17 (+3) | DEX 16 (+3) |
| | CON 10 (+0) | CON 14 (+2) | CON 17 (+3) | CON 19 (+4) |
| | INT 7 (-2) | INT 7 (-2) | INT 11 (+0) | INT 11 (+0) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 8 (-1) | CHA 8 (-1) | CHA 12 (+1) | CHA 12 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | - | | | |
| Immunities | Magical unconscious, paralyzed, unconscious | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +10, Darkvision 60 ft. | Passive Perception +10, Darkvision 60 ft. | Passive Perception +16, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. |
| Languages | Draconic | | | |
| Challenge | 3 | 6 | 10 | 14 |
| Special Abilities & Qualities | Saving Throw Reflex DC 12 | Saving Throw Reflex DC 15 | Saving Throw Reflex DC 17 | Saving Throw Reflex DC 19 |
| | Damage 2d6 | Damage 4d6 | Damage 5d6 | Damage 6d6 |

Fogburst As a standard action, a mist drake can expel a ball of solid mist that explodes into a cloud of fog upon impact. This attack has a range of 60 feet and deals bludgeoning damage to all creatures in a 20-foot radius (Dexterity save halves). A flying creature that fails its Dexterity save is pushed 1d4 × 5 feet from the center of the fogburst's area of effect (taking 1d6 points of damage per 10 feet if it strikes a solid object), while creatures on the ground are knocked prone on a failed save. The area of effect of the fogburst is filled with mist (as obscuring mist) for 1d4 rounds after impact. Once a mist drake has used its fogburst attack, it cannot do so again for Recharge 1.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Fogvision A mist drake can see normally through any form of natural or magical mist, fog, or precipitation.

Misty Camouflage A mist drake can use Stealth to hide whenever it is in or adjacent to an area of mist, even while being observed.

Standard Actions

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10+3 (8) piercing damage.

Tail Slap 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 10 ft., one target. Hit 2d6+6 (13) piercing damage.

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) 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: +7 to hit, reach 15 ft., one target. Hit 4d6+13 (27) piercing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+5 (16) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

DRAKE (RIFT)



| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--------------|------------------------------------|------------|------------|---------|
| Terrain | Warm Hills or Mountains | | | |
| Rarity | Rare | | | |
| Role | Controller / Normal | | | |
| Organization | Solitary, Pair, or Rampage (3-12x) | | | |
| Treasure | Standard | | | |

D

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|--|---|---|---|---|
| Armor Class | 18 (natural armor) | 18 (natural armor) | 20 (natural armor) | 20 (natural armor) |
| Hit Points | 91 | 138 | 219 | 305 |
| Speed | 30 ft. Climb 20 ft. Fly 60 ft. (Average) | | | |
| Size, Type, Alignment | Large dragon, chaotic evil | Large dragon, chaotic evil | Large dragon, chaotic evil | Huge dragon, chaotic evil |
| Ability Scores / Saves | STR 20 (+5) | STR 20 (+5) | STR 22 (+6) | STR 24 (+7) |
| | DEX 15 (+2) | DEX 15 (+2) | DEX 18 (+4) | DEX 17 (+3) |
| | CON 17 (+3) | CON 17 (+3) | CON 19 (+4) | CON 21 (+5) |
| | INT 6 (-2) | INT 6 (-2) | INT 10 (+0) | INT 10 (+0) |
| | WIS 10 (+0) | WIS 10 (+0) | WIS 14 (+2) | WIS 14 (+2) |
| | CHA 9 (-1) | CHA 9 (-1) | CHA 13 (+1) | CHA 13 (+1) |
| Saving Throws | - | - | - | - |
| Resistances | Acid | | | |
| Immunities | Magical unconscious, paralyzed | | | |
| Vulnerabilities | - | | | |
| Senses | Passive Perception +13, Darkvision 60 ft. | Passive Perception +14, Darkvision 60 ft. | Passive Perception +17, Darkvision 60 ft. | Passive Perception +18, Darkvision 60 ft. |
| Languages | Draconic | | | |
| Challenge | 7 | 11 | 15 | 19 |
| Special Abilities & Qualities | Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing. | | | |

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

Dexterity DC 16

Damage 2d10**Saving Throw**

Dexterity DC 17

Damage 3d10**Saving Throw**

Dexterity DC 19

Damage 5d10**Saving Throw**

Dexterity DC 21

Damage 7d10

Clinging Corrosion As a standard action, a rift drake can spit a ball of caustic gas that bursts into a cloud upon impact. This attack has a range of 60 feet and deals acid damage to all creatures within the resulting 15-foot-radius spread. Additionally, any creature damaged by this attack is affected as though by the spell *slow* for 1d4 rounds. A successful Dexterity save halves the damage and negates the slowing effect. Once a rift drake uses its breath weapon, it cannot do so again for Recharge 1.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+7 (16) piercing damage.

Tail Slap Melee weapon attack: +6 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 2d8+7 (16) piercing damage.

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+9 (18) piercing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+12 (26) piercing damage.

Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

DRAKE (RIVER)



| | Low | Moderate | Advanced | Elite |
|--------------|------------------------------------|----------|----------|-------|
| Terrain | Temperate Rivers or Lakes | | | |
| Rarity | Rare | | | |
| Role | Controller / Normal | | | |
| Organization | Solitary, Pair, or Rampage (3-12x) | | | |
| Treasure | Standard | | | |

| | Low | Moderate | Advanced | Elite |
|--|--|---|---|---|
| Armor Class | 16 (natural armor) | 16 (natural armor) | 17 (natural armor) | 17 (natural armor) |
| Hit Points | 32 | 62 | 124 | 207 |
| Speed | 20 ft. Fly 60 ft. (Average) Swim 30 ft. | | | |
| Size, Type, Alignment | Medium dragon, neutral evil | Medium dragon, neutral evil | Medium dragon, neutral evil | Large dragon, neutral evil |
| Ability Scores / Saves | STR 15 (+2) | STR 16 (+3) | STR 18 (+4) | 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 19 (+4) |
| | INT 6 (-2) | INT 6 (-2) | INT 10 (+0) | INT 10 (+0) |
| | WIS 8 (-1) | WIS 8 (-1) | WIS 12 (+1) | WIS 12 (+1) |
| | CHA 7 (-2) | CHA 7 (-2) | CHA 11 (+0) | CHA 11 (+0) |
| Saving Throws | - | - | - | - |
| Resistances | Acid | | | |
| Immunities | Magical unconscious, paralyzed | | | |
| 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 | Draconic | | | |
| Challenge | 4 | 8 | 12 | 16 |
| Special Abilities & Qualities | Saving Throw Reflex DC 13 | Saving Throw Reflex DC 14 | Saving Throw Reflex DC 17 | Saving Throw Reflex DC 19 |
| | Damage 1d8 | Damage 2d8 | Damage 3d8 | Damage 5d8 |

Caustic Mucus As a standard action, a river drake can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals acid damage, and entangles creatures in the area. A Dexterity save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a river drake spits mucus, it cannot do so again for Recharge 1.

| | ☒ Low | ☒ Moderate | ☒ Advanced | ☒ Elite |
|-------------------------|---|--|---|---|
| Standard Actions | <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d4+3 (8) piercing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p> | <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage.</p> <p>Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.</p> |

Legendary Actions -

Innate -

Spellcasting -

Spellcasting -

Possessions -



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