

Aquilae: Bestiary of the Realm

Volume **3**

Sea Drake to Haverro



A Fantasy Roleplaying
Supplement

by J. Evans Payne



FlexTale



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

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Dedication

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**.

Flexible

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

Reusable

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

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

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

FlexTale

What is FlexTale?

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

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



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

Dynamic Content

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

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

FlexTables

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

A Traditional RPG Lookup Table


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

Table 1: Traditional Lookup Table

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

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

The FlexTable Difference

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

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

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

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

Contexts

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

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

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

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

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

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


FlexTable 1: Sample Treasure Chest Contents

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




represent the soured atmosphere.

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

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

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

Indifferent.

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

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



Introduction

What Is This Book?

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

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

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

Strengths

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

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

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

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

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

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

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

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

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

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

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

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

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

When to Use This Book

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

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

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

What This Book is NOT

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

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

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

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

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

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

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

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

“Impossible”: Some monsters are completely, entirely,

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

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

Weaknesses: When NOT to Use This Book

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

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

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

How to Use This Book

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

you!

With FTEG

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

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

With IGS Adventures

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

With Other Published Adventure Content

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

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

With Homebrew Content

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

Rarity

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

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

Occurrences

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

Challenge Rating

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

impossible to create CR-compliant listings for each monster.

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

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

Common Creature Features

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

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

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

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

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

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

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

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

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

drink, require rest, breathe, and so on.

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

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

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

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

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

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

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

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

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

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

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

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


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

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


Notes & Conventions

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

Player Descriptive Text


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

GM-Only Notes

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

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

Designer's Soapbox

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


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


Quests

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

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

Quest: Rats in the Cellar (example)

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


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

 **Locations:** Bar.

 **Key NPCs:** Bartender.

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

 **Description:**

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


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


Obstacles


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

Locked Secret Door (example)

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


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

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

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

Skill Checks

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

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



Skill Challenges



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

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

Falling Timbers (example)


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

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

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


Rewards

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

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


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


Secret Closet Chest

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

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

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

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

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

Traps

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

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

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

♁ Acid Arrow Chest Trap

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

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

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

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

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

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

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

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

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

Items

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

📖 Adventurer's Chronicle (example)

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

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

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

NPCs and Monsters

Crunch time!

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

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

game system you are playing.

Variable Challenge

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

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

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

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

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

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

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

Experience Points and Reward Nuggets

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

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

I Want Candy

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

However, I also gave out candy for good roleplaying,

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

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

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

Candy as XP

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

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

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

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

Namely: to have fun!


Reward Stars: The Formalized Approach

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

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

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

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

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

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

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

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

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

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

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

Stay In Character... Or Else

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

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

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

Converting Reward Stars to XP

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

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

XP reward.

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

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

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

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


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


Table 2: Converting Reward Stars to XP


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


“Quadded” Stat Blocks


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

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

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

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

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

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

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

Quadded Challenge Blocks

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


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


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

Locked Secret Wooden Door

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

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

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

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


The Campaign World

Overview

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 are just that: normal.
 Minion	Minions are weaker than Normal creatures, and are rarely found in the absence of a ruling, more powerful, presence. Typically, Minions are encountered in groups.
 Elite	Elite creatures are powerful, flexible, and formidable enemies. A single Elite creature might rule over dozens of Minions and several Normal creatures in a complex combat encounter.
 Solo	Solo creatures are often special cases: typically discovered on their own, they usually have sufficient power and ability to represent a significant challenge in and of themselves.
 Mindless	Mindless creatures do not typically think or plan their combat reactions, and simply act from a visceral, second-to-second standpoint. Most of the time, this means fighting to the death, but even Mindless creatures can make combat actions that spice things up a bit from the typical “skeleton keeps attacking the first PC they see” approach to things.

FlexContent

Combat Stances

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





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





Combat Stance Summary

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

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

Table 9: Combat Stances

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

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

When to Apply Each Stance

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

FlexAI & FlexTable Listing

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

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

Advanced AI Rules

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


Advantages & When to Use

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

Limitations

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

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

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

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


Surges & Lulls

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

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

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

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

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

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

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

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


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

Combat Surges

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

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

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

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

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

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

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

Types of Surge

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

Attack Surges

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

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

Damage

The creature's attacks inflict additional damage.

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

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

Init

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

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

Move

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

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

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

Impact / Impact Dice

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

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

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

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



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

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

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

DC

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

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

Range

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

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

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

AC

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

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

Combat Surge Summary

Table 10: Combat Surges

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

Combat Lulls

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

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

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

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

Types of Lull

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

Combat Lull Summary

Table 11: Combat Lulls

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

AI FlexTables

Full Edition vs. Bestiary


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

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

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

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

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

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

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

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

Brute / Fresh



Contexts

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

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

FlexTable 2: Brute Role; Fresh Stance: Action

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

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

FlexTable 3: Brute Role; Fresh Stance: Targeting

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

Soldier / Fresh



Contexts

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

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

FlexTable 4: Soldier Role; Fresh Stance: Action

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

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

FlexTable 5: Soldier Role; Fresh Stance: Targeting

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

Artillery / Fresh



Contexts

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

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

FlexTable 6: Artillery Role; Fresh Stance: Action

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

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

FlexTable 7: Artillery Role; Fresh Stance: Targeting

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

Skirmisher / Fresh



Contexts

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

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

FlexTable 8: Skirmisher Role; Fresh Stance: Action

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

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

FlexTable 9: Skirmisher Role; Fresh Stance: Targeting

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

Lurker / Fresh



Contexts

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

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

FlexTable 10: Lurker Role; Fresh Stance: Action

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

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

FlexTable 11: Lurker Role; Fresh Stance: Targeting

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

Controller / Fresh



Contexts

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

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

FlexTable 12: Controller Role; Fresh Stance: Action

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

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

FlexTable 13: Controller Role; Fresh Stance: Targeting

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

Leader / Fresh



Contexts

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

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

FlexTable 14: Leader Role; Fresh Stance: Action

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

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

FlexTable 15: Leader Role; Fresh Stance: Targeting

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

Monster Reference

Crunch and Fluff

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

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

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

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

Quadded Stat Blocks and Default Language

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

Header

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

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

Quadded Stat Blocks

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

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

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

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

Special Abilities

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

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

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

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

Feats

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

Treasure

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

DRAKE (SEA)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Coastlines
Rarity	Rare
Role	Controller / Normal
Organization	Solitary, Pair, or Rampage (3-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	26	67	130	209
Speed	20 ft. Fly 60 ft. (Average) Swim 60 ft.			

Size, Type, Alignment	Medium dragon, neutral evil	Large dragon, neutral evil	Large dragon, neutral evil	Huge dragon, neutral evil
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Ability Scores / Saves	STR	17 (+3)	STR	18 (+4)	STR	21 (+5)	STR	23 (+6)
	DEX	17 (+3)	DEX	13 (+1)	DEX	17 (+3)	DEX	16 (+3)
	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)
	INT	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	-	-	-	-
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Resistances	-
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Immunities	Electricity, Magical unconscious, paralyzed
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Vulnerabilities	-
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	Draconic
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Challenge	3	7	11	15
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Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Damage 3d6	Damage 5d6	Damage 6d6	Damage 10d6

Ball Lightning Breath A sea drake can, as a standard action, breathe a ball of electricity that strikes one target first, then arcs to other targets like chain lightning. This attack has a range of 100 feet and deals electricity damage (Dexterity save halves) to the primary target. After it strikes, the ball lightning can arc to 15 secondary targets within 20 feet of the primary target. The secondary bolts each strike one target and deal as much damage as the primary bolt. Once a sea drake has used its ball lightning breath, it cannot do so again for Recharge 1.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Electricity A sea drake's bite does additional electricity damage.			
Standard Actions	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.</p> <p>Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+5 (16) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



DRAKE (SHADOW)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any

Rarity

Rare

Role

Controller / Normal

Organization

Solitary, Pair, or Rampage (3-5x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

16

(natural armor)

16

(natural armor)

17

(natural armor)

18

(natural armor)

Hit Points

22

53

112

174

Speed

20 ft. Fly 90 ft. (Perfect)

Size, Type, Alignment

Tiny dragon, chaotic evil

Tiny dragon, chaotic evil

Tiny dragon, chaotic evil

Small dragon, chaotic evil

Ability Scores / Saves

STR 7 (-2)

STR 8 (-1)

STR 13 (+1)

STR 17 (+3)

DEX 17 (+3)

DEX 17 (+3)

DEX 19 (+4)

DEX 18 (+4)

CON 10 (+0)

CON 10 (+0)

CON 14 (+2)

CON 17 (+3)

INT 9 (-1)

INT 9 (-1)

INT 13 (+1)

INT 13 (+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

Cold, Magical unconscious, paralyzed, unconscious

Vulnerabilities

Light Sensitivity, Vulnerability to Fire

Senses

Passive Perception +10, Darkvision 60 ft.

Passive Perception +13, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Languages

Common, Draconic

Challenge

3

7

11

15

Special Abilities & Qualities

Shadow Blend In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 1d6 Stygian Breath As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals cold damage (Dexterity save halves) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for Recharge 1.	Saving Throw Dexterity DC 15 Damage 1d2	Saving Throw Dexterity DC 17 Damage 3d6	Saving Throw Dexterity DC 18 Damage 6d6
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage. Tail Slap Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage. Tail Slap Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) bludgeoning damage.	Bite Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d4+2 (4) piercing damage. Tail Slap Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage. Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



DRAKE (SPIRE)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any
Rarity	Rare
Role	Controller / Normal
Organization	Solitary, Pair, or Rampage (3-5x)
Treasure	Standard

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	29	81	140	226
Speed	30 ft. Climb 30 ft. Fly 60 ft. (Average)			

Size, Type, Alignment	Medium dragon, lawful evil	Large dragon, lawful evil	Large dragon, lawful evil	Huge dragon, lawful evil
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Ability Scores / Saves	STR	16 (+3)	STR	18 (+4)	STR	20 (+5)	STR	23 (+6)
	DEX	14 (+2)	DEX	10 (+0)	DEX	14 (+2)	DEX	12 (+1)
	CON	13 (+1)	CON	17 (+3)	CON	18 (+4)	CON	20 (+5)
	INT	8 (-1)	INT	8 (-1)	INT	12 (+1)	INT	12 (+1)
	WIS	9 (-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	13 (+1)	CHA	13 (+1)	CHA	17 (+3)	CHA	17 (+3)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	Curses, Magical unconscious, Immunity to Negative Energy, paralyzed, unconscious
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Vulnerabilities	-
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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.
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Languages	Draconic
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Challenge	4	8	12	16
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Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6

Accursed Breath As a standard action, a spire drake can spit a compressed ball of jet-black dust that bursts into a spray of clinging motes that sap the spiritual strength of creatures in an area. The attack has a range of 60 feet and deals necrotic damage (Wisdom save halves) to all creatures in a 20-foot radius. Affected creatures suffer disadvantage on attack rolls, saving throws, skill checks, and ability checks for 1d4 rounds (or for 1 round on a successful Wisdom save). As long as these motes cling to a creature, the effect of any conjuration (healing) effect used on that creature is halved. This is a curse effect.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Soul Corruption If a spire drake successfully slays a creature afflicted by its accursed breath, the slain target arises 1d4 rounds later as a wight. This wight is not under the drake's control, and the wight and any spawn that it creates perish 1d6 days after arising.

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+2 (6) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) 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+12 (22) 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+16 (30) piercing damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



DRAKE (WATER)



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	52	96	177
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny dragon, unaligned	Tiny dragon, unaligned	Tiny dragon, unaligned	Small dragon, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 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	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

Standard Actions	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage. Tail Slap Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) bludgeoning damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage. Tail Slap Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+2 (4) piercing damage. Tail Slap Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.
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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

DRAUGR



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Coastal
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary or Crew (2-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (leather armor)	15 (leather armor)	16 (leather armor)	16 (leather armor)
Hit Points	18	45	91	119
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 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	Fire, all physical attacks except bludgeoning or slashing			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, 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 17
	Nausea A creature that is damaged by a draugr must make a Constitution save or be nauseated for 1 round.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greataxe Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d12x3 (1) slashing damage.</p> <p>Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d12+6/x3 (12) slashing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d8+6 (15) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d12+9/x3 (16) slashing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+9 (18) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d12+9/x3 (16) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+13 (26) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Leather armor; greataxe			

DRAUGR CAPTAIN



	Low	Moderate	Advanced	Elite
Terrain	ANY COASTAL			
Rarity	UNCOMMON			
Role	BRUTE / NORMAL			
Organization	SOLITARY OR CREW (2-8X)			
Treasure	STANDARD			

D

	Low	Moderate	Advanced	Elite
Armor Class	16 (leather armor)	16 (leather armor)	16 (leather armor)	17 (leather armor)
Hit Points	26	59	94	124
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 18 (+4)	STR 21 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Fire, all physical attacks except bludgeoning or slashing			
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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common			
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 17
	Negative Level A creature that is damaged by a draugr must make a Constitution save or have its current and maximum hit points reduced by 1d6. The draugr captain can even bestow a negative level via a weapon it wields, but if it gains multiple attacks with a weapon, it can only bestow 1 negative level per round in this manner. The maximum hit point reduction may only be restored via a restoration spell, or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greataxe Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d12+7/x3 (14) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+7 (12) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d12+9/x3 (16) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+9 (18) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d12+9/x3 (16) slashing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+9/19-00 (18) bludgeoning damage.</p>	<p>Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+15/x3 (26) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+13/19-00 (26) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

DRIDER



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Pair, or Group (3-8x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	30	82	144	227
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
Ability Scores / Saves	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+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 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+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	-			
Immunities	unconscious			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.
Languages	Common, Elvish, Undercommon			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Composite Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Mace, Heavy Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d8 (8) bludgeoning damage.</p> <p>Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d3 (4) piercing damage.</p>	<p>Composite Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.</p> <p>Mace, Heavy Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.</p> <p>Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d4+1 (4) piercing damage.</p>	<p>Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) piercing damage.</p> <p>Mace, Heavy Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.</p>	<p>Composite Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.</p> <p>Mace, Heavy Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>dancing lights (at will); darkness (at will); detect magic (at will); dispel magic (3/day); faerie fire (at will); levitate (3/day); suggestion (1/day)</i>			
Spellcasting	-			
Possessions	Heavy mace; composite longbow; arrows (20x)			

DROW



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Pair, Squad (3-4x), Patrol (5-8x), or War Party (10-40x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (leather armor)	15 (leather armor)	16 (leather armor)	16 (leather armor)
Hit Points	10	34	65	92
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 16 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 12 (+1)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	unconscious			
Vulnerabilities	-			
Senses	Passive Perception +8	Passive Perception +8	Passive Perception +14	Passive Perception +15
Languages	Elvish, Undercommon			
Challenge	1	5	9	13

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Crossbow, Hand Ranged weapon attack: +2 to hit, one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Rapier Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/18-00 (6) piercing damage.</p> <p>Shield Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Crossbow, Hand Ranged weapon attack: +2 to hit, one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Rapier Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) piercing damage.</p> <p>Shield Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p>	<p>Crossbow, Hand Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Rapier Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) piercing damage.</p> <p>Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.</p>	<p>Crossbow, Hand Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Rapier Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) piercing damage.</p> <p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>dancing lights (at will); darkness (3/day); faerie fire (3/day)</i>			
Spellcasting	-			
Possessions	Leather armor; shield; rapier; hand crossbow; crossbow bolts (10x)			



DROW NOBLE



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (breastplate)	16 (breastplate)	19 (breastplate)	21 (breastplate)
Hit Points	22	44	97	160
Speed	20 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-			
Resistances	-			
Immunities	unconscious			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 120 ft.	Passive Perception +12, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.
Languages	Elvish, Undercommon			
Challenge	3	7	11	15
Special Abilities & Qualities	Bleeding Touch As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 7 rounds or until stopped with a DC 15 Medicine check or any spell or effect that heals damage. You can use this ability 9 times per day.			
Special Abilities & Qualities	Death's Embrace You heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Touch of Chaos You can imbue a target with chaos as a melee touch attack. For the next round, s/he suffers disadvantage on all dice rolls (attack rolls, ability and skill checks, saves, etc.). You can use this ability 9 times per day.

Standard Actions

Hand Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (4) piercing damage.

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

Rapier Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) piercing damage.

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

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

Rapier Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) piercing damage.

Rapier Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6/15+00 (10) bludgeoning damage.

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

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

Rapier Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+10/15+00 (14) bludgeoning damage.

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

Hand Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (4) piercing damage.

Legendary Actions

-

Innate Spellcasting

dancing lights (at will); detect magic (at will); dispel magic (3/day); divine favor (1/day); feather fall (at will); levitate (at will); suggestion (1/day)

Spellcasting

Cleric (CL 8th)

Cleric (CL 10th)

Cleric (CL 12th)

Cleric (CL 14th)

fire storm; disintegrate; poison breath; blade barrier; ice storm; create undead; dust form; harm; contagion, greater; inflict wounds; insect plague; aura of doom; divination; bestow curse; contagion; augury; enthrall; hold person; silence; bane; bless; burning disarm; cause fear; cure wounds; ice armor; resistance

Possessions

Rapier; shield; breastplate; hand crossbow; crossbow bolts (10x)



DRYAD



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, or Grove (3-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	7	23	44	65
Speed	30 ft.			
Size, Type, Alignment	Small fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good
Ability Scores / Saves	STR 4 (-3)	STR 8 (-1)	STR 9 (-1)	STR 10 (+0)
	DEX 18 (+4)	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)
	CON 7 (-2)	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)
	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 16 (+3)	CHA 16 (+3)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	Tree Dependent			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Elvish, Sylvan, Speak with Plants			
Challenge	2	6	10	14

Special Abilities & Qualities **Speak with Plants** You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them, as per the spell Speak with Plants, as a constant ability.

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

Tree Dependent A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Constitution save (DC 15) to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 15 Wisdom save. Lost ability score damage from this effect is recovered following a long rest.

Special Abilities & Qualities

Tree Meld A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.

Standard Actions

Dagger Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.

Dagger Ranged weapon attack: +7 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.

Composite Longbow Ranged weapon attack: +7 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Dagger Melee weapon attack: -1 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.

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

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

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

Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) 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: +3 to hit, one target. Hit 1d4/19-00 (3) piercing damage.

Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Legendary Actions

-

Innate Spellcasting

charm person (3/day); sleep (3/day); entangle (at will); speak with plants (at will); suggestion (1/day); tree shape (at will); tree stride (1/day)

Spellcasting

-

Possessions

Dagger; composite longbow; arrows (20x)



DRYAD (HAMADRYAD)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Rare			
Role	Leader / Elite			
Organization	Retinue (1 plus 2-5 Dryads) or Court (1 plus others)			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	63	106	208	341
Speed	30 ft.			
Size, Type, Alignment	Small fey, chaotic good	Small fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 18 (+4)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+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			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Common, Elvish, Sylvan, Speak with Animals, Speak with Plants, Tongues			
Challenge	8	14	20	24
Special Abilities & Qualities	Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Special Abilities & Qualities	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.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Speak with Plants & Animals You can communicate with normal plants and plant creatures, and Animals and beasts, and can ask questions of and receive answers from them, as per the spell *Speak with Plants*, as a constant ability.

Special Abilities & Qualities

Tree Meld A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Standard Actions

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

Dagger Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.

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

Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.

Composite Longbow
Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) piercing damage.

Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.

Composite Longbow
Ranged weapon attack: +5 to hit, one target. Hit 2d6x3 (1) piercing damage.

Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8/19-00 (12) bludgeoning damage.

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d6+8/19-00 (12) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

storm of vengeance (1/day); charm monster (5/day); charm person (5/day); confusion (5/day); sleep (5/day); entangle (at will); heal (1/day); hold animal (at will); lesser restoration (5/day); (at will); sending (dryads only) (3/day); speak with animals (at will); speak with plants (at will); suggestion (5/day); tongues (at will); tree shape (at will); tree stride (3/day)

Possessions

Composite longbow; arrows (20x); dagger



DUERGAR



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Team (2-5x), Squad (6-12x + others), or Clan (13-80x + others)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (chainmail)	17 (chainmail)	19 (chainmail)	20 (chainmail)
Hit Points	7	58	114	203
Speed	20 ft.			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Large humanoid, lawful evil
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 7 (-2)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 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	paralysis, illusion, poison			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 120 ft.	Passive Perception +10, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.
Languages	Common, Dwarven, Undercommon			
Challenge	1	6	10	14
Special Abilities & Qualities	Slow and Steady Duergars' speed is never modified by armor or encumbrance.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Light Crossbow Ranged weapon attack: -2 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Shield Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> <p>Warhammer Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p>	<p>Warhammer Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p> <p>Shield Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: -1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p>	<p>Warhammer Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) bludgeoning damage.</p> <p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p>	<p>Warhammer Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) bludgeoning damage.</p> <p>Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: -1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>invisibility (self only) (1/day)</i>			
Spellcasting	-			
Possessions	Chainmail; light crossbow; crossbow bolts (10x); shield; warhammer			



DULLAHAN



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

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	17 (full plate armor)	17 (full plate armor)	18 (full plate armor)	19 (full plate armor)
Hit Points	84	116	170	193
Speed	20 ft.			
Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 12 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 16 (+3)	CHA 16 (+3)	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 +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	10	13	16	19

Special Abilities & Qualities

Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

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, a dullahan can summon a war-trained heavy horse. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20
Special Abilities & Qualities	Chilling Blade A dullahan is proficient with all simple and martial weapons. When it wields a slashing weapon, the blade inflicts additional cold damage.			
Standard Actions	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/17-00 (10) slashing damage.	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/17-00 (12) slashing damage. Gauntlet Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+5 (7) bludgeoning damage.	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+10/17-00 (14) slashing damage. Gauntlet Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+7 (9) bludgeoning damage.	Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13/17-00 (20) slashing damage. Gauntlet Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d3+9 (11) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Full plate armor; longsword			
Death's Calling	Once per day as a standard action, a dullahan may place death's calling on a target within 60 feet (Constitution save negates). If the dullahan 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 the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect.			
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.			



DUST DIGGER



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Colony (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	38	73	130	204
Speed	10 ft. Burrow 20 ft.			

Size, Type, Alignment	Large aberration, unaligned	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned
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Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 12 (+1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
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Languages	-			
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Challenge	5	9	13	17
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Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
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Sinkhole A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who were standing in the dust digger's reach must make a Dexterity save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must make a Dexterity save or become entangled and fall prone - if such a creature makes this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone.

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

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

Swallow Whole If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) piercing damage.

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

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

Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

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

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

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

Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



DWARF CAIMAN



	Low	Moderate	Advanced	Elite
Terrain	Warm Swamps and Rivers			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Bask (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	3	51	109	170
Speed	10 ft. Swim 30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 9 (-1)	DEX 9 (-1)	DEX 14 (+2)	DEX 12 (+1)
	CON 13 (+1)	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 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

DWEOMER CAP



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Patch (3-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	13 (natural armor)	13 (natural armor)	14 (natural armor)	15 (natural armor)
Hit Points	7	35	71	134
Speed	5 ft. Climb 5 ft.			

Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
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Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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Languages	-			
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Challenge	1	6	10	14
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Special Abilities & Qualities	Arcanophage When a dweomer cap succeeds at a saving throw against a spell, but not a spell-like ability, it gains fast healing 1 for a number of rounds equal to the spell's level.			
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Special Abilities & Qualities	Aura Luminescence A dweomer cap naturally emits dim light in a 10-foot radius. When in contact with a creature or object that has a faint or stronger magical aura, a dweomer cap's light shimmers perceptibly, changing its hue and pattern. A dweomer cap can suppress or resume its luminescence as a standard action, though it has reason to do so only when serving as a familiar and ordered by its master to do so.			
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Standard Actions	-			
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D

DYBBUK



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any

Rarity

Rare

Role

Lurker / Solo

Organization

Solitary

Treasure

None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

19

(natural armor)

19

(natural armor)

20

(natural armor)

22

(natural armor)

Hit Points

87

137

218

312

Speed

Fly 60 ft. (Perfect)

Size, Type, Alignment

Small undead, neutral evil

Small undead, neutral evil

Medium undead, neutral evil

Large undead, neutral evil

Ability Scores / Saves

STR 10 (+0)

STR 10 (+0)

STR 10 (+0)

STR 10 (+0)

DEX 20 (+5)

DEX 20 (+5)

DEX 23 (+6)

DEX 24 (+7)

CON 10 (+0)

CON 10 (+0)

CON 10 (+0)

CON 10 (+0)

INT 12 (+1)

INT 12 (+1)

INT 12 (+1)

INT 16 (+3)

WIS 17 (+3)

WIS 17 (+3)

WIS 17 (+3)

WIS 18 (+4)

CHA 20 (+5)

CHA 20 (+5)

CHA 20 (+5)

CHA 22 (+6)

Saving Throws

-

-

-

-

Resistances

all physical attacks except good

Immunities

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

Vulnerabilities

-

Senses

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

Passive Perception +21, Darkvision 60 ft.

Languages

Abyssal, Celestial, Common

Challenge

8

12

18

22

Special Abilities & Qualities

Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Special Abilities & Qualities

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 21

Saving Throw
Wisdom DC 23

Malevolence Once per round, a dybbuk can merge itself with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 18th), except that it does not require a receptacle. To use this ability, the dybbuk must be adjacent to the target. The target can resist the attack with a successful Wisdom save. A creature that successfully saves is immune to that same dybbuk's malevolence for 24 hours.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Pain Touch With a successful touch attack, a dybbuk causes painful spasms throughout the target's body, dealing necrotic damage. Creatures that are immune to pain take no damage from this touch.

Special Abilities & Qualities

Possess Object A dybbuk can use its malevolence ability to possess a Large or smaller unattended object, animating it as if using animate objects, except the dybbuk merges with and controls the object as if it were a living creature. The dybbuk cannot speak or use its other special abilities while possessing the object.

Standard Actions

Pain Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 7d4 (14) necrotic damage.

Pain Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 7d4 (14) necrotic damage.

Pain Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 7d6 (21) necrotic damage.

Pain Touch Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 7d8 (28) necrotic damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-

D'ZIRIAK



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Plane of Shadow)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Swarm (3-20x), or Hive (21-100x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	48	89	172
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.
Languages	D'ziriak, 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 17	Saving Throw Constitution DC 18
	Dazzling Burst Once per day, a d'ziriak can cause its body to flare with intense, colorful light as a swift action. Non-d'ziriaks within a 20-foot radius must make a Constitution save or be dazzled for 1 minute. After using this ability, the d'ziriak's brilliant glow is extinguished for 24 hours. This ability is a light effect, and creatures that cannot see are immune to it.			
Special Abilities & Qualities	Glow The colorful runes that decorate a d'ziriak's body create dim light in a 20-foot radius from its body.			
	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	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+2 (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: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>plane shift (self only, to plane of shadow only) (1/day)</i>			
Spellcasting	-			
Possessions	-			



EAGLE



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	4	17	63	117
Speed	10 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 17 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Standard Actions	1	5	9	13
Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	
Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.	Talons Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Talons Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.	

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



EAGLE (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Eyrie (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	17	42	95	168
Speed	10 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Large monstrosity, neutral good	Large monstrosity, neutral good	Large monstrosity, neutral good	Huge monstrosity, neutral good
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Auran, Cannot Speak			
Challenge	4	8	12	16
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: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) slashing damage.</p>	<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 3d6+9 (20) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ECORCHE



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	75	135	213	296
Speed	30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Huge undead, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 21 (+5)	STR 23 (+6)	STR 28 (+9)
	DEX 19 (+4)	DEX 19 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-			
Resistances	all physical attacks except good and silver			
Immunities	Acid, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	8	14	22	26

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 17 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.	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
Special Abilities & Qualities	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	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 23
Special Abilities & Qualities	Seize Skin Whenever an ecorche damages a target with its rend ability, the target must succeed at a Constitution save to resist being skinned alive. Those who fail the save become staggered and take 1 point of Constitution damage per round. Both of these effects are permanent but can be removed with a regenerate or heal spell (or 1 round of regeneration). The ecorche can use its wear skin ability to don a skin stolen in this way as a full-round action.			
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+13 (20) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.	Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+15 (29) slashing damage.
Special Actions	Wear Skin An ecorche can steal the skin of a dead Small, Medium, or Large humanoid and wear it as its own. When it does this, the ecorche takes on the creature's size and appearance and gains advantage on checks made to impersonate the victim. While wearing a stolen skin, an ecorche cannot use its frightful presence. This stolen skin is preserved while the ecorche wears it, but is destroyed if the ecorche takes more than 10 points of damage or if the ecorche chooses to destroy the skin as a standard action. Those within 60 feet who see an ecorche's stolen skin destroyed are immediately subjected to its frightful presence and suffer disadvantage on the related Wisdom save. An ecorche reverts to its normal size if its stolen skin is destroyed.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



EEL (ELECTRIC)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Warm Fresh Water			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	16	50	115	193
Speed	5 ft. Swim 30 ft.			

Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
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Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+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 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)

Saving Throws	-	-	-	-
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Resistances	Electricity			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	-			
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Challenge	2	6	10	14
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Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Electricity An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a Constitution save or be stunned for 1d4 rounds.			

Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.
	Tail Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Tail Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.	Tail Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Tail Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+3 (10) bludgeoning damage.

EEL (GIANT MORAY)



	Low	Moderate	Advanced	Elite
Terrain	Warm Oceans			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	20	58	108	182
Speed	Swim 30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 14 (+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 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 +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	Gnaw If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage. A giant moray eel possesses a second set of jaws in its throat that aid in swallowing - it can make a second bite attack (same attack bonus, half the normal bite damage) against a foe it has already grabbed.			
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+8 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.



EEL (SAND)



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

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	23	58	116	181
Speed	50 ft.			

Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	17 (+3)	STR	19 (+4)	STR	22 (+6)	STR	24 (+7)
	DEX	17 (+3)	DEX	14 (+2)	DEX	17 (+3)	DEX	16 (+3)
	CON	8 (-1)	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)
	INT	2 (-4)	INT	2 (-4)	INT	6 (-2)	INT	6 (-2)
	WIS	12 (+1)	WIS	12 (+1)	WIS	16 (+3)	WIS	16 (+3)
	CHA	9 (-1)	CHA	9 (-1)	CHA	13 (+1)	CHA	13 (+1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Erupt A sand eel that has buried itself in the sand can quickly erupt from the ground and attack. This counts as a charge, except the sand eel can only move its speed (not twice its speed), and it gains advantage on its attack roll (in addition to the normal bonuses and penalties for charging).			
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Special Abilities & Qualities	Sandwalking Sand eels travel across sand, quicksand, gravel, and other areas with loose, small debris as if traversing normal ground rather than difficult terrain.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+9 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+13 (18) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+17 (24) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+24 (34) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



EINHERJI



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Squad (3-6x), or Warband (7-16x)			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	17 (scale mail, shield)	17 (scale mail, shield)	17 (scale mail, shield)	21 (scale mail, shield)
Hit Points	43	78	133	244
Speed	20 ft.			
Size, Type, Alignment	Small monstrosity, chaotic neutral	Small monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 13 (+1)	STR 13 (+1)	STR 17 (+3)	STR 21 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 16 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-			
Resistances	Acid, all physical attacks except cold iron and lawful			
Immunities	Cold, diseased, Fear, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Celestial, Common			
Challenge	5	9	13	17

Special Abilities & Qualities **Battle-Trained** An einherji is proficient with all armor. Armor never impacts an einherji's speed, nor does an einherji take armor check penalties on riding- or mount-related checks.

Special Abilities & Qualities **Challenge of Single Combat** As a standard action, an einherji can choose a single target within sight to challenge by attempting an Intimidate check to demoralize that creature. If the check succeeds, the target is shaken and the einherji gains advantage on attack rolls and damage rolls against that target. For the duration of the challenge, the einherji must attack that target, and opponents gain advantage on attack rolls against it, except against attacks made by the target. The challenge (and the shaken condition) remains in effect until the target successfully attacks the einherji in melee combat, the target is dead or unconscious, or the combat ends.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Special Abilities & Qualities

Thirst for Battle As long as an einherji is in battle (i.e., each round it makes an attack roll), it gains fast healing 5. An einherji loses this ability outside of combat or if knocked unconscious.

Standard Actions

Battleaxe Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.

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

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

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

Battleaxe Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.

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

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

Throwing Axe Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) slashing damage.

Battleaxe Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) bludgeoning damage.

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

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

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

Battleaxe Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13/x3 (20) bludgeoning damage.

Shield Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

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

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

Legendary Actions

-

Innate Spellcasting

divine favor (3/day); freedom of movement (at will); heroes'; feast (3/day)

Spellcasting

-

Possessions

Scale mail; shield; battleaxe; throwing axes (4x)



ELDER THING



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, Pod (3-8x), or City (9+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	29	68	133	209
Speed	30 ft. Fly 20 ft. (Clumsy) Swim 40 ft.			
Size, Type, Alignment	Small aberration, lawful neutral	Medium aberration, lawful neutral	Medium aberration, lawful neutral	Large aberration, lawful neutral
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 20 (+5)	INT 20 (+5)	INT 22 (+6)	INT 22 (+6)
	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	Fire			
Immunities	Cold			
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	Elder Thing			
Challenge	4	7	11	15

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 16 Hibernation An elder thing can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. An elder thing can remain in hibernation for as long as it wishes; while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating elder thing. If it is jostled or damaged while hibernating, an elder thing can attempt a Wisdom save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. An elder thing can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, an elder thing needs only 1d3 rounds to rouse itself, with no Wisdom saving throw necessary.	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
Special Abilities & Qualities	Limited Starflight An elder thing can survive in the void of outer space, and its wings allow it to use its fly speed in that environment despite the lack of air. Unlike creatures with full starflight, an elder thing's ability to fly in outer space does not allow it to reach unusually high speeds an elder thing that wishes to travel from one planet to another typically calculates the distance and then hibernates for the majority of the journey, relying on its momentum and inertia to carry it to its destination while it slumbers along the way.			
Standard Actions	Tentacle Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Tentacle Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.	Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8/19-00 (6) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (AIR, ELDER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	58	100	168	204
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 22 (+6)
	DEX 26 (+8)	DEX 26 (+8)	DEX 24 (+7)	DEX 24 (+7)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 16 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Auran			
Challenge	8	12	16	20

Special Abilities & Qualities **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.

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

Dexterity DC 14

Saving Throw

Dexterity DC 15

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 19

Whirlwind You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Standard Actions

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

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

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+9 (18) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+9 (22) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

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Spellcasting

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Possessions

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ELEMENTAL (AIR, GREATER)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	30	73	120	226
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 19 (+4)	STR 24 (+7)
	DEX 24 (+7)	DEX 22 (+6)	DEX 22 (+6)	DEX 24 (+7)
	CON 12 (+1)	CON 16 (+3)	CON 16 (+3)	CON 20 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Auran			
Challenge	4	9	13	17

Special Abilities & Qualities **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 21

Whirlwind You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Standard Actions

Slam Melee weapon

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

Slam Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

Slam Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

Slam Melee weapon

attack: +6 to hit, reach 20 ft., one target. Hit 4d8+11 (29) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

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Spellcasting

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Possessions

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ELEMENTAL (AIR, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	28	57	130	213
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 24 (+7)	DEX 24 (+7)	DEX 24 (+7)	DEX 23 (+6)
	CON 12 (+1)	CON 12 (+1)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Auran			
Challenge	3	6	10	14

Special Abilities & Qualities **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.

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

Dexterity DC 13

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 20

Whirlwind You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Standard Actions

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target.
Hit 1d10+6 (12) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target.
Hit 1d10+6 (12) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target.
Hit 4d6+10 (24) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

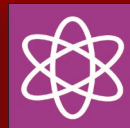
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Possessions

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ELEMENTAL (AIR, LARGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	25	64	95	167
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)	DEX 21 (+5)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Auran			
Challenge	4	8	10	14

Special Abilities & Qualities **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.

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

Dexterity DC 12

Saving Throw

Dexterity DC 15

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 19

Whirlwind You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Standard Actions

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

Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

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

Legendary Actions

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Innate

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Spellcasting

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Spellcasting

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Possessions

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ELEMENTAL (AIR, MEDIUM)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	33	64	97	129
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 17 (+3)
	DEX 18 (+4)	DEX 18 (+4)	DEX 20 (+5)	DEX 20 (+5)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 16 (+3)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Auran			
Challenge	4	8	10	14

Special Abilities & Qualities **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.

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

Dexterity DC 13

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 18

Whirlwind You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Standard Actions

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

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

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

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Spellcasting

-

Possessions

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ELEMENTAL (AIR, SMALL)



	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	5	37	91	161
Speed	Fly 100 ft. (Perfect)			
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 14 (+2)	STR 17 (+3)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances				
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran			
Challenge	2	6	10	14

Special Abilities & Qualities

Air Mastery Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.



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

Dexterity DC 12

Saving Throw

Dexterity DC 13

Saving Throw

Dexterity DC 16

Saving Throw

Dexterity DC 19

Whirlwind You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

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 1d6+1 (4) bludgeoning damage.

Slam Melee weapon

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

Slam Melee weapon

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

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

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Possessions

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ELEMENTAL (EARTH, ELDER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	69	96	159	294
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Terran			
Challenge	8	12	16	20
Special Abilities & Qualities	Earth Glide A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
Special Abilities & Qualities	Earth Mastery An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12/19-00 (23) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+16/19-00 (43) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (EARTH, GREATER)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	37	64	124	182
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 22 (+6)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 6 (-2)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 18 (+4)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Terran			
Challenge	5	9	13	17
Special Abilities & Qualities	Earth Glide A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
Special Abilities & Qualities	Earth Mastery An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d10+10 (21) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+10 (28) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (EARTH, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	17	34	88	193
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 25 (+7)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Terran			
Challenge	3	6	10	14
Special Abilities & Qualities	Earth Glide A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
Special Abilities & Qualities	Earth Mastery An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+13 (31) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (EARTH, LARGE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	31	82	127	183
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)	STR 21 (+5)
	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)	DEX 10 (+0)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., 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	10	14
Special Abilities & Qualities	Earth Glide A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
Special Abilities & Qualities	Earth Mastery An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (EARTH, MEDIUM)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	28	63	98	139
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 20 (+5)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 10 (+0)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Terran			
Challenge	4	8	10	14
Special Abilities & Qualities	Earth Glide A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
Special Abilities & Qualities	Earth Mastery An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (EARTH, SMALL)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	7	31	79	146
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 6 (-2)	DEX 6 (-2)	DEX 11 (+0)	DEX 10 (+0)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Terran			
Challenge	2	6	10	14
Special Abilities & Qualities	Earth Glide A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
Special Abilities & Qualities	Earth Mastery An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (FIRE, ELDER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	49	76	137	256
Speed	60 ft.			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 21 (+5)	DEX 21 (+5)	DEX 22 (+6)	DEX 23 (+6)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Ignan			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 21
	Damage 2d8	Damage 2d10	Damage 2d12	Damage 3d10

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



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Standard Actions

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d8+8 (17) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d8+12 (30) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-



ELEMENTAL (FIRE, GREATER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	77	145	221	305
Speed	60 ft.			
Size, Type, Alignment	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 22 (+6)	DEX 20 (+5)	DEX 23 (+6)	DEX 22 (+6)
	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 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Ilgan			
Challenge	8	13	17	21
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	Damage 2d6	Damage 2d8	Damage 2d10	Damage 2d12

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

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+7 (16) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+9 (22) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+11 (29) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (FIRE, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	30	67	122	203
Speed	60 ft.			
Size, Type, Alignment	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)	DEX 21 (+5)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Ignan			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Damage 2d4	Damage 2d6	Damage 2d8	Damage 2d10

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



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Standard Actions

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

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

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

Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-



ELEMENTAL (FIRE, LARGE)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	26	53	102	165
Speed	50 ft.			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 18 (+4)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
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	Ignan			
Challenge	4	8	12	16
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 2d4	Damage 2d6	Damage 2d8

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

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Slam** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.**Slam** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.**Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (FIRE, MEDIUM)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	54	107	186
Speed	50 ft.			

Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
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Ability Scores / Saves	STR	10 (+0)	STR	10 (+0)	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	2 (-4)	INT	2 (-4)	INT	6 (-2)	INT	6 (-2)
	WIS	9 (-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	9 (-1)	CHA	9 (-1)	CHA	13 (+1)	CHA	13 (+1)

Saving Throws	-	-	-	-
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Resistances	all physical attacks			
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Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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Vulnerabilities	Vulnerability to Cold			
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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.
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Languages	Ignan			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Saving Throw	Dexterity DC 13	Saving Throw	Dexterity DC 14	Saving Throw	Dexterity DC 17	Saving Throw	Dexterity DC 19
	Damage	1d4	Damage	1d6	Damage	2d4	Damage	2d6

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



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Standard Actions

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

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

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

Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-



ELEMENTAL (FIRE, SMALL)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	16	38	89	143
Speed	50 ft.			
Size, Type, Alignment	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)
	DEX 11 (+0)	DEX 12 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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	Ignan			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Dexterity DC 11	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18
	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6

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

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Slam** Melee weapon attack: -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: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

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ELEMENTAL (ICE, ELDER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	50	80	141	286
Speed	20 ft. Swim 60 ft., Burrow (ice and snow only) 20 ft.			

Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
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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 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)

Saving Throws	-	-	-	-
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Resistances all physical attacks

Immunities Cold, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned

Vulnerabilities Vulnerability to Fire

Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages Aquan

Challenge	8	12	16	20
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Special Abilities & Qualities

Burrow An ice elemental can burrow through ice and snow.

Ice Glide A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.

Snow Vision An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Special Abilities & Qualities	Damage 2d8	Damage 2d10	Damage 2d12	Damage 3d10
	Cold An ice elemental's slam does additional cold damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Numbing Cold When an ice elemental deals cold damage to a creature, that creature must succeed on a Constitution save or be staggered for 1 round.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+10/19-00 (21) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+14/19-00 (41) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (ICE, GREATER)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	43	69	117	237
Speed	20 ft. Swim 60 ft., Burrow (ice and snow only) 20 ft.			

Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
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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 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)

Saving Throws	-	-	-	-
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Resistances all physical attacks

Immunities Cold, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned

Vulnerabilities Vulnerability to Fire

Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages Aquan

Challenge	6	10	13	17
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Special Abilities & Qualities

Burrow An ice elemental can burrow through ice and snow.

Ice Glide A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.

Snow Vision An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Special Abilities & Qualities	Damage 2d6	Damage 2d8	Damage 2d10	Damage 2d12
	Cold An ice elemental's slam does additional cold damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Numbing Cold When an ice elemental deals cold damage to a creature, that creature must succeed on a Constitution save or be staggered for 1 round.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+13 (31) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (ICE, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	41	96	179	269
Speed	20 ft. Swim 60 ft., Burrow (ice and snow only) 20 ft.			

Size, Type, Alignment	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
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Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)

Saving Throws	-	-	-	-
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Resistances	all physical attacks			
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Immunities	Cold, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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Vulnerabilities	Vulnerability to Fire			
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Aquan			
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Challenge	6	10	14	18
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Special Abilities & Qualities	Burrow An ice elemental can burrow through ice and snow.			
	Ice Glide A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
	Snow Vision An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.			

Special Abilities & Qualities	Damage 2d4	Damage 2d6	Damage 2d8	Damage 2d10
	Cold An ice elemental's slam does additional cold damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Numbing Cold When an ice elemental deals cold damage to a creature, that creature must succeed on a Constitution save or be staggered for 1 round.	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+11 (25) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (ICE, LARGE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	18	60	136	214
Speed	20 ft. Swim 60 ft., Burrow (ice and snow only) 20 ft.			

Size, Type, Alignment	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
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Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	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	-	-	-	-
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Resistances	all physical attacks			
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Immunities	Cold, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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Vulnerabilities	Vulnerability to Fire			
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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.
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Languages	Aquan			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Burrow An ice elemental can burrow through ice and snow.			
	Ice Glide A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
	Snow Vision An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.			

Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Cold An ice elemental's slam does additional cold damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Numbing Cold When an ice elemental deals cold damage to a creature, that creature must succeed on a Constitution save or be staggered for 1 round.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (ICE, MEDIUM)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	26	63	124	199
Speed	20 ft. Swim 60 ft., Burrow (ice and snow only) 20 ft.			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 13 (+1)	CON 14 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Cold, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Fire			
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	Aquan			
Challenge	4	8	12	16
Special Abilities & Qualities	Burrow An ice elemental can burrow through ice and snow.			
	Ice Glide A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
	Snow Vision An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Cold An ice elemental's slam does additional cold damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Numbing Cold When an ice elemental deals cold damage to a creature, that creature must succeed on a Constitution save or be staggered for 1 round.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10/19-00 (17) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (ICE, SMALL)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	29	82	149
Speed	20 ft. Swim 60 ft., Burrow (ice and snow only) 20 ft.			
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 15 (+2)	STR 18 (+4)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Cold, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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	Aquan			
Challenge	2	6	10	14

Special Abilities & Qualities

Burrow An ice elemental can burrow through ice and snow.

Ice Glide A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.

Snow Vision An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Special Abilities & Qualities

	Low	Moderate	Advanced	Elite
Damage	1d4	1d6	2d4	2d6

Cold An ice elemental's slam does additional cold damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Numbing Cold When an ice elemental deals cold damage to a creature, that creature must succeed on a Constitution save or be staggered for 1 round.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			







ELEMENTAL (LIGHTNING, ELDER)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	60	91	148	260
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 20 (+5)	DEX 22 (+6)	DEX 22 (+6)	DEX 24 (+7)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Auran			
Challenge	8	12	16	20
Special Abilities & Qualities	Damage 2d8	Damage 2d10	Damage 2d12	Damage 3d10
Special Abilities & Qualities	Electricity A lightning elemental's slam does additional electricity damage.			
Special Abilities & Qualities	Metal Mastery A lightning elemental gains advantage on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).			

	 Low	 Moderate	 Advanced	 Elite
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d8+8 (17) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d8+12 (26) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			







ELEMENTAL (LIGHTNING, GREATER)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	35	53	114	220
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 20 (+5)	DEX 22 (+6)	DEX 22 (+6)	DEX 22 (+6)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 20 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Auran			
Challenge	6	9	13	17
Special Abilities & Qualities	Damage 2d6	Damage 2d8	Damage 2d10	Damage 2d12
Special Abilities & Qualities	Electricity A lightning elemental's slam does additional electricity damage.			
Special Abilities & Qualities	Metal Mastery A lightning elemental gains advantage on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).			

	 Low	 Moderate	 Advanced	 Elite
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+6 (15) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+10 (28) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (LIGHTNING, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	41	92	152	229
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 20 (+5)	DEX 20 (+5)	DEX 23 (+6)	DEX 22 (+6)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Auran			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 2d4	Damage 2d6	Damage 2d8	Damage 2d10
	Electricity A lightning elemental's slam does additional electricity damage.			
Special Abilities & Qualities	Metal Mastery A lightning elemental gains advantage on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+7 (18) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+9 (23) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (LIGHTNING, LARGE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	31	74	131	206
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 20 (+5)
	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
Special Abilities & Qualities	Electricity A lightning elemental's slam does additional electricity damage.			
Special Abilities & Qualities	Metal Mastery A lightning elemental gains advantage on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+7 (18) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (LIGHTNING, MEDIUM)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	16	47	95	159
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances				
Immunities	Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Electricity A lightning elemental's slam does additional electricity damage.			
Special Abilities & Qualities	Metal Mastery A lightning elemental gains advantage on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (LIGHTNING, SMALL)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	8	24	56	113
Speed	Fly 100 ft. (Perfect)			
Size, Type, Alignment	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 17 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances				
Immunities	Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran			
Challenge	2	6	10	14
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Electricity A lightning elemental's slam does additional electricity damage.			
Special Abilities & Qualities	Metal Mastery A lightning elemental gains advantage on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).			

**Low****Moderate****Advanced****Elite****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: +3 to hit, reach
5 ft., one target. Hit
1d8+7 (12) bludgeoning
damage.**Legendary
Actions**

-

**Innate
Spellcasting**

-

Spellcasting

-

Possessions

-



ELEMENTAL (MAGMA, ELDER)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	67	103	160	298
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Ignan			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 21
	Damage 2d8	Damage 2d10	Damage 2d12	Damage 3d10

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

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

Earth Glide A burrowing magma elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Special Abilities & Qualities**Damage** 2d10**Damage** 2d12**Damage** 3d10**Damage** 3d12

Lava Puddle Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.

Special Abilities & Qualities

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

Standard Actions

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 6d6+12 (33) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (MAGMA, GREATER)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	38	60	119	250
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 23 (+6)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Ignan			
Challenge	6	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 21
	Damage 2d6	Damage 2d8	Damage 2d10	Damage 2d12

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Earth Glide A burrowing magma elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Special Abilities & Qualities

Damage 2d8

Damage 2d10

Damage 2d12

Damage 3d10

Lava Puddle Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.

Special Abilities & Qualities

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

Standard Actions

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

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

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+11 (29) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (MAGMA, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	37	72	149	235
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Ignan			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Damage 2d4	Damage 2d6	Damage 2d8	Damage 2d10

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

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

Earth Glide A burrowing magma elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Special Abilities & Qualities**Damage** 2d6**Damage** 2d8**Damage** 2d10**Damage** 2d12

Lava Puddle Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.

Special Abilities & Qualities

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

Standard Actions

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+6 (12) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

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

Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+10 (24) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (MAGMA, LARGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	26	64	128	195
Speed	20 ft. Burrow 20 ft., Earth Glide			

Size, Type, Alignment	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
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Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)

Saving Throws	-	-	-	-
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Resistances	all physical attacks			
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Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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Vulnerabilities	Vulnerability to Cold			
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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.
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Languages	Ignan			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Saving Throw Dexterity DC 11	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 20
	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8

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



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Earth Glide A burrowing magma elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Special Abilities & Qualities

Damage 2d4

Damage 2d6

Damage 2d8

Damage 2d10

Lava Puddle Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.

Special Abilities & Qualities

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

Standard Actions

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

Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (MAGMA, MEDIUM)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	32	62	124	215
Speed	20 ft. Burrow 20 ft., Earth Glide			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
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	Ignan			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6

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

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

Earth Glide A burrowing magma elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Special Abilities & Qualities**Damage** 1d6**Damage** 2d4**Damage** 2d6**Damage** 2d8

Lava Puddle Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.

Special Abilities & Qualities

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

Standard Actions

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

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

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

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (MAGMA, SMALL)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	8	46	95	143
Speed	20 ft. Burrow 20 ft., Earth Glide			

Size, Type, Alignment	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
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Ability Scores / Saves	STR	8 (-1)	8 (-1)	13 (+1)	17 (+3)
	DEX	6 (-2)	6 (-2)	10 (+0)	8 (-1)
	CON	9 (-1)	10 (+0)	14 (+2)	17 (+3)
	INT	2 (-4)	2 (-4)	6 (-2)	6 (-2)
	WIS	9 (-1)	9 (-1)	13 (+1)	13 (+1)
	CHA	9 (-1)	9 (-1)	13 (+1)	13 (+1)

Saving Throws	-	-	-	-
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Resistances

Immunities Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned

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.
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Languages Ignan

Challenge	2	6	10	14
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Special Abilities & Qualities	Saving Throw Dexterity DC 11	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18
	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6

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

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

Earth Glide A burrowing magma elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Special Abilities & Qualities**Damage** 1d6**Damage** 2d4**Damage** 2d6**Damage** 2d8

Lava Puddle Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.

Special Abilities & Qualities

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

Standard Actions

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

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

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

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (MUD, ELDER)



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	51	87	141	267
Speed	20 ft. Burrow 10 ft. Swim 30 ft., Earth Glide			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, 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 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Acid, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Terran			
Challenge	8	12	16	20
Special Abilities & Qualities	Earth Glide A burrowing mud elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Save Constitution DC 14 Duration 2 minutes AC 18; hp 10	Save Constitution DC 15 Duration 5 minutes AC 20; hp 20	Save Constitution DC 18 Duration 10 minutes AC 22; hp 30	Save Constitution DC 21 Duration 15 minutes AC 25; hp 50
	Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Constitution save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Constitution save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+10/19-00 (19) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12/19-00 (21) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+10/19-00 (21) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+14/19-00 (41) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (MUD, GREATER)



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	40	60	111	232
Speed	20 ft. Burrow 10 ft. Swim 30 ft., Earth Glide			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 25 (+7)
	DEX 18 (+4)	DEX 18 (+4)	DEX 16 (+3)	DEX 17 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Acid, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Terran			
Challenge	6	9	13	17

Special Abilities & Qualities

Earth Glide A burrowing mud elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Save Constitution DC 14 Duration 2 minutes AC 18; hp 10	Save Constitution DC 15 Duration 5 minutes AC 20; hp 20	Save Constitution DC 18 Duration 10 minutes AC 22; hp 30	Save Constitution DC 21 Duration 15 minutes AC 25; hp 50
	Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Constitution save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Constitution save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.			
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+13 (31) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (MUD, HUGE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	76	113	177	265
Speed	20 ft. Burrow 10 ft. Swim 30 ft., Earth Glide			
Size, Type, Alignment	Huge elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 22 (+6)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Acid, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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	Terran			
Challenge	6	10	14	18
Special Abilities & Qualities	<p>Earth Glide A burrowing mud elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Save Constitution DC 16 Duration 2 minutes AC 15; hp 10	Save Constitution DC 17 Duration 5 minutes AC 18; hp 20	Save Constitution DC 19 Duration 10 minutes AC 20; hp 30	Save Constitution DC 22 Duration 15 minutes AC 22; hp 50
	Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Constitution save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Constitution save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.			
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+11 (25) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (MUD, LARGE)



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	19	61	128	20
Speed	20 ft. Burrow 10 ft. Swim 30 ft., Earth Glide			
Size, Type, Alignment	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Acid, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Terran			
Challenge	4	8	12	16
Special Abilities & Qualities	Earth Glide A burrowing mud elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Save Constitution DC 12 Duration 2 minutes AC 12; hp 10	Save Constitution DC 15 Duration 5 minutes AC 15; hp 20	Save Constitution DC 18 Duration 10 minutes AC 18; hp 30	Save Constitution DC 20 Duration 15 minutes AC 20; hp 50
	Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Constitution save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Constitution save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (MUD, MEDIUM)



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	27	65	118	197
Speed	20 ft. Burrow 10 ft. Swim 30 ft., Earth Glide			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 13 (+1)	CON 14 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Terran			
Challenge	4	8	12	16

Special Abilities & Qualities

Earth Glide A burrowing mud elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Save Constitution DC 13 Duration 2 minutes AC 12; hp 10	Save Constitution DC 15 Duration 5 minutes AC 14; hp 20	Save Constitution DC 18 Duration 10 minutes AC 16; hp 30	Save Constitution DC 20 Duration 15 minutes AC 18; hp 50
	Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Constitution save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Constitution save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+10 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEMENTAL (MUD, SMALL)



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	12	46	94	164
Speed	20 ft. Burrow 10 ft. Swim 30 ft., Earth Glide			
Size, Type, Alignment	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Terran			
Challenge	2	6	10	14
Special Abilities & Qualities	Earth Glide A burrowing mud elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Constitution DC 12
Duration 2 minutes
AC 10; **hp** 10**Save** Constitution DC 14
Duration 5 minutes
AC 12; **hp** 20**Save** Constitution DC 17
Duration 10 minutes
AC 14; **hp** 30**Save** Constitution DC 19
Duration 15 minutes
AC 16; **hp** 50

Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Constitution save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Constitution save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.

Standard Actions**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Slam** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.**Legendary Actions**

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Innate

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Spellcasting

-

Spellcasting

-

Possessions

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ELEMENTAL (WATER, ELDER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	54	86	152	299
Speed	20 ft. Swim 90 ft.			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 19 (+4)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aquan			
Challenge	8	12	16	20
Special Abilities & Qualities	Drench The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).			

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

Dexterity DC 14

Saving Throw

Dexterity DC 15

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 21

Vortex While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Special Abilities & Qualities**Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

Standard Actions

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+10 (19) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12/19-00 (21) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+10/19-00 (21) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+14/19-00 (41) bludgeoning damage.

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (WATER, GREATER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	43	75	132	254
Speed	20 ft. Swim 90 ft.			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 26 (+8)
	DEX 19 (+4)	DEX 19 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aquan			
Challenge	6	9	13	17
Special Abilities & Qualities	Drench The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).			

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

Dexterity DC 14

Saving Throw

Dexterity DC 15

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 21

Vortex While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Special Abilities & Qualities**Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

Standard Actions

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

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

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+9 (18) bludgeoning damage.

Slam Melee weapon attack: +8 to hit, reach 20 ft., one target.
Hit 4d8+13 (31) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting Possessions

-

-



ELEMENTAL (WATER, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	43	91	170	244
Speed	20 ft. Swim 90 ft.			
Size, Type, Alignment	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aquan			
Challenge	6	10	14	18

Special Abilities & Qualities **Drench** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 19

Saving Throw

Dexterity DC 21

Vortex While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Special Abilities & Qualities

Water Mastery A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

Standard Actions

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

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

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

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (WATER, LARGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	33	69	138	206
Speed	20 ft. Swim 90 ft.			
Size, Type, Alignment	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aquan			
Challenge	4	8	12	16

Special Abilities & Qualities **Drench** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).

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

Dexterity DC 12

Saving Throw

Dexterity DC 15

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 20

Vortex While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Special Abilities & Qualities**Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

Standard Actions

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

Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

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

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

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (WATER, MEDIUM)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	31	63	125	201
Speed	20 ft. Swim 90 ft.			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aquan			
Challenge	4	8	12	16
Special Abilities & Qualities	Drench The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).			

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

Dexterity DC 13

Saving Throw

Dexterity DC 15

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 19

Vortex While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Special Abilities & Qualities**Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

Standard Actions

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

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

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

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

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

-

Possessions

-



ELEMENTAL (WATER, SMALL)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	44	107	161
Speed	20 ft. Swim 90 ft.			
Size, Type, Alignment	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aquan			
Challenge	2	6	10	14

Special Abilities & Qualities **Drench** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).

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

Dexterity DC 12

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 19

Vortex While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Special Abilities & Qualities**Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

Standard Actions

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

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

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



ELEPHANT



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary or Herd (6-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	35	82	149	231
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Speed	40 ft.			
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Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
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Ability Scores / Saves	STR	20 (+5)	STR	22 (+6)	STR	24 (+7)	STR	27 (+8)
	DEX	12 (+1)	DEX	8 (-1)	DEX	12 (+1)	DEX	10 (+0)
	CON	13 (+1)	CON	17 (+3)	CON	18 (+4)	CON	20 (+5)
	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	5 (-3)	CHA	5 (-3)	CHA	9 (-1)	CHA	9 (-1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	7	11	15	19
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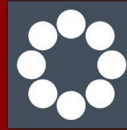
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6

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.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+12 (18) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+10 (19) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+12 (26) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+15 (33) piercing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELEPHANT (MASTODON)



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Forests and Plains			
Rarity	Common			
Role	Brute / Elite			
Organization	Solitary or Herd (6-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	75	129	198	284
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 22 (+6)	STR 24 (+7)	STR 26 (+8)	STR 29 (+9)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 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 +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	10	14	19	23
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 5d6	Damage 6d6	Damage 8d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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	<p>Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) piercing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+14 (28) piercing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14 (24) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 4d8+17 (35) piercing damage.</p> <p>Slam Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 4d6+17 (31) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



ELF (AQUATIC)



	Low	Moderate	Advanced	Elite
Terrain	Any Coastal			
Rarity	Uncommon			
Role	Artillery / Normal			
Organization	Solitary, Pair, or Band (3-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (studded leather)	17 (studded leather)	18 (studded leather)	20 (studded leather)
Hit Points	24	50	93	164
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 5 (-3)	WIS 5 (-3)	WIS 9 (-1)	WIS 9 (-1)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +7, Darkvision 60 ft.	Passive Perception +7, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	Common, Elvish			
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**

Trident Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing/slashing damage.

Trident Ranged weapon attack: +4 to hit, one target. Hit 1d8 (8) bludgeoning damage.

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

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

Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Trident Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.

Trident Ranged weapon attack: +4 to hit, one target. Hit 1d8+3 (8) bludgeoning damage.

Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.

Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Trident Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (4) piercing/slashing damage.

Trident Ranged weapon attack: +5 to hit, one target. Hit 1d8+6/19-00 (10) bludgeoning 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.

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

Trident Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing/slashing damage.

Trident Ranged weapon attack: +3 to hit, one target. Hit 2d6+10/19-00 (17) bludgeoning damage.

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

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d6+7/19-00 (10) piercing damage.

Longbow Ranged weapon attack: +3 to hit, one target. Hit 2d6/x3 (7) piercing damage.

Legendary Actions

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Innate Spellcasting

-

Possessions

Trident; dagger (3x); studded leather armor; longbow; arrows (20x)



ELOHIM



	Low	Moderate	Advanced	Elite
Terrain	Any (Extraplanar)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary or Horde (1 plus others)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	199	301	458	627
Speed	60 ft. Fly 60 ft. (Good) Swim 30 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 24 (+7)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 19 (+4)
	CON 20 (+5)	CON 21 (+5)	CON 23 (+6)	CON 27 (+8)
	INT 20 (+5)	INT 20 (+5)	INT 20 (+5)	INT 22 (+6)
	WIS 20 (+5)	WIS 22 (+6)	WIS 22 (+6)	WIS 24 (+7)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks			
Immunities	Electricity			
Vulnerabilities	-			
Senses	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +25, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	8	14	22	26
Special Abilities & Qualities	Saving Throw Reflex DC 18	Saving Throw Reflex DC 20	Saving Throw Reflex DC 23	Saving Throw Reflex DC 26
	Damage 10d8	Damage 15d8	Damage 20d8	Damage 24d8
Special Abilities & Qualities	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.			
	Damage 2d6	Damage 3d6	Damage 5d6	Damage 7d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing 2d6+6 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

Create Life At will, an elohim can create any one plant or living creature. A creature created can have no more than 4 Hit Dice and be no larger than Large size, and is not under the elohim's control.

Dual Initiative The monster gets two turns each round, one on its initiative count and another on its initiative count - 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a summon monster spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage, only the monster's first turn each round counts toward such durations.

Fortification The monster has an 50% chance to treat any critical hit or sneak attack or precision damage as a normal hit.

Plantbringer All plants within a 1-mile radius of you grow at double their normal rate and don't suffer from any diseases or maladies. Furthermore, allied plant creatures within 30 feet of you gain fast healing 5. If you use plant shape or wild shape to take the form of a plant, you gain this fast healing in plant form.

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

Regeneration You are difficult to kill. You heal damage at 15 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Standard Actions

Tentacle Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Tentacle Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+4 (13) bludgeoning damage.

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

Legendary Actions

-

Innate Spellcasting

charm monster (at will); circle of death (at will); control weather (3/day); disintegrate (at will); etherealness (at will); heal (5/day); mage's disjunction (at will); mind blank (at will); plane shift (5/day); polymorph (5/day); power word stun (at will); speak with animals (at will); stone shape (at will)

Spellcasting

-

Possessions

-



EOHIPPIUS



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	12	44	91	167
Speed	40 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 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: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -



ERKLING



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary, Squad (1 + others), or Army (1 + others)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
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Armor Class	21 (chain shirt)	21 (chain shirt)	21 (chain shirt)	23 (chain shirt)
Hit Points	87	156	267	422
Speed	100 ft. Fly 120 ft. (Good), Haste (self only)			

Size, Type, Alignment	Small fey, chaotic neutral	Small fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
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Ability Scores / Saves	STR	14 (+2)	STR	14 (+2)	STR	17 (+3)	STR	21 (+5)
	DEX	20 (+5)	DEX	22 (+6)	DEX	20 (+5)	DEX	21 (+5)
	CON	19 (+4)	CON	19 (+4)	CON	21 (+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	19 (+4)
	CHA	18 (+4)	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	Acid, all physical attacks except cold iron			
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Immunities	poisoned			
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Vulnerabilities	-			
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Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
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Languages	Common, Elvish, Sylvan, Speak with Animals, Speak with Plants			
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Challenge	8	14	20	24
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Special Abilities & Qualities	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.			
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Special Abilities & Qualities	Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Favored Enemy** Erlkings gain advantage on all checks used against humanoids. Likewise, they get advantage on attack and damage rolls against such creatures.**Standard Actions****Longbow** Ranged weapon attack: +5 to hit, one target. Hit 1d8/19-00/x3 (5) piercing damage.**Longsword** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+7/17-00 (12) slashing damage.**Longbow** Ranged weapon attack: +7 to hit, one target. Hit 1d8/19-00/x3 (5) piercing damage.**Longsword** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+9/17-00 (14) slashing damage.**Longbow** Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00/x3 (4) piercing damage.**Longsword** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+12/17-00 (16) slashing damage.**Longsword** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+18/17-00 (25) slashing damage.**Longbow** Ranged weapon attack: +6 to hit, one target. Hit 2d6/19-00/x3 (8) piercing damage.**Legendary Actions**

-

Innate Spellcasting*animate plants (3/day); black tentacles (3/day); blur (at will); cure wounds (3/day); finger of death (1/day); haste (at will); haste (3/day); imove earth (3/day); plant growth (3/day); protection from evil and good (at will); speak with animals (at will); speak with plants (at will); summon (3/day); tree stride (3/day)***Spellcasting**

-

Possessions

Chain shirt; longbow; arrows (20x); longsword



ERMINE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	2	29	67	119
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6+1 (8) piercing damage.

 **Low**

 **Moderate**

 **Advanced**

 **Elite**

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



ESIPIL



	Low	Moderate	Advanced	Elite
Terrain	Any (Ethereal Plane)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pack (2-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	27	44	90	152
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 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+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 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-			
Resistances	Cold, all physical attacks except good			
Immunities	diseased, Fear, poisoned			
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	Abyssal, Celestial, Common, Infernal, Telepathy 0 ft.			
Challenge	3	7	11	15
Special Abilities & Qualities	Bewildering Assault If an esipil makes a successful critical hit with one of its natural attacks, the target is confused for 1 round.			
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.			

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

Wisdom DC 12

Saving Throw

Wisdom DC 12

Saving Throw

Wisdom DC 14

Saving Throw

Wisdom DC 16

Look of Fear All sahkils have a gaze attack that instills dread in those they look upon. This gaze attack has a range of 30 feet (though when a sahkil is on the Ethereal Plane, it functions against creatures on the Material Plane that can see ethereal creatures), and can be negated by a Wisdom save failure inflicts Shaken for 1 round. All sahkils are immune to their own look of fear and that of other sahkils. This is a mind-affecting fear effect.

Special Abilities & Qualities

Skip Between Many sahkils can shift between the Ethereal Plane and the Material Plane as a move action. This ability is otherwise identical to ethereal jaunt (CL 15th).

Standard Actions**Bite** Melee weapon

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

Bite Melee weapon

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

Bite Melee weapon

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

Bite Melee weapon

attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.

Special Actions

Spirit Touch A sahkil's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.

Special Actions

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

Legendary Actions

-

Innate Spellcasting

cause fear (at will); contact other plane (1/day); mage hand (at will); mirror image (3/day)

Spellcasting

-

Possessions

-



ETTERCAP



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Nest (3-6x plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	29	52	114	206
Speed	30 ft. Climb 30 ft.			

Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
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Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Common, Spider Empathy			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Bite - injury; save Constitution; frequency 1/round for 10 rounds; effect 1d2 Dexterity damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full via restoration or more powerful healing magic.			

Special Abilities & Qualities	Spider Empathy This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.			
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Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throws DC 14

Saving Throws DC 15

Saving Throws DC 18

Saving Throws DC 20

Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Athletics check or burst the web with a Strength check. Attempts to burst a web by those caught in it are made at disadvantage. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing are made at advantage if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Standard Actions

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

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

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

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

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.

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

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

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.



Illustration 1: Ettercap

ETTIN



	Low	Moderate	Advanced	Elite
Terrain	Cold Hills			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary, Pair, Gang (3-6x), Troupe (1-2x+), Band (3-6x+), or Colony (3-6x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (half-plate armor)	18 (half-plate armor)	19 (half-plate armor)	21 (half-plate armor)
Hit Points	63	93	147	207
Speed	40 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Goblin, Orc, Pidgin of Giant			
Challenge	4	8	12	16
Standard Actions	Flail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage. Javelin Ranged weapon attack: -3 to hit, one target. Hit 1d8+6 (10) bludgeoning damage.	Flail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage. Javelin Ranged weapon attack: -3 to hit, one target. Hit 1d8+7 (12) bludgeoning damage.	Flail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11 (18) bludgeoning damage. Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.	Flail Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage. Javelin Ranged weapon attack: -1 to hit, one target. Hit 2d6+11 (18) bludgeoning damage.
Possessions	Flail; javelin (4x); half-plate armor			



Illustration 2: Ettin

EURYPTERID



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

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	7	44	100	177
Speed	20 ft. Swim 40 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 12	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
	Poison Sting - injury; save Constitution; frequency 1/round for 4 rounds; effect 1 Constitution damage and is Poisoned; cure 1 save. Ability score damage is healed in full via restoration or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.</p> <p>Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.</p>	<p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.</p> <p>Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (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>Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6/19-00 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



EXECUTIONER'S HOOD



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	34	99	168
Speed	10 ft. Climb 5 ft.			
Size, Type, Alignment	Tiny aberration, unaligned	Tiny aberration, unaligned	Tiny aberration, unaligned	Small aberration, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	unconscious			
Vulnerabilities	Light Sensitivity			
Senses	Passive Perception +10, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.			

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

Engulfing Drop Though it is a Tiny monster, the hood can drop onto the head of a Medium or smaller creature and make a slam attack as a standard action. If the hood's attack succeeds, it can immediately attempt a grapple check against the target, and if successful, the executioner's hood can constrict.

Strangle A grappling executioner's hood entirely covers its opponent's head with an airtight grip. A creature that is grappled by the hood cannot speak or cast spells with verbal components and must hold its breath, unless it doesn't speak or breathe through its head. Any attacks against the hood deal half damage to the hood and the other half to the creature that it's strangling.

Special Abilities & Qualities

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

Standard Actions

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

Slam Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 0 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.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



FACELESS STALKER (UGOTHOL)



	Low	Moderate	Advanced	Elite
Terrain	Any Swamps or Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Gang (3-9x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	39	72	141	213
Speed	30 ft.		35 ft.	
Size, Type, Alignment	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except piercing or slashing			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	Aquan, Common, Tongues			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 1	Damage 1d2	Damage 1d3	Damage 1d4
Special Abilities & Qualities	<p>Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage. This damage is undone via restoration or more powerful healing magic.</p> <p>Change Shape A faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the faceless stalker can maintain its new form indefinitely once it has achieved it. It can change back to its true form as a standard action and gains advantage on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A faceless stalker gains advantage on checks when they are used in conjunction with this ability.</p>			

LF



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Special Abilities & Qualities

Faceless In its natural form, a faceless stalker has no discernible facial features. It gains advantage on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

Standard Actions

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

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

Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.

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

Longsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.

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

Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9/19-00 (14) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

tongues (at will)

Spellcasting

-

Possessions

Longsword

FACHEN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills and Plains			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	15	44	101	170
Speed	30 ft.			
Size, Type, Alignment	Small aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Fear Each creature within a 30-foot radius that sees a fachen must succeed at a Wisdom save or be paralyzed by fear for 1d4 rounds. A creature that successfully saves is not subject to the same fachen's fear aura for 24 hours. This is a paralysis effect and a mind-affecting fear effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Battleaxe Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.</p> <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.</p>	<p>Battleaxe Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.</p>	<p>Battleaxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7/x3 (12) slashing damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.</p>	<p>Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12/x3 (19) bludgeoning damage.</p> <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Battleaxe			



FALCON



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Team (2-5x), or Pack (4-7x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	3	30	77	131
Speed	10 ft. Fly 90 ft. (Good)			

Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
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Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
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Languages	-			
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Challenge	2	7	11	15
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Standard Actions	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage. Talons Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage. Talons Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. Talons Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage. Talons Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.
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F

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

FAUN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Band (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	12	34	89	152
Speed	30 ft.			
Size, Type, Alignment	Medium fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 15 (+2)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-			
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	3	7	11	15

F

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<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: +3 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Dagger Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+6/19-00 (8) piercing damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Dagger (3x); shortbow; arrows (20x)			



FELLSIG



	Low	Moderate	Advanced	Elite
Terrain	Any Mountains or Underground			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Pair, or Flow (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	30	55	99	139
Speed	20 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, Fire, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Dwarven, Ignan			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
<p>Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking 1d6 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.</p>				

F

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Lava Ball As a full-round action, a fellsig can regurgitate a ball of lava into its fist and hurl it with a range increment of 30 feet. Any creature struck must succeed at a Dexterity save or catch fire and take 1d6 points of fire damage at the start of its turn for an additional 1d4 rounds.	Saving Throw Dexterity DC 14 Lava Ball As a full-round action, a fellsig can regurgitate a ball of lava into its fist and hurl it with a range increment of 30 feet. Any creature struck must succeed at a Dexterity save or catch fire and take 1d6 points of fire damage at the start of its turn for an additional 1d4 rounds.	Saving Throw Dexterity DC 17 Lava Ball As a full-round action, a fellsig can regurgitate a ball of lava into its fist and hurl it with a range increment of 30 feet. Any creature struck must succeed at a Dexterity save or catch fire and take 1d6 points of fire damage at the start of its turn for an additional 1d4 rounds.	Saving Throw Dexterity DC 18 Lava Ball As a full-round action, a fellsig can regurgitate a ball of lava into its fist and hurl it with a range increment of 30 feet. Any creature struck must succeed at a Dexterity save or catch fire and take 1d6 points of fire damage at the start of its turn for an additional 1d4 rounds.
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 2d4 Molten Heart Beneath the slabs of igneous rock that compose a fellsig's body are organs of superheated rock and fumes. A creature that confirms a critical hit against a fellsig in melee is struck by a jet of flaming ash that deals fire damage (Dexterity save halves).	Saving Throw Dexterity DC 14 Damage 2d6 Molten Heart Beneath the slabs of igneous rock that compose a fellsig's body are organs of superheated rock and fumes. A creature that confirms a critical hit against a fellsig in melee is struck by a jet of flaming ash that deals fire damage (Dexterity save halves).	Saving Throw Dexterity DC 17 Damage 2d8 Molten Heart Beneath the slabs of igneous rock that compose a fellsig's body are organs of superheated rock and fumes. A creature that confirms a critical hit against a fellsig in melee is struck by a jet of flaming ash that deals fire damage (Dexterity save halves).	Saving Throw Dexterity DC 18 Damage 2d12 Molten Heart Beneath the slabs of igneous rock that compose a fellsig's body are organs of superheated rock and fumes. A creature that confirms a critical hit against a fellsig in melee is struck by a jet of flaming ash that deals fire damage (Dexterity save halves).
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	Lava Ball Ranged weapon attack: -1 to hit, one target. Hit 1d6 (6) bludgeoning damage. Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Lava Ball Ranged weapon attack: -2 to hit, one target. Hit 1d8 (8) bludgeoning damage. Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Lava Ball Ranged weapon attack: +1 to hit, one target. Hit 1d8 (8) bludgeoning damage. Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.	Lava Ball Ranged weapon attack: +0 to hit, one target. Hit 2d6 (7) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12 (16) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>burning hands (3/day); pyrotechnics (5/day)</i>			
Spellcasting	-			
Possessions	-			

FENNEC (BRUSHTAIL)

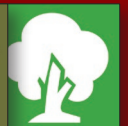


	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate and Tropical Deserts and Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Skulk (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	8	63	128	202
Speed	40 ft.		45 ft.	
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
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 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.

F

FENNEC (FIREFOOT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate and Cold Forests and Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Skulk (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	5	20	84	155
Speed	40 ft.		45 ft.	
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 16 (+3)	STR 18 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 16 (+3)	DEX 14 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 4 (-3)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.



FESTERING SPIRIT



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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	37	66	114	151
Speed	Fly 40 ft. (Good)			
Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 19 (+4)	DEX 17 (+3)	DEX 20 (+5)	DEX 19 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
Special Abilities & Qualities	Create Spawn A humanoid creature killed by a festering spirit's Constitution damage becomes a festering spirit under the control of its killer in 1d4 days. Giving the corpse a proper burial (or cremation) prevents it from becoming a festering spirit.			

E

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Slime A festering spirit's slime resembles the putrefying sludge of decaying corpses. Any creature that is hit by the spirit's incorporeal touch attack, passes through its square, or hits it with a natural weapon or unarmed strike must attempt a Constitution save. On a failure, the creature is nauseated for 1d4 rounds, and on a success the creature is staggered for 1 round. A festering spirit's slime persists on objects and creatures for 1d10 minutes but has no harmful effect after its initial contact. Creatures immune to poison or disease are immune to this ability.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
Special Abilities & Qualities	Saving Throw Constitution DC 14 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.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
Standard Actions	Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.	Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Incorporeal Touch Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d8 (8) bludgeoning damage.
Special Actions	Saving Throw Dexterity DC 14 Damage 1 Con 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 Constitution 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. Ability damage suffered from this creature may be restored via restoration or more powerful healing magic.	Saving Throw Dexterity DC 15 Damage 1d2 Con	Saving Throw Dexterity DC 18 Damage 1d3 Con	Saving Throw Dexterity DC 19 Damage 1d4 Con
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



FESTROG



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Gang (3-5x), or Pack (6-11x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	4	32	77	100
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
	Diseased Pustules When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils. Necrotic Boils: Disease-contact; save Constitution; onset 1 day; frequency 1/day; effect 1d4 Constitution damage; cure 1 save. Ability damage suffered from this disease may only be restored via a restoration spell or more powerful magic.			
Special Abilities & Qualities	Feed Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 hit points.			

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



FETCHLING



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Shadow)			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Guild (3-12x), or Enclave (13-30x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (leather armor)	17 (leather armor)	18 (leather armor)	19 (leather armor)
Hit Points	11	54	111	174
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 16 (+3)	STR 20 (+5)
	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 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common			
Challenge	1	6	10	14
Special Abilities & Qualities	Shadow Blending Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Katana Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/18-00 (410) slashing damage.</p> <p>Wakizashi Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/18-00 (6) slashing damage.</p> <p>Blowgun Ranged weapon attack: +2 to hit, one target. Hit 1d2 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Wakizashi Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/18-00 (6) slashing damage.</p> <p>Katana Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8/18-00 (410) slashing damage.</p> <p>Blowgun Ranged weapon attack: +3 to hit, one target. Hit 1d2 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Wakizashi Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/18-00 (310) slashing damage.</p> <p>Katana Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/18-00 (12) slashing damage.</p> <p>Blowgun Ranged weapon attack: +4 to hit, one target. Hit 1d2 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Katana Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/12+00 (19) slashing damage.</p> <p>Wakizashi Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/18-00 (410) slashing damage.</p> <p>Blowgun Ranged weapon attack: +3 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>disguise self (1/day); plane shift (1/day)</i>			
Spellcasting	-			
Possessions	Katana; wakizashi; shortbow; blowgun; arrows (20x); blowgun darts (10x); leather armor			

FIRE SALAMANDER



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Congress (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	4	24	63	116
Speed	10 ft. Swim 20 ft.			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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E

Ability Scores / Saves	STR	1 (-5)	1 (-5)	6 (-2)	11 (+0)
	DEX	12 (+1)	12 (+1)	16 (+3)	14 (+2)
	CON	6 (-2)	6 (-2)	10 (+0)	14 (+2)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	6 (-2)	6 (-2)	10 (+0)	10 (+0)
	CHA	4 (-3)	4 (-3)	8 (-1)	8 (-1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.
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Languages	-			
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Challenge	1	6	10	14
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Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 11	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17
	Skin Secretions A creature that strikes a fire salamander with an unarmed strike or natural weapon exposes itself to the salamander's toxic skin and must immediately succeed at a Constitution save to resist being sickened for 1 round.			

Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6+1 (8) piercing damage.
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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

FLAIL SNAIL



	Low	Moderate	Advanced	Elite
Terrain	Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Rout (3-30x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	27	56	108	196
Speed	10 ft. Climb 10 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	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 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft., Tremorsense 60 ft.
Languages	Flail Snail (Cannot Speak)			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Mucus As a free action, a flail snail can excrete a trail of mucus that covers its space and lasts for 10 minutes. This mucus comes in two types: slimy and sticky. A character who attempts to move through an area covered in slippery mucus must make a Dexterity save each round or fall prone. Sticky mucus transforms squares into difficult terrain. Only one type of mucus can be in effect at a time in any one square. Flail snails can move through either type of slime with ease. A square of mucus exposed to a fire source dries and reverts to normal.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Retraction A flail snail can pull its fleshy parts into its shell as a swift action, granting disadvantage to melee and ranged attacks against it, but it cannot move or attack while retracted. It can return to normal as a free action.
Suction A flail snail's foot adheres to surfaces so well that its 10-foot climb speed applies even to perfectly sheer surfaces and ceilings, with no chance of the flail snail falling off unless it is actively pinned and peeled away as part of a grapple.

Special Abilities & Qualities

Slime Rope A flail snail can turn its mucus into a ropelike strand up to 60 feet long, and can use this rope to hang itself and up to 1,000 extra pounds from the ceiling indefinitely, or to lower itself safely at a speed of 20 feet per round. It can climb back up this rope at a speed of 10 feet per round. Once the snail breaks contact with the rope, the slime decomposes in 1d4 rounds. While the slime rope exists, other creatures can climb the rope with a DC 20 check.

Special Abilities & Qualities

Warp Magic Anytime a spell targets a flail snail, there is an 80% chance that it produces a random effect instead of affecting the snail. Only spells that directly target the flail snail are warped; area effect spells are not affected. If a spell is warped, roll 1d10 and consult the following table.
1-3 Spell misfires. For the next 1d4 rounds, the caster must make a DC 15 concentration check to successfully cast spells.
4-6 Spell misfires. The creature nearest the flail snail is affected as if the spell had been cast on it instead.
7-9 Spell fails. Nothing happens.
10 Spell rebounds on caster (as spell turning).

Standard Actions

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

Slams Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

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

Slams Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

-



FLEA (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Underground			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Cluster (2-6x), or Colony (7-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	9	45	89	157
Speed	30 ft.			

Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
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F

Ability Scores / Saves	STR	10 (+0)	STR	11 (+0)	STR	16 (+3)	STR	18 (+4)
	DEX	13 (+1)	DEX	13 (+1)	DEX	17 (+3)	DEX	15 (+2)
	CON	11 (+0)	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	4 (-3)	CHA	4 (-3)	CHA	8 (-1)	CHA	8 (-1)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except slashing			
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Immunities	diseased, psychic			
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Vulnerabilities	-			
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
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Languages	-			
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Challenge	1	6	10	14
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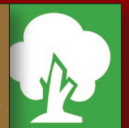
Special Abilities & Qualities	Uncanny Leap As a full-round action, a giant flea can jump up to 120 feet. A flea can treat this jump as a charge, as long as the leap is made in a straight line.			
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Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Disease Bite-injury; save Constitution; onset 1d3 days; frequency 1 day; effect 1 Constitution damage; cure 1 save. Ability damage lost to this effect may be recovered via restoration or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



FLEA (MAMMOTH)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests, Hills, Mountains, or Plains			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Cluster (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	24	45	100	165
Speed	30 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except slashing			
Immunities	diseased, psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	Damage 1d2	Damage 1d3	Damage 1d4	Damage 1d4
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage.			
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	Disease Bite-injury; save Constitution; onset 1d3 days; frequency 1 day; effect 1 Constitution damage; cure 2 consecutive saves. Ability damage lost to this effect may be recovered via restoration or more powerful healing magic.			

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

Uncanny Leap As a full-round action, a giant flea can jump up to 120 feet. A flea can treat this jump as a charge, as long as the leap is made in a straight line.

Standard Actions

Bite Melee weapon attack: -1 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+4 (11) piercing damage.

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

FLESHDREG



	Low	Moderate	Advanced	Elite
Terrain	Any Ruins			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Batch (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	17	47	107	174
Speed	30 ft.			

Size, Type, Alignment	Small aberration, neutral evil	Small aberration, neutral evil	Small aberration, neutral evil	Medium aberration, neutral evil
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F

Ability Scores / Saves	STR	10 (+0)	STR	11 (+0)	STR	16 (+3)	STR	18 (+4)
	DEX	11 (+0)	DEX	11 (+0)	DEX	15 (+2)	DEX	14 (+2)
	CON	13 (+1)	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)
	INT	4 (-3)	INT	4 (-3)	INT	8 (-1)	INT	8 (-1)
	WIS	9 (-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	10 (+0)	CHA	10 (+0)	CHA	14 (+2)	CHA	14 (+2)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	psychic			
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Vulnerabilities	-			
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	Aklo			
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Challenge	2	6	10	14
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Special Abilities & Qualities	Sin-Scent Fleshdregs have scent against creatures whose nature reflects the fleshdreg's related sin. For example, a wrathful fleshdreg can scent creatures using rage effects. The GM should adjudicate what creatures a particular fleshdreg can scent.			
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Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +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+8 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.
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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

FLESHWARP (GHONHATINE)



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

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	43	78	144	266
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 9 (-1)	DEX 9 (-1)	DEX 5 (-3)	DEX 7 (-2)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 25 (+7)
	INT 2 (-4)	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)
	WIS 5 (-3)	WIS 5 (-3)	WIS 5 (-3)	WIS 9 (-1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, Critical Hits, diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +7, Darkvision 60 ft.	Passive Perception +7, Darkvision 60 ft.	Passive Perception +7, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	Draconic			
Challenge	4	8	12	16
Special Abilities & Qualities	Feed By spending a full-round action devouring the body of a dead or unconscious creature, a ghonhatine gains 1d8+13 hit points and advantage on attack and damage rolls for 1 minute.			
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
	Disease - Filth Fever Injury; save Constitution; onset 1d3 days; frequency 1 day; effect 1d3 Dexterity damage and 1d3 Constitution damage; cure 2 consecutive saves. Ability damage suffered via this disease may be restored via restoration or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	<p>Saving Throw Constitution DC 16</p> <p>Powerful Stench An enraged ghonhatine secretes a tarry, musk-like chemical. Any living, non-ghonhatine creature within 10 feet must succeed at a Constitution save or be nauseated as long as it remains within the affected area and for 1d4 rounds afterward. A creature that saves is sickened as long as it remains in the area, and can't be affected again by the same ghonhatine's stench for 24 hours. This is a poison effect.</p>	<p>Saving Throw Constitution DC 17</p>	<p>Saving Throw Constitution DC 19</p>	<p>Saving Throw Constitution DC 22</p>
Special Abilities & Qualities	<p>Saving Throw Constitution DC 16</p> <p>Damage 1d8</p> <p>Regurgitate A ghonhatine can expel the contents of its stomach as a ranged attack with a splash weapon that has a range increment of 20 feet. It deals acid damage to the target and splashes all adjacent creatures. In addition to taking damage, a target directly hit by a ghonhatine's regurgitation must make two Constitution saves, the first to resist contracting filth fever, and the second to avoid being nauseated for 1 minute. A nauseated creature can end its nausea early by dousing itself in a gallon of water. All creatures adjacent to the target must make Constitution saves to avoid being sickened for 1 minute. Once a ghonhatine uses this ability it can't use it again until it feeds.</p>	<p>Saving Throw Constitution DC 17</p> <p>Damage 2d6</p>	<p>Saving Throw Constitution DC 19</p> <p>Damage 3d6</p>	<p>Saving Throw Constitution DC 22</p> <p>Damage 4d8</p>
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+19 (30) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+13 (18) slashing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



FLESHWARP (GROTHLUT)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Rout (2-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	45	84	141	222
Speed	20 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 4 (-3)	DEX 4 (-3)	DEX 8 (-1)	DEX 6 (-2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, psychic			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Damage 2d4	Damage 2d6	Damage 3d6	Damage 4d6
	Digestive Spew In order to ingest food, a grothlut must first regurgitate its digestive liquids upon its victim. As a standard action, it can spit these liquids on a creature within 5 feet. This spew deals acid damage (Dexterity save halves).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Disgusting Demise When a grothlut reaches 0 or fewer hit points, its digestive organs rupture, freeing alchemical agents that have a violent effect on the rest of the grothlut's internal organs and flesh. This causes an explosion of grothlut viscera within a 30-foot-radius burst of the creature. Though this viscera deals no damage, it's disgusting to behold and its smell can cause living creatures within that radius to become nauseated for 1d4 rounds (Constitution save negates). This is a poison effect.	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Special Abilities & Qualities	Saving Throw Wisdom DC 16 Piteous Moan Whenever a grothlut sees another creature, it begins to moan as free action. Anyone within 60 feet who can hear the moan must succeed at a Wisdom saving throw or become sickened by the moaning for as long as she can hear it. This is a mind- affecting sonic effect.	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
Standard Actions	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+16/19-00 (23) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting Possessions	-			



FLESHWARP (HALSORA)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Gang (2-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	43	87	151	239
Speed	30 ft.			
Size, Type, Alignment	Tiny aberration, chaotic evil	Small aberration, chaotic evil	Small aberration, chaotic evil	Medium aberration, chaotic evil
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning or slashing			
Immunities	Acid, diseased			
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	Undercommon (cannot speak), Vegepygmy (cannot speak)			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 3d8

Acidic Tears A halsora's sunken eyes have oversized tear ducts that weep a constant stream of black, acidic tears. As a standard action that provokes attacks of opportunity, a halsora can jerk its head and flick the acidic tears on a single creature within 20 feet. That creature takes acid damage (Dexterity save halves). A creature that fails its save takes an additional 1d4 points of acid damage at the end of the halsora's turn for 1d4 rounds or until the acid is scraped off, which requires a full-round action on the part of the creature taking the damage or a creature adjacent to that creature.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Spores A halsora's claws are covered in mutated russet mold spores. A creature hit by a claw attack must succeed at a Constitution save or take 2 points of Constitution damage per round. It can attempt a new Constitution save each round to halt the growth. A creature reduced to 0 Constitution by these spores explodes in a mess of viscera and spores. Creatures within the burst must succeed at a Constitution saving throw or be affected as if they were hit by the halsora's claw attack. This is a disease effect. Ability damage from this effect may be restored via a restoration spell or more powerful healing magic.			
Standard Actions	Claw Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d6+3 (6) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+9 (20) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



FLESHWARP (IRNAKURSE)



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

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	51	105	193	286
Speed	10 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 17 (+3)	CON 18 (+4)	CON 21 (+5)	CON 23 (+6)
	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 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
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	Elvish			
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 22
	Mind Lash Those struck by an irnakurse are overwhelmed with dark emotions and corrupted images of a ruined life. Any non-evil creature hit by an irnakurse's tentacle must succeed at a Wisdom save or be stunned for 1 round. A creature that successfully saves can't be affected by the same irnakurse's mind lash for 24 hours.			
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
	Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			

FL

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

Wisdom DC 16

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 22

Soul Scream Capable of channeling all of its rage and terror into a single, unnatural noise, an irnakurse can unleash a sound of alien horror as a standard action. Any non-evil creature within 30 feet of a screaming irnakurse must succeed at a Wisdom save or take 1d4 points of Wisdom damage. Once it begins screaming, an irnakurse can continue as a free action for 6 rounds, but can't scream again for 5 minutes afterward. Ability damage from this effect may only be restored via restoration or more powerful healing magic.

Standard Actions**Bite** Melee weapon

attack: +5 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: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.

Bite Melee weapon

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

Tentacle Melee weapon

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

Tentacle Melee weapon

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

Tentacle Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Tentacle Melee weapon

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

FLOWERING LATTICE



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate or Warm Hills			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Bloom (3-5x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	3	27	67	120
Speed	5 ft. Climb 5 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 9 (-1)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 7 (-2)	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 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Bountiful Fruits Once per week, a flowering lattice produces a handful of small fruits or berries that remain ripe for 1 week. Eating all of the fruit takes 1 minute and affects the eater as if she had consumed a berry affected by goodberry.			
Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Pollen Once every 1d4 rounds, a flowering lattice can expel a cloud of pollen in a 10-foot cone. Creatures in the area are dazzled for 2 rounds (Constitution save negates). If a creature currently dazzled by the pollen is affected again, it is blinded for 1 round (Constitution save negates).			

Low

Moderate

Advanced

Elite

Standard
Actions -

Legendary
Actions -

Innate
Spellcasting -

Spellcasting
Possessions -

FLUMPH



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Underground			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Colony (4-16x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	5	27	67	140
Speed	5 ft. Fly 20 ft. (Perfect)			
Size, Type, Alignment	Small aberration, lawful good	Small aberration, lawful good	Small aberration, lawful good	Medium aberration, lawful good
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 17 (+3)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo, Common			
Challenge	2	6	10	14
Special Abilities & Qualities	Medicine DC 11	Medicine DC 12	Medicine DC 15	Medicine DC 18
	Damage 1d6	Damage 2d4	Damage 2d6	Damage 3d6
	Acid Injection When a flumph strikes an opponent with its spikes, it injects a burning, irritating acid that deals acid damage immediately and another, equal, amount of acid damage on the round after the attack. The target can end the acid's effects by submerging the wound in water for a round or by being treated with a Medicine check. A creature that grapples or swallows the flumph takes this acid damage automatically every round it maintains this contact with a living flumph.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Stench Spray A flumph can spray a 20-foot line of foul-smelling liquid with Recharge 2. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a Constitution save or be sickened for 5 rounds. Alternatively, the flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the flumph must succeed at a ranged attack. If the target is hit, it must make a Constitution save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).			
Standard Actions	Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



FLY (GIANT)



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

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	16	45	99	167
Speed	20 ft. Climb 20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 5 (-3)	WIS 5 (-3)	WIS 9 (-1)	WIS 9 (-1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, psychic			
Vulnerabilities	-			
Senses	Passive Perception +7, Darkvision 60 ft.	Passive Perception +7, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Disease - Filth Fever Injury; save Constitution; onset 1d3 days; frequency 1 day; effect 1d3 Dexterity damage and 1d3 Constitution damage; cure 2 consecutive saves. Ability damage suffered via this disease may be restored via restoration or more powerful 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: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.

FLY



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

FLYING POLYP



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Storm (3-10x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	82	127	222	360
Speed	30 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil	Gargantuan aberration, chaotic evil
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 26 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)
	WIS 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 except magic and slashing			
Immunities	Acid, Cold, Sonic			
Vulnerabilities	Vulnerability to Electricity			
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	Aklo			
Challenge	8	12	18	22
Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.			
Special Abilities & Qualities	Damage 2d6	Damage 3d6	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).			

F

☒ **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 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 Abilities & Qualities

Partial Invisibility A flying polyp's body constantly flickers and shifts, passing from visibility to invisibility in a seemingly random pattern and often not wholly at once, leaving the creature's body in what appear to be multiple sections. This ability, combined with the flying polyp's amorphous, elastic form, makes it difficult to target the creature, granting it a 20% miss chance against all attacks. By concentrating, a flying polyp can become fully invisible.

Standard Actions

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

Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.

Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8/19-00 (6) bludgeoning damage.

Tentacle Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7/19-00 (18) bludgeoning damage.

Special Actions

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 120

Saving Throw
Constitution DC 23

Sucking Wind This attack allows the flying polyp to send an eerie wind out to slow and eventually stop a creature's escape. The wind itself isn't particularly strong, but it creates a peculiar sucking sensation as if it were attempting to pull creatures back toward the flying polyp. Activating this ability is a full-round action, and it must concentrate each round to maintain the effect. The sucking wind manifests as a 100-foot-radius spread, with the flying polyp at the center. Each round the polyp maintains concentration, the sucking wind's radius increases by 100 feet, to a maximum radius of a mile. A flying polyp can detect creatures within this area via tremorsense. As a free action, it can increase the effects of the sucking wind on up to five different creatures within the area at one time. Each targeted creature must succeed at a Constitution save each round it remains in the area of the sucking wind or it is slowed until it leaves the area. A creature already under the effects of any slowing effect (such as from this sucking wind or a slow spell) that fails this save is held in place for 1 round it is not helpless, but cannot move via any means. Freedom of movement protects against the effects of the sucking wind, and control winds negates its effects in the area of effect of the control winds spell. Natural windstorms or other powerful winds have no effect on a sucking wind. A flying polyp can activate a sucking wind once per day, and can maintain concentration on the effect for up to an hour.

Special Actions

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

Special Actions

Saving Throw
Dexterity DC 17

Saving Throw
Dexterity DC 18

Saving Throw
Dexterity DC 20

Saving Throw
Dexterity DC 23

Damage 8d6

Damage 10d6

Damage 14d6

Damage 20d6

Wind Blast With Recharge 2 as a standard action, a flying polyp can create a powerful blast of wind at a range of up to 120 feet. This blast of wind creates a sudden explosion of flesh-scouring wind in a 30-foot-radius burst. All creatures within this area take bludgeoning damage, with a successful Dexterity save halving the damage. In addition, these winds can check or blow away creatures as if they were tornado- strength winds.

Innate Spellcasting

gust of wind (at will); control weather (3/day); control winds (3/day); gust of wind (at will); whirlwind (1/day); (at will); wind walk (at will); wind wall (3/day)

Spellcasting Possessions

-

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FLYTRAP (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Swamps			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Grove (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	76	144	228	328
Speed	10 ft.			
Size, Type, Alignment	Large plant, unaligned	Huge plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 22 (+6)	STR 24 (+7)	Acid
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	
	CON 18 (+4)	CON 22 (+6)	CON 24 (+7)	
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	
	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)	
	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)	
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	9	13	17	21
Special Abilities & Qualities	Damage 2d6 bludgeoning + 1d6 acid	Damage 3d6 bludgeoning + 2d4 acid	Damage 4d6 bludgeoning + 2d6 acid	Damage 5d6 bludgeoning + 3d6 acid
	Engulf If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new grapple check. If it succeeds, it engulfs the prey and inflicts bludgeoning and acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+12 (22) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



FLYTRAP (SNAPPING)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Swamps			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	10	43	104	167
Speed	20 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 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (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: +5 to hit, reach 5 ft., one target. Hit 1d6+6/19-00 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9/19-00 (14) piercing damage.

F

Foo Dog



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Nirvana)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Pair			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	22	66	138	221
Speed	30 ft.			
Size, Type, Alignment	Medium celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-			
Resistances	all physical attacks except bludgeoning			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Celestial, Common			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.



Foo Lion



	Low	Moderate	Advanced	Elite
Terrain	Any (Nirvana)			
Rarity	Rare			
Role	Soldier / 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	46	87	147	224
Speed	40 ft.			
Size, Type, Alignment	Large celestial, neutral good	Large celestial, neutral good	Large celestial, neutral good	Huge celestial, neutral good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 5 (-3)	WIS 5 (-3)	WIS 9 (-1)	WIS 9 (-1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-			
Resistances	all physical attacks except bludgeoning			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +7, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Celestial, Common			
Challenge	5	9	13	17
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.

LF

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

FORGEFIEND (SCANDERIG)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Team (2-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	103	177	268	396
Speed	20 ft. Burrow 20 ft. Earthglide 20 ft.			

Size, Type, Alignment	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
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Ability Scores / Saves	STR 22 (+6)	STR 24 (+7)	STR 27 (+8)	STR 30 (+10)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)	CON 26 (+8)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)

Saving Throws	-	-	-	-
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Resistances	Acid			
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Immunities	Fire, poisoned			
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Vulnerabilities	-			
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Senses	Passive Perception +13, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.
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Languages	Common, Dwarven, Infernal, Terran			
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Challenge	7	11	15	19
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Special Abilities & Qualities	Adamantine Bite A forgefiend's bite attacks are treated as adamantine for the purposes of overcoming resistance. See in Darkness The creature can see perfectly in darkness of any kind, including that created by magical darkness.			
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Special Abilities & Qualities	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22	Saving Throw Dexterity DC 24
	Rend Armor When a forgefiend hits with a bite attack, it chews any armor worn by the target-this grants the forgefiend a free sunder attempt against armor worn by the target if the victim fails a Dexterity save.			

F

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

Dexterity DC 18

Damage 8d6**Saving Throw**

Dexterity DC 20

Damage 10d6**Saving Throw**

Dexterity DC 22

Damage 14d6**Saving Throw**

Dexterity DC 24

Damage 20d6

Searing Spew A forgefiend can belch forth a searing pile of slag from its body maw as a standard action with Recharge 2. This blob of molten metal affects any 10-foot-square area adjacent to the forgefiend. Any creature in this area takes fire damage (Dexterity save halves). The slag quickly cools, forming a rugged pile of worthless scrap and misshapen metal that is treated as difficult terrain—this stuff crumbles to powder in 1 hour.

Standard Actions

Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d6+15 (26) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+15 (20) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+12 (26) piercing damage.

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

Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+15 (29) piercing damage.

Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+7 (14) slashing damage.

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 6d6+17 (38) piercing damage.

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

Legendary Actions

-

Innate Spellcasting

flesh to stone (3/day); major image (at will); pass without trace (at will); passwall (at will); produce flame (3/day); shatter (at will); stone shape (at will); wall of fire (3/day); wall of stone (3/day)

Spellcasting

-

Possessions

-

FORLARREN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains or Forests			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	20	38	82	138
Speed	30 ft.			
Size, Type, Alignment	Medium fey, neutral evil	Medium fey, neutral evil	Medium fey, neutral evil	Large fey, neutral evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	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	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	Remorse			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18
	Remorse Whenever a forlarren kills a living creature, it must make a Wisdom save to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.			
Standard Actions	Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) slashing damage.	Claw Melee weapon attack: +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.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate *heat metal (3/day)*

Spellcasting

Spellcasting -

Possessions -

FORMIAN MYMARCH



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Land or Underground			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Team (2-4x), Platoon (1+), or Royal Guard (4+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	31	55	110	226
Speed	50 ft.			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 22 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 15 (+2)	INT 15 (+2)	INT 15 (+2)	INT 18 (+4)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Telepathy 150 ft.			
Challenge	4	8	12	16
Special Abilities & Qualities	Inspire Hive Once per day, a myrmarch can affect all warriors and workers in its telepathic range. All such creatures receive advantage on attack and damage rolls, and saves, for 2d6 rounds.			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 20
	Poison Javelin or sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage and sickened; cure 2 saves. Ability damage from this effect can be restored via restoration or more powerful healing magic.			

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

Telepathy You can mentally communicate with any other creature within 150 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

Javelin Ranged weapon attack: +5 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.

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

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

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

Javelin Ranged weapon attack: +5 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.

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

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

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

Javelin Ranged weapon attack: +3 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+5 (8) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+5 (8) slashing damage.

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

Javelin Ranged weapon attack: +4 to hit, one target. Hit 2d6+11 (18) bludgeoning damage.

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

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

Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.

Legendary Actions

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Innate Spellcasting

charm monster (at will); detect thoughts (at will); feblemind (1/day); hold monster (3/day)

Spellcasting

-

Possessions

-

FORMIAN QUEEN



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Land or Underground			
Rarity	Rare			
Role	Controller / Elite			
Organization	Hive (1+)			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	113	205	301	447
Speed	5 ft.			
Size, Type, Alignment	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 4 (-3)	STR 13 (+1)
	DEX 3 (-4)	DEX 3 (-4)	DEX 3 (-4)	DEX 5 (-3)
	CON 17 (+3)	CON 17 (+3)	CON 17 (+3)	CON 21 (+5)
	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 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +22, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Common, Dwarven, Terran, Undercommon, Telepathy 200 ft.			
Challenge	8	16	24	28
Special Abilities & Qualities	Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Special Abilities & Qualities	Hive Frenzy Once per day as a standard action, the queen can send out a command to all formians within range of her telepathy. Those formians are affected as if by a haste spell (CL 20th).			

F

**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

Telepathic Feedback As a standard action, a queen can unleash debilitating telepathic feedback. Those within her telepathic range who are not members of her hive must succeed at a Wisdom save or suffer disadvantage on attack rolls, saving throws, ability checks, and skill checks for 1 minute. A creature that succeeds at the save cannot be affected by telepathic feedback for 24 hours. This is a mind-affecting effect.

Special Abilities & Qualities

Telepathy You can mentally communicate with any other creature within 200 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: -5 to hit, reach 10 ft., one target. Hit 4d8+0 (18) slashing damage.

Claw Melee weapon

attack: -4 to hit, reach 10 ft., one target. Hit 4d8+0 (18) slashing damage.

Claw Melee weapon

attack: -2 to hit, reach 10 ft., one target. Hit 4d8+0 (18) slashing damage.

Claw Melee weapon

attack: +3 to hit, reach 15 ft., one target. Hit 12d6+2 (44) slashing damage.

Legendary Actions

-

Innate Spellcasting

commune with nature (3/day); cone of cold (3/day); feeblemind (1/day); invisibility (1/day); magic jar (other formians only) (at will); magic missile (at will); permanent image (3/day); magic missile (3/day); teleport (3/day)

Spellcasting

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Possessions

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FORMIAN TASKMASTER



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Land or Underground			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary, Work Crew (1+), Band (1+), or Embassy (2-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	35	89	152	242
Speed	40 ft.			
Size, Type, Alignment	Small monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
Ability Scores / Saves	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 16 (+3)	DEX 12 (+1)	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 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 30 ft., Darkvision 60 ft.
Languages	Common, Telepathy 120 ft.			
Challenge	6	10	14	18
Special Abilities & Qualities	Mental Motivator A formian taskmaster can inspire competence or inspire courage as a 7th-level bard (23 rounds/day). The taskmaster's performance is purely mental and only affects formians from its own hive within telepathic range.			
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity; cure 2 consecutive saves. Ability damage from this effect may be restored via restoration or more powerful healing magic.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Telepathy You can mentally communicate with any other creature within 120 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Standard Actions

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

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

Sting Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) piercing damage.

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

Dart Ranged weapon attack: +1 to hit, one target. Hit 1d4+4 (6) bludgeoning damage.

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

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

Dart Ranged weapon attack: +3 to hit, one target. Hit 1d4+7 (10) bludgeoning damage.

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

Dart Ranged weapon attack: +2 to hit, one target. Hit 1d6+11 (14) bludgeoning damage.

Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Legendary Actions

-

Innate Spellcasting

detect thoughts (3/day); sending (to the hive queen only) (3/day)

Spellcasting

Bard (CL 10th)

Bard (CL 12th)

Bard (CL 14th)

Bard (CL 18th)

blink; charm monster; confusion; adarkness; charm person; ccomprehend languages; feather step; dancing lights; detect magic; light; mage hand

Possessions

-



FORMIAN WARRIOR



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Land or Underground			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, Band (5-8x+), or Patrol (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	34	69	119	190
Speed	40 ft.			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Telepathy 60 ft.			
Challenge	4	8	12	16
Special Abilities & Qualities	Coordinate Once one formian warrior has acted in a combat, all allied formians within the hive mind are no longer considered surprised. When a formian warrior attacks a creature in melee, allied formians gain advantage on melee attack rolls against that creature until the start of the warrior's next turn.			
Special Abilities & Qualities	Deadly Grasp When a formian warrior has a foe grappled, it deals sting damage when it succeeds at a grapple check to damage its opponent.			

F

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

Constitution DC 13

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Poison Javelin or sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. Ability damage from this effect may be restored via restoration or more powerful healing magic.**Special Abilities & Qualities****Telepathy**

You can mentally communicate with any other creature within 60 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: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.

Sting Melee weapon

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

Sting Melee weapon

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

Javelin Ranged weapon

attack: +3 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.

Claw Melee weapon

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

Claw Melee weapon

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

Claw Melee weapon

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

Claw Melee weapon

attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.

Javelin Ranged weapon

attack: +3 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.

Javelin Ranged weapon

attack: +2 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.

Javelin Ranged weapon

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

Sting Melee weapon

attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

FORMIAN WORKER



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Land or Underground			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Work Crew (6-12x+), or Band (3-15x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	11	41	85	167
Speed	40 ft. Burrow 10 ft.			
Size, Type, Alignment	Small monstrosity, lawful neutral	Small monstrosity, lawful neutral	Small monstrosity, lawful neutral	Medium monstrosity, lawful neutral
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Telepathy 60 ft.			
Challenge	1	6	10	14
Special Abilities & Qualities	Telepathy You can mentally communicate with any other creature within 60 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 1d3+1 (3) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) piercing damage.

F

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

FROST FIR



	Low	Moderate	Advanced	Elite
Terrain	Cold and Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Stand (3-6x), or Grove (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	8	28	77	143
Speed	30 ft.			
Size, Type, Alignment	Medium plant, neutral evil	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-			
Resistances	all physical attacks except slashing			
Immunities	Cold, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire			
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	Sylvan, Treant			
Challenge	2	6	10	14

Special Abilities & Qualities

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Sticky Resin A frost fir's bark constantly exudes a sticky resin that aids its combat maneuvers and natural attacks. The resin grants a frost fir advantage on all combat actions involving grappling with an opponent, as well as on saving throws against effects that cause it to drop something it is holding. Any creature that is damaged by a frost fir's slam attack, deals damage to a frost fir with a natural weapon or unarmed attack, or otherwise touches a frost fir (including with a grapple maneuver), must succeed at a Dexterity save or be coated with the frost fir's sticky resin. A creature affected by this resin suffers disadvantage on all attack rolls and concentration checks. Any enemy grappled by a frost fir suffers disadvantage on attempts to break the grapple and to escape. Strong alcohol, universal solvent, or any amount of fire damage dealt to a creature coated in resin removes the resin.	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (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 1d6+7 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



FOSSEGRIM



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Water (Waterfalls)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	11	43	93	153
Speed	30 ft. Swim 40 ft., Water Walk			
Size, Type, Alignment	Small fey, neutral evil	Medium fey, neutral evil	Medium fey, neutral evil	Large fey, neutral evil
Ability Scores / Saves	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 21
	Drowning Touch A fossegrim can flood the lungs of a creature that is willing, is helpless, is affected by its enchanted music ability, touches it while it's in treasure form, or is touched by it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown slowly. On its turn, the target can attempt a Constitution save to cough up this water; if it fails, it falls unconscious at 0 hp. On the first successful save, the water clears from the target's lungs and the target stabilizes.			

F

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 17 Enchanting Music As a full-round action, a fossegrim can play a musical stringed instrument (usually a harp or violin) and target a single creature within 45 feet that can hear and see the fossegrim with an effect identical to the charm monster spell (CL 12th; Wisdom save). This action provokes an attack of opportunity. If the target touches or kisses the fossegrim, the fey can affect the target with its drowning touch ability. This is a sonic mind-affecting compulsion effect.	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21
Special Abilities & Qualities	Transparency When underwater, a fossegrim's body becomes transparent, effectively rendering it invisible. It can become visible or transparent at will as a free action.			
Special Abilities & Qualities	Saving Throw Wisdom DC 17 Treasure Form As a standard action when completely underwater, a fossegrim can create an illusion causing it to resemble a Medium pile of gold and silver coins, glittering jewels, and valuable art objects. If a fossegrim speaks, moves, attacks, or uses any of its special abilities or spell-like abilities while in treasure form, the illusion dissipates. A successful Wisdom save is required to disbelieve this illusion. If a living creature within the fossegrim's melee reach touches or physically interacts with the illusion, the fossegrim reaches out to kiss or otherwise touch that creature, automatically affecting the creature with its drowning touch ability. The fossegrim can maintain this illusion indefinitely and can revert to its normal natural form as a free action. This is a mind-affecting illusion (glamer) effect.	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21
Standard Actions	Slam Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d10+0 (6) bludgeoning damage.	Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 2d6 (7) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 3d6+3 (14) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d6+7 (21) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>wall of water (3/day); water walk (at will)</i>			
Spellcasting	-			
Possessions	-			



Fox



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

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	2	11	35	45
Speed	40 ft.	45 ft.		

Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
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E

Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)
	DEX 13 (+1)	DEX 14 (+2)	DEX 15 (+2)	DEX 16 (+3)
	CON 6 (-2)	CON 6 (-2)	CON 6 (-2)	CON 6 (-2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
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Languages	-			
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Challenge	1	4	10	15
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Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.
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FOX (FLYING)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (10-100x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	9	34	71	133
Speed	10 ft. Fly 60 ft. (Average)			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	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 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	1	6	10	14
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Special Abilities & Qualities	Disease Resistant Flying foxes are resistant to disease. They receive advantage on saving throws against disease.			
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Standard Actions	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.
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FREEZING FLOW



	Low	Moderate	Advanced	Elite
Terrain	Any Cold			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	47	89	156	237
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Large ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Perception DC 16	Perception DC 17	Perception DC 19	Perception DC 21
Special Abilities & Qualities	Crystalline As a creature of living ice, a freezing flow is difficult to discern from its surroundings in icy and snowy land environments and when in icy water. A successful Perception check is required to notice a freezing flow in these environments. Any creature that fails to notice a freezing flow and walks into it automatically takes damage as if struck by the ooze's slam attack.			

F

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Numbing Touch Each time a freezing flow deals damage with its slam attack or constrict ability, the target must succeed at a Constitution save or be staggered with numbing cold for 1 round.	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4/19-00 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6/19-00 (8) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9/19-00 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



FROG (GIANT)



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Marshes and Aquatic
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Army (3-8x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	18	56	111	174
Speed	30 ft. Swim 30 ft.			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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F

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	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	6 (-2)	WIS	6 (-2)	WIS	10 (+0)	WIS	10 (+0)
	CHA	4 (-3)	CHA	4 (-3)	CHA	8 (-1)	CHA	8 (-1)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
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Languages	-
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Challenge	2	6	10	14
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Special Abilities & Qualities	Pull You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6 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.	Damage 1d8	Damage 2d6	Damage 2d8
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Tongue Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. Tongue Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Tongue Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage. Tongue Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting Possessions	-			



FROG (GOLAITH)



	Low	Moderate	Advanced	Elite
Terrain	Warm Marshes or Water			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Army (3-6x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	11	57	109	188
Speed	30 ft.			

Size, Type, Alignment	Medium companion, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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F

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	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	19 (+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	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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Languages	-			
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Challenge	2	7	11	15
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Special Abilities & Qualities	Pull You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.			
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Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16 (23) piercing damage.
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FROG (POISON)



	Low	Moderate	Advanced	Elite
Terrain	Warm Marshes and Aquatic			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Army (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	2	25	64	122
Speed	10 ft. Swim 20 ft.			

Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
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Ability Scores / Saves	STR	1 (-5)	1 (-5)	4 (-3)	8 (-1)
	DEX	10 (+0)	10 (+0)	15 (+2)	14 (+2)
	CON	9 (-1)	10 (+0)	14 (+2)	17 (+3)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	7 (-2)	7 (-2)	11 (+0)	11 (+0)
	CHA	8 (-1)	8 (-1)	12 (+1)	12 (+1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
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Languages	-			
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Challenge	1	5	9	13
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Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Poison Injury; Save Constitution; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save. Ability damage from this effect may be restored via restoration or more powerful healing magic.			

Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d1+0 (1) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d1+0 (1) piercing damage.	Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d1+0 (1) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d1 (2) piercing damage.
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FROG FATHER



	Low	Moderate	Advanced	Elite
Terrain	Warm Marshes or Water			
Rarity	Rare			
Role	Brute / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	17	70	126	200
Speed	30 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 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 +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Special Abilities & Qualities	Pull You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.			
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16 (23) piercing damage.

F



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

FROGHEMOTH



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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	72	109	173	295
Speed	20 ft. Swim 30 ft.			
Size, Type, Alignment	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned	Gargantuan aberration, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 14 (+2)
	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 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Electricity (partial)			
Vulnerabilities	Slowed by Electricity			
Senses	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
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>Slowed by Electricity Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.</p>			

F

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

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

Swallow Whole If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12 (18) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12/19-00 (18) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+14/19-00 (28) piercing damage.

Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

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

Tentacle Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Tongue Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d3+12 (14) bludgeoning damage.

Tongue Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d3+12 (14) bludgeoning damage.

Tongue Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d4+5 (8) bludgeoning damage.

Tongue Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



FROST WORM



	Low	Moderate	Advanced	Elite
Terrain	Cold Plains or Mountains			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	70	112	176	302
Speed	30 ft. Burrow 10 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 16 (+3)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 8d6	Saving Throw Dexterity DC 16 Damage 12d6	Saving Throw Dexterity DC 19 Damage 15d6	Saving Throw Dexterity DC 22 Damage 20d6
	Breath Weapon 60-ft. cone, cold damage, Dexterity save halves, usable once per hour.			
Special Abilities & Qualities	Damage 2d6 melee / 2d6 grapple / 2d6 bite	Damage 3d6 melee / 4d6 grapple / 3d6 bite	Damage 4d6 melee / 6d6 grapple / 5d6 bite	Damage 6d6 melee / 8d6 grapple / 7d6 bite
	Cold Any creature that attacks a frost worm with an unarmed strike or a natural weapon takes cold damage per successful hit. A creature that grapples or is grappled by a frost worm takes cold damage per round the grapple is maintained. A frost worm's body generates intense cold, allowing it to deal additional cold damage with its bite attack.			

E

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 6d6 cold + 4d6 piercing Death Throes When killed, a frost worm explodes in a 100-foot-radius burst that deals cold damage and piercing damage (Dexterity save halves both types of damage).	Saving Throw Dexterity DC 16 Damage 8d6 cold + 6d6 piercing	Saving Throw Dexterity DC 19 Damage 12d6 cold + 8d6 piercing	Saving Throw Dexterity DC 22 Damage 16d6 cold + 10d6 piercing
Special Abilities & Qualities	Saving Throw Wisdom DC 15 Saving Throw Wisdom DC 16 Saving Throw Wisdom DC 19 Saving Throw Wisdom DC 22 Trill As a full-round action, a frost worm can emit a strange trilling sound that affects all creatures within a 100-foot radius. Creatures must succeed on a Wisdom save or be fascinated for as long as the worm continues to trill (the frost worm can maintain this trill by concentrating). Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. This is a sonic mind-affecting effect.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+13 (31) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+16 (34) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d10+15 (37) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 12d8+22 (76) piercing damage.
Special Actions	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



FUNGAL CRAWLER



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	29	58	86	125
Speed	20 ft. Climb 40 ft.			
Size, Type, Alignment	Small aberration, unaligned	Small aberration, unaligned	Small aberration, unaligned	Small aberration, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 14 (+2)	STR 15 (+2)
	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)
	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 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)
	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17
	Poison Bite - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength and 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect may be restored with a long rest or any magical healing.			

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



FUNGUS QUEEN



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary or Cult (1+)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
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Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	34	46	96	217
Speed	20 ft.			

Size, Type, Alignment	Small plant, chaotic evil	Small plant, chaotic evil	Medium plant, chaotic evil	Large plant, chaotic evil
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Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 22 (+6)
	DEX 17 (+3)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)

Saving Throws	-	-	-	-
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Resistances	Acid, all physical attacks except cold iron or good			
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Immunities	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Abyssal, Aklo, Common, Orvian, Undercommon, Telepathy 100 ft.			
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Challenge	6	8	12	16
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Special Abilities & Qualities	Compel Plants A Fungus Queen's mind-affecting powers and spell-like abilities affect plant creatures (but not mindless plant creatures) as if they weren't immune to them.			
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Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	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).			

F



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Create Spawn Creatures slain by the Fungus Queen's Energy Drain attack transform into a fungoid minion of the Queen.

Sporepod The Fungus Queen can instantly travel to one of her spore pods or use them to make tentacle attacks. The Fungus Queen can maintain 9 spore pods.

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

Special Abilities & Qualities

Saving Throw Wisdom 17 **Saving Throw** Wisdom 17 **Saving Throw** Wisdom 18 **Saving Throw** Wisdom 21

Energy Drain A Fungus Queen drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the Fungus Queen can use this ability. The Fungus Queen's kiss reduces the victim's current and maximum hit points. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the Fungus Queen. The victim must succeed on a Wisdom save to negate the suggestion. Maximum hit point reduction inflicted from this effect must be restored via restoration or more powerful healing magic.

Standard Actions

<p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.</p> <p>Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.</p>	<p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.</p> <p>Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.</p>	<p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p>Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p>	<p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.</p> <p>Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>
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Legendary Actions

-

Innate Spellcasting

charm monster (3/day); detect thoughts (3/day); mind spike (1/day); slow (1/day); suggestion (3/day); tongues (at will)

Spellcasting

-

Possessions

-



GAKI



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Rare
Role	Solider / Elite
Organization	Solitary or Gang (2-4x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	44	86	146	195
Speed	30 ft. Fly 30 ft. (Average)			

Size, Type, Alignment	Small undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
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Ability Scores / Saves	STR	10 (+0)	STR	14 (+2)	STR	18 (+4)	STR	20 (+5)
	DEX	17 (+3)	DEX	13 (+1)	DEX	17 (+3)	DEX	16 (+3)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	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	16 (+3)	CHA	16 (+3)	CHA	18 (+4)	CHA	18 (+4)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned
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Vulnerabilities	Vulnerability to Cold, Vulnerability to Fire
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Common
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Challenge	5	9	13	17
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Special Abilities & Qualities	Aversion to Sun and Moon A gaki takes 1d4 points of fire damage every round it's exposed to the light of a full moon. It takes 1d4 points of cold damage every round it is exposed to direct sunlight.
	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
	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	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered to this effect must be recovered via resotation or more powerful healing magic.
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Compulsive Hunger Despite being undead, a gaki is plagued by an insatiable hunger, and believes it can gain a normal body or rest in peace if it consumes the right mixture of flesh, food, and drink. A gaki that finds a corpse or is offered food, wine, holy water, or flowers must succeed at a DC 18 Wisdom save or spend one turn trying to grab and consume it. Its narrow neck prevents it from swallowing more than a tiny amount, and it gives up after 1 round of attempting to do so. A gaki that consumes holy water in this way is not harmed by it.

Special Abilities & Qualities**Saving Throw** Wisdom 16**Saving Throw** Wisdom 17**Saving Throw** Wisdom 19**Saving Throw** Wisdom 20

Fear Cone A gaki can create a 30-ft. cone of fear. Those affected must make a Wisdom save or become Frightened of the Gaki.

Standard Actions

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10+1 (6) piercing damage.

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10+1 (6) slashing damage.

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

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

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

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

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

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

Legendary Actions

-

Innate Spellcasting

detect evil and good (at will); disguise self (3/day); invisibility (at will)

Spellcasting

-

Possessions

-

GALLOWDEAD



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary, Pair, or Plague (3-18x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	72	153	251	348
Speed	30 ft.			
Size, Type, Alignment	Small undead, chaotic evil	Small undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 24 (+7)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)
	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	all physical attacks except bludgeoning			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	Common			
Challenge	8	16	24	28
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23
	Aura of Whispers A gallowdead constantly whispers vile secrets and blasphemous chants. Any creature within 30 feet of a gallowdead must succeed at a Wisdom save or be shaken for 1d4 rounds. Already shaken creatures that fail this saving throw become nauseated by the secrets revealed. Each round, an affected creature can make a new Wisdom save to recover from the effect once a creature recovers from a gallowdead's whispers, it is immune to this ability for 24 hours. This is a language-based sonic effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 17 Damage 6d6 Chains of the Dead When a gallowdead uses its spiked chain, the first attack that hits a foe during the gallowdead's turn deals extra necrotic damage (Wisdom save halves this additional damage). This has no effect on undead creatures.	Saving Throw Wisdom DC 19 Damage 8d6 Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.	Saving Throw Wisdom DC 21 Damage 12d6	Saving Throw Wisdom DC 23 Damage 14d8
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
Standard Actions	Spiked Chain Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage.	Spiked Chain Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) bludgeoning damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage.	Spiked Chain Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+10/19-00 (15) bludgeoning damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+7 (16) slashing damage.	Spiked Chain Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+18/19-00 (25) bludgeoning damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d8+11 (29) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GALVO



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Tangle (3-9x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	40	67	130	247
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Small monstrosity, neutral evil	Small monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 15 (+2)	STR 20 (+5)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 19 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	all physical attacks except slashing			
Immunities	Electricity			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.
Languages	Aquan (cannot speak)			
Challenge	7	11	15	19

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.

Swarmlike A galvo has no discernible anatomy, and is not subject to critical hits or flanking. It is also immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). Mind-affecting effects that target a single creature function normally against a galvo, since the creature's individual components share a hive mind. A galvo takes half again as much damage (+50%) from damaging area effects such as fireball and splash weapons.

Varied Attack A galvo's slam attack deals both bludgeoning and slashing damage since the creature is formed completely of biting eels.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d4 piercing + 1d4 electricity Eel Dart A galvo can launch one of its component eels like a dart up to 30 feet as a ranged attack with the same attack bonus as the creature's bite attack. An eel dart deals piercing damage plus electricity damage.	Damage 1d6 piercing + 1d6 electricity	Damage 2d6 piercing + 2d4 electricity	Damage 2d10 piercing + 2d8 electricity
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage. Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage. Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage. Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			





Low

Moderate

Advanced

Elite

Terrain	Temperate Freshwater
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or School (3-6x)
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	15	50	96	170
Speed	Swim 60 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.

GAR (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Freshwater			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or School (3-6x)			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	27	75	148	231
Speed	Swim 60 ft.			

Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
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Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 27 (+8)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 3 (-4)	INT 3 (-4)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)

Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-			
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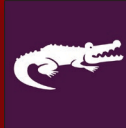
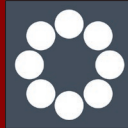
Challenge	3	7	11	15
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Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	<p>Swallow Whole If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, 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>			

Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+16 (22) piercing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+18/19-00 (28) piercing damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+22/19-00 (36) piercing damage.</p>
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GARDEN OOZE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests, Marshes, and Urban			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Patch (3-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	16	45	99	160
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Small ooze, unaligned	Small ooze, unaligned	Small ooze, unaligned	Medium ooze, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
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 +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 1d8	Damage 2d6
	Acid Each successful melee strike from the creature's slam attack inflicts additional acid damage. A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.			
Special Abilities & Qualities	Camouflage A garden ooze is difficult to spot when it is at rest among plant growth of any type. All Perception checks to notice a Garden Ooze as a separate entity and not a diseased portion of the plant it rests upon suffer disadvantage in this state. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Stink Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Constitution save negates). This is a poison effect.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
Standard Actions	Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (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: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GARGOYLE



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

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	42	75	140	232
Speed	40 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 14 (+2)	CON 14 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Terran			
Challenge	5	9	13	17
Special Abilities & Qualities	Freeze A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze gains advantage on checks to hide in plain sight as a stone statue.			

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



GARGOYLE (KAPOACINTH)



	Low	Moderate	Advanced	Elite
Terrain	Aquatic (Any), Ocean/Sea, or Coastline			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	School (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	41	83	144	226
Speed	40 ft. Swim 60 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Terran			
Challenge	5	9	13	17
Special Abilities & Qualities	Freeze A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze gains advantage on checks to hide in plain sight as a stone statue.			

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



GARUDA



	Low	Moderate	Advanced	Elite
Terrain	Tropical Hills and Mountains			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary, Pair, or Collective (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	45	119	202	315
Speed	30 ft. Fly 80 ft. (Good)			
Size, Type, Alignment	Small celestial, chaotic good	Medium celestial, chaotic good	Medium celestial, chaotic good	Large celestial, chaotic good
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 22 (+6)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil or magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Garuda			
Challenge	6	11	15	19

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Composite Shortbow Ranged weapon attack: +6 to hit, one target. Hit 1d6x3 (1) piercing damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.</p> <p>Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.</p> <p>Wings Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p>	<p>Composite Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6x3 (1) piercing damage.</p> <p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p> <p>Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p> <p>Wings Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p>	<p>Composite Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6x3 (1) piercing damage.</p> <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p>Talons Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p>Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p>	<p>Composite Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6x3 (1) piercing damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p> <p>Talons Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p> <p>Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Composite shortbow; arrows (20x)			

GASHADOKURO



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

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	77	120	169	250
Speed	30 ft.			
Size, Type, Alignment	Large undead, neutral evil	Large undead, neutral evil	Huge undead, neutral evil	Gargantuan undead, neutral evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 11 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 4 (-3)	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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	Common (cannot speak)			
Challenge	8	14	19	23
Special Abilities & Qualities	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	Damage 6d6	Damage 8d6	Damage 12d6	Damage 16d6
Special Abilities & Qualities	Breath Weapon (Bone Shards) : 30-ft. cone, bludgeoning damage, Dexterity save halves damage, usable with Recharge 2.			
	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
Corpse Consumption A gashadokuro that kills creature by using its swallow whole special ability automatically consumes its victim's body and regains a number of hit points equal to the victim's Constitution score. Consumed creatures cannot be resurrected by any effect short of a miracle or wish spell until the gashadokuro is destroyed.				

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

Constitution DC 17

Damage 1d6**Saving Throw**

Constitution DC 19

Damage 2d6**Saving Throw**

Constitution DC 20

Damage 3d6**Saving Throw**

Constitution DC 22

Damage 5d6

Starvation Aura A gashadokuro emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Each creature within 60 feet must succeed at a Constitution save or be fatigued and succumb to the supernatural starvation of the gashadokuro, taking psychic damage at the end of its turn each round it remains in the aura. Even after leaving the area or slaying the gashadokuro, an affected creature continues to starve and cannot heal from the psychic damage dealt by this ability until it consumes food.

Special Abilities & Qualities**Swallow Whole**

If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.

Standard Actions**Bite** Melee weapon

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

Claw Melee weapon

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

Bite Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.

Claw Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12/19-00 (18) slashing damage.

Bite Melee weapon

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

Claw Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15/19-00 (22) slashing damage.

Bite Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 6d6+21 (42) piercing damage.

Claw Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 4d6+21/19-00 (35) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GATHLAIN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Jungles			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Flight (2-6x), or Grove (2-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (leather armor)	17 (leather armor)	19 (leather armor)	19 (leather armor)
Hit Points	11	47	92	139
Speed	30 ft. Fly 40 ft. (Poor)			
Size, Type, Alignment	Small fey, chaotic neutral	Small fey, chaotic neutral	Small fey, chaotic neutral	Medium fey, chaotic neutral
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)
	DEX 13 (+1)	DEX 14 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 14 (+2)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 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 +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Elvish, Sylvan			
Challenge	1	6	10	14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d3-19-00 (2) piercing damage.</p>	<p>Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d6x3 (1) bludgeoning damage.</p> <p>Dagger Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d3-19-00 (2) piercing damage.</p>	<p>Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d6x3 (1) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3-19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d3-19-00 (2) piercing damage.</p>	<p>Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8-19-00/x3 (410) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4-19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4-19-00 (3) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>entangle (1/day); feather step (1/day)</i>			
Spellcasting	-	<p>Ranger (CL 6): <i>dancing lantern; dream feast</i></p>	<p>Ranger (CL 10): <i>fickle winds; mirage; forest friend; ignoble form; vine strike; burning sands; calm emotions; dancing lantern; dream feast</i></p>	<p>Ranger (CL 14): <i>shadow blade; sea stallion; fickle winds; mirage; forest friend; ignoble form; vine strike; burning sands; calm emotions; dancing lantern; dream feast</i></p>
Possessions	Dagger; longbow; arrows (20x); leather armor			



GEARGHOST



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Terrain	Any Urban or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary or Gang (2-6x)
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	26	54	103	140
Speed	Fly 40 ft. (Perfect)			
Size, Type, Alignment	Tiny undead, chaotic evil	Tiny undead, chaotic evil	Tiny undead, chaotic evil	Small undead, chaotic evil
Ability Scores / Saves	STR 1 (-5)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
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	Aklo, Common, Undercommon			
Challenge	3	7	11	15
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
Special Abilities & Qualities	Create Trap Once per week, a gearghost can create a trap of CR 4 or lower regardless of cost, materials, or skill checks. Two or more gearghosts working together on a trap can increase the maximum CR by 2 for each additional gearghost working in concert. For example, three gearghosts working together can create any CR 8 or lower trap in a week.			

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

Rejuvenation A destroyed gearghost reforms in 2d6 days. To permanently destroy a gearghost, holy water must be poured over its remains within the area of a blessed region. To complete the destruction, every trap within 100 feet of the remains must be successfully disabled or destroyed before the gearghost is completely destroyed.

Special Abilities & Qualities

Resetter A gearghost can reset traps and keep them repaired with supernatural efficiency. A gearghost can reset a trap with a repair or manual reset as a move action. If a trap has an automatic reset that is longer than immediate, a gearghost can reset that trap as a free action.

Standard Actions

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

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

Slam Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

detect magic (at will); mending (at will); telekinesis (at will)

Spellcasting

-

Possessions

-

GECKO (GIANT)



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

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	59	115	196
Speed	30 ft. Climb 30 ft.			

Size, Type, Alignment	Small beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	11 (+0)	15 (+2)	18 (+4)	20 (+5)
	DEX	17 (+3)	14 (+2)	17 (+3)	16 (+3)
	CON	11 (+0)	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	4 (-3)	4 (-3)	8 (-1)	8 (-1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-			
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Challenge	3	7	11	15
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Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+16 (23) piercing damage.
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Legendary Actions	-			
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Innate Spellcasting	-			
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Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

GEIST



	Low	Moderate	Advanced	Elite
Terrain	Any (Haunted Sites or Ruins)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Haunting (2-7x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	48	80	121	190
Speed	Fly 40 ft. (Perfect)			
Size, Type, Alignment	Small undead, chaotic evil	Small undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 19 (+4)	DEX 19 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Sunlight Powerlessness			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Abyssal, Common			
Challenge	4	8	12	16
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Spiritual Manipulation Geists have the ability to take control of haunts. When a ghost enters a haunt's area of effect, the ghost can immediately attempt to take over the haunt by making a Charisma check. If the result of the Charisma check is equal to or greater than the haunt's CR, the ghost takes over the haunt and maintains control as long as the ghost remains within 1 mile. If the ghost's attempt to take control of a haunt fails, the ghost must retreat from the haunt's area of effect and cannot attempt to take control of the haunt again for 24 hours. When a ghost controls a haunt, it can activate or suppress the haunt's effects as a free action and the haunt automatically resets in half its normal time. A haunt under a ghost's control can still be neutralized when reduced to 0 hit points, but it cannot be permanently put to rest until the ghost that controls it is destroyed. A ghost can control a number of haunts up to its Charisma modifier at one time (usually five).

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

Teerrifying Laugh With Recharge 1, a ghost can unleash a terrifying laugh as a standard action. The laughter lasts until the beginning of the ghost's next turn. All creatures within 30 feet of the ghost when it begins to laugh, as well as all creatures that end their turn within that radius, must succeed at a Wisdom save or be panicked. The save is required only once per laugh. Those who succeed at their saving throws need not save against the same ghost's terrifying laughter for 24 hours. This is a mind-affecting fear effect.

Special Abilities & Qualities

Sunlight Powerlessness If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.

Standard Actions

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

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

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

Incorporeal Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d1 (2) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



GELATINOUS CUBE



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

	Low	Moderate	Advanced	Elite
Armor Class	11 (natural armor)	11 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	55	105	174	263
Speed	15 ft.			
Size, Type, Alignment	Large ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	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 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Acid This creature's slam attack inflicts additional acid damage when it causes damage. A gelatinous cube's acid does not harm metal or stone.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 17 Engulf Although it moves slowly, a gelatinous cube can simply engulf any creatures at least one size category smaller than itself in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a Dexterity save to avoid being engulfed-on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned.	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
Special Abilities & Qualities	Saving Throw Constitution DC 17 Paralysis A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a Constitution save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
Special Abilities & Qualities	Transparent Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.			
Standard Actions	Slam Melee weapon attack: -2 to hit, reach 10 ft., one target. Hit 1d6 (6) bludgeoning damage.	Slam Melee weapon attack: -3 to hit, reach 10 ft., one target. Hit 1d6 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

GENIE (DJINNI NOBLE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	39	65	139	211
Speed	20 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Large celestial, chaotic good	Large celestial, chaotic good	Large celestial, chaotic good	Huge celestial, chaotic good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+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 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	-			
Immunities	Acid			
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	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
Challenge	7	11	15	19
Special Abilities & Qualities	Air Mastery Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental. Three Wishes Noble djinn can grant three wishes to any being (nongenies only) who captures them.			
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: +6 to hit, reach 10 ft., one target. Hit 1d8+6/18-00 (10) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p>	<p>Scimitar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6/18-00 (10) slashing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p>	<p>Scimitar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8/18-00 (12) slashing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.</p>	<p>Scimitar Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+11/18-00 (16) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>create food and water (3/day); gaseous form (3/day); invisibility (self only) (at will); major image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); wind walk (1/day)</i>			
Spellcasting	-			
Possessions	Scimitar			

GENIE (DJINNI)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, Company (3-6x), or Band (6-8x)			
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	48	78	139	235
Speed	20 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Large celestial, chaotic good	Large celestial, chaotic good	Large celestial, chaotic good	Huge celestial, chaotic good
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 12 (+1)	CON 12 (+1)	CON 17 (+3)	CON 19 (+4)
	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 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid			
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	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
Challenge	7	11	15	19
Special Abilities & Qualities	Air Mastery Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.			
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: +4 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Scimitar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>	<p>Scimitar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6/18-00 (10) slashing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p>	<p>Scimitar Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+8/18-00 (12) slashing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>create food and water (3/day); gaseous form (3/day); invisibility (self only) (at will); (3/day); major image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); wind walk (1/day)</i>			
Spellcasting	-			
Possessions	Scimitar			



GENIE (EFREETI)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	55	103	163	252
Speed	20 ft. Fly 40 ft. (Perfect)			
Size, Type, Alignment	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+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	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
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	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Change Size Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Constitution save to negate the effect.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Heat An efreeti's body deals additional fire damage whenever it hits in melee, or in each round it grapples.			

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

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

Special Abilities & Qualities

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

Falchion Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+6/18-00 (11) slashing damage.

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

Falchion Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9/18-00 (16) slashing damage.

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

Falchion Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/18-00 (19) slashing damage.

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

Falchion Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11/18-00 (18) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

detect magic (at will); gaseous form (3/day); invisibility (3/day); permanent image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); produce flame (at will); pyrotechnics (at will); scorching ray (at will); wall of fire (3/day); wish (1/day)

Spellcasting

-

Possessions

Falchion

GENIE (EFREETI NOBLE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	84	144	210	297
Speed	20 ft. Fly 40 ft. (Perfect)			
Size, Type, Alignment	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+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	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
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	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
Challenge	9	13	17	21
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Change Size Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Constitution save to negate the effect.			
Special Abilities & Qualities	Damage 2d4	Damage 2d6	Damage 2d8	Damage 2d12
	Heat An efreeti's body deals additional fire damage whenever it hits in melee, or in each round it grapples.			

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

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

Special Abilities & Qualities

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

Falchion Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/18-00 (8) slashing damage.

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

Falchion Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9/18-00 (16) slashing damage.

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

Falchion Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/18-00 (19) slashing damage.

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

Falchion Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11/18-00 (18) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

detect magic (at will); fireball (3/day); gaseous form (3/day); heat metal (3/day); invisibility (3/day); permanent image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); produce flame (at will); pyrotechnics (at will); scorching ray (at will); wall of fire (3/day); wish (3/day)

Spellcasting Possessions

-

Falchion

GENIE (JANNI)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Pair, Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	20	49	102	189
Speed	20 ft. Fly 15 ft. (Perfect)			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Fire			
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	Common, Infernal, Terran, Telepathy 100 ft.			
Challenge	6	9	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 20
	Change Size Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Constitution save to negate the effect.			
Special Abilities & Qualities	Elemental Endurance Janni can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.			

**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**Composite Longbow**

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

Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.

Composite Longbow

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.

Composite Longbow

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.

Composite Longbow

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

Scimitar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7/18-00 (10) slashing damage.

Legendary Actions

-

Innate Spellcasting

create food and water (3/day); etherealness (3/day); invisibility (self only) (3/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (3/day); speak with animals (3/day)

Spellcasting

-

Possessions

Composite longbow; arrows (20x); scimitar

GENIE (JANNI NOBLE)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	41	69	132	196
Speed	20 ft. Fly 15 ft. (Perfect)			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, 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 6 (-2)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Fire			
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	Abyssal, Aquan, Common, Telepathy 100 ft.			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Change Size Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Constitution save to negate the effect.			
Special Abilities & Qualities	Elemental Endurance Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.			



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

Composite Longbow

Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) piercing damage.

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

Composite Longbow

Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.

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

Composite Longbow

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

Scimitar Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/18-00 (10) slashing damage.

Composite Longbow

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

Scimitar Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9/18-00 (12) slashing damage.

Legendary Actions

-

Innate Spellcasting

augury (3/day); create food and water (3/day); detect magic (3/day); divination (3/day); etherealness (3/day); invisibility (self only) (3/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (3/day); speak with animals (3/day)

Spellcasting

-

Possessions

Composite longbow; arrows (20x); scimitar

GENIE (MARID)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	47	98	174	256
Speed	20 ft. Swim 60 ft., Water Walk			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 18 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
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	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
Challenge	8	12	16	20

Special Abilities & Qualities

Change Shape Twice per day, a Marid may change its appearance to that of any of the following: Water Elemental, Humanoid, or Giant.

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**

Dexterity DC 15

Damage 2d6**Saving Throw**

Dexterity DC 17

Damage 3d6**Saving Throw**

Dexterity DC 19

Damage 5d6**Saving Throw**

Dexterity DC 21

Damage 7d6

Vortex A marid can transform into a vortex of swirling, churning water once every 10 minutes. You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, a whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. This ability can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 15

Damage 1d6**Saving Throw**

Dexterity DC 17

Damage 2d6**Saving Throw**

Dexterity DC 19

Damage 3d6**Saving Throw**

Dexterity DC 21

Damage 4d6

Water's Fury As a standard action, a marid can release a jet of water in a 60-foot line that deals bludgeoning damage and blinds the target struck for 1d6 rounds. A Dexterity save reduces the damage by half and negates the blinding effect.

Special Abilities & Qualities

Water Mastery A marid gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

Standard Actions

Trident Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing/slashing damage.

Trident Ranged weapon attack: +5 to hit, one target. Hit 2d6+4 (11) piercing/slashing damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Trident Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing/slashing damage.

Trident Ranged weapon attack: +3 to hit, one target. Hit 2d6+6 (13) piercing/slashing damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Trident Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing/slashing damage.

Trident Ranged weapon attack: +4 to hit, one target. Hit 2d6+8 (15) piercing/slashing damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

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

Trident Ranged weapon attack: +4 to hit, one target. Hit 2d6+11 (18) piercing/slashing damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

control water (3/day); create food and water (at will); detect evil and good (at will); detect magic (at will); gaseous form (3/day); invisibility (at will); (3/day); major image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); purify food and drink (liquids only) (at will); see invisibility (3/day); water breathing (5/day); water walk (at will); wish (1/year)

Spellcasting Possessions

-

Trident



GENIE (MARID NOBLE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	57	86	147	262
Speed	20 ft. Swim 60 ft., Water Walk			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
Challenge	8	12	16	20

Special Abilities & Qualities

Change Shape Twice per day, a Marid may change its appearance to that of any of the following: Water Elemental, Humanoid, or Giant.

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

Dexterity DC 15

Damage 2d8

Saving Throw

Dexterity DC 17

Damage 3d8

Saving Throw

Dexterity DC 19

Damage 5d8

Saving Throw

Dexterity DC 21

Damage 7d10

Vortex A marid can transform into a vortex of swirling, churning water once every 10 minutes. You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. This ability can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Special Abilities & Qualities

Saving Throw

Dexterity DC 15

Damage 2d6

Saving Throw

Dexterity DC 17

Damage 3d6

Saving Throw

Dexterity DC 19

Damage 4d6

Saving Throw

Dexterity DC 21

Damage 6d6

Water's Fury As a standard action, a marid can release a jet of water in a 60-foot line that deals bludgeoning damage and blinds the target struck for 1d6 rounds. A Dexterity save reduces the damage by half and negates the blinding effect.

Special Abilities & Qualities

Water Mastery A marid gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

Standard Actions

Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing/slashing damage.

Trident Ranged weapon attack: +6 to hit, one target. Hit 2d6+4 (11) piercing/slashing damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing/slashing damage.

Trident Ranged weapon attack: +5 to hit, one target. Hit 2d6+4 (11) piercing/slashing damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

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

Trident Ranged weapon attack: +3 to hit, one target. Hit 2d6+6 (13) piercing/slashing damage.

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

Trident Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing/slashing damage.

Trident Ranged weapon attack: +4 to hit, one target. Hit 2d6+10 (17) piercing/slashing damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) bludgeoning damage.

Innate Spellcasting

cone of cold (3/day); control water (3/day); create food and water (at will); detect evil and good (at will); detect magic (at will); gaseous form (3/day); ice storm (3/day); invisibility (at will); (3/day); major image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); purify food and drink (liquids only) (at will); see invisibility (3/day); water breathing (5/day); water walk (at will); wish (1/year)

Spellcasting Possessions

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Trident



GENIE (SHAITAN)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	37	77	136	242
Speed	20 ft. Burrow 60 ft. Climb 20 ft.			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)	CON 21 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Aquan, Auran, Common, Ignan, Terran			
Challenge	5	9	13	17
Special Abilities & Qualities	Earth Mastery An shaitan gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
Special Abilities & Qualities	Metalmorph As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** DC 14**Saving Throw** DC 17**Saving Throw** DC 19**Saving Throw** DC 21**Stone Curse** If a shaitan wins a combat check by 5 or more and pushes its target into a stone barrier, the target must make a Dexterity save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful Constitution save as a full-round action to exit the stone.**Special Abilities & Qualities****Stone Glide** This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.**Standard Actions****Scimitar** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7/18-00 (12) slashing damage.**Scimitar** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9/18-00 (14) slashing damage.**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*glitterdust* (3/day); *meld into stone* (at will); *plane shift* (willing targets to elemental planes, astral plane, or material plane only) (at will); (3/day); *stone shape* (at will); *stoneskin* (3/day); *wall of stone* (3/day)**Spellcasting**

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Possessions

Scimitar

GENIE (SHAITAN NOBLE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	83	118	190	316
Speed	20 ft. Burrow 60 ft. Climb 20 ft.			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 22 (+6)
	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 12 (+1)	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Aquan, Auran, Common, Ignan, Terran			
Challenge	10	14	18	22

Special Abilities & Qualities

Earth Mastery An shaitan gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.

Special Abilities & Qualities

Metalmorph As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** DC 15**Saving Throw** DC 17**Saving Throw** DC 19**Saving Throw** DC 22**Stone Curse** If a shaitan wins a combat check by 5 or more and pushes its target into a stone barrier, the target must make a Dexterity save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful Constitution save as a full-round action to exit the stone.**Special Abilities & Qualities****Stone Glide** This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.**Standard Actions****Scimitar** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9/18-00 (14) slashing damage.**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.**Legendary Actions**

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Innate Spellcasting*earthquake (1/day); glitterdust (3/day); meld into stone (at will); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); stone shape (at will); stonesskin (3/day); wall of stone (3/day)***Spellcasting**

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Possessions

Scimitar

GHOLDAKO



	Low	Moderate	Advanced	Elite
Terrain	Warm Coasts			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary or Guard (2-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	49	89	113	183
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil	Huge undead, neutral evil
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Giant			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Blinding Breath With Recharge 2, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a Constitution save.			
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Disease Seaside rot: Injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d4 Strength and 1d4 Dexterity damage; cure 2 consecutive saves. Ability damage suffered from this condition can only be restored via a resotation spell or more powerful healing magic.	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) slashing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage. Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d8/19-00 (12) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+8 (18) piercing damage. Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d8+8/19-00 (26) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GHOLDAKO (DREAD)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Coasts			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary or Guard (2-4x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	59	98	133	202
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil	Huge undead, neutral evil
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Giant			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Blinding Breath With Recharge 2, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a Constitution save.			
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Disease Seaside rot: Injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d4 Strength and 1d4 Dexterity damage; cure 2 consecutive saves. Ability damage suffered from this condition can only be restored via a resotation spell or more powerful healing magic.	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Saving Throw Constitution DC 16 Paralysis A dread gholdako can inflict paralysis (1d4 rounds, Constitution save negates the effect) on its foes with its bite attack.	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) slashing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage. Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d8/19-00 (8) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+8 (18) piercing damage. Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d8+8/19-00 (26) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

GHORAN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Plot (3-12x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	12	53	104	179
Speed	30 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 15 (+2)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	Light Dependent			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	1	6	10	14

Special Abilities & Qualities **Armored Casting** You can cast spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Special Abilities & Qualities

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Saving Throw	Constitution DC 14	Constitution DC 16	Constitution DC 18	Constitution DC 19

Frightening Tune You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Wisdom save to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Ghorus Seed After 2d6 days, a healthy duplicate of the original grows save that the duplicate may reallocate all of its skill ranks upon sprouting. Expelling the seed costs 1 point of Constitution.

Special Abilities & Qualities

Light Dependant Take 1d4 Con damage each day they go without exposure to sunlight.

Standard Actions

Rapier Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0/18-00 (4) piercing damage.

Rapier Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0/18-00 (4) piercing damage.

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

Rapier Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+8/15+00 (12) piercing damage.

Legendary Actions

-

Innate Spellcasting

detect poison and disease (3/day); goodberry (created berries bud from the ghoran'; s own body) (3/day); purify food and drink (1/day)

Spellcasting

-

Possessions

Rapier

GHORAZAGH



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary, Pair, Colony (3-9x), or Hive (10-40x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	57	115	197	321
Speed	40 ft. Climb 40 ft. Fly 40 ft. (Perfect)			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil	Huge aberration, neutral evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	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	-			
Immunities	-			
Vulnerabilities	Vulnerability to Sonic			
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	Aklo			
Challenge	5	10	15	19
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	Bloodsense A ghorazagh notices living creatures within 60 feet just as if it possessed the blindsight ability.			

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

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 23

Bloodspray With Recharge 2, a ghorazagh can unleash a 20-foot cone of blood and eldritch enzymes. Any living creature struck by a ghorazagh's bloodspray must make a Constitution save or be affected as by the spell *slow*. A slowed creature struck by a ghorazagh's bloodspray a second time must make an additional save or be paralyzed. These effects last for 2d6 rounds. A ghorazagh can also consciously alter its enzymes, producing a spray that removes all effects of this ability.

Special Abilities & Qualities

Chemical Communication Ghorazaghs can communicate with other ghorazaghs within 60 feet via pheromone transmission. In a ghorazagh hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only ghorazaghs can understand.

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

Standard Actions

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

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

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+6 (8) slashing damage.

Talons Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+6 (8) slashing damage.

Wings Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+6 (8) bludgeoning damage.

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

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+6 (8) slashing damage.

Talons Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+3 (6) slashing damage.

Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

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

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+10 (14) slashing damage.

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

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

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

GHOST



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	38	79	138	194
Speed	30 ft. Fly 30 ft. (Perfect)			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 10 (+0)	DEX 10 (+0)	DEX 15 (+2)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common			
Challenge	3	7	11	15

Special Abilities & Qualities **Channel Resistance** You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Special Abilities & Qualities	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Saving Throw	Constitution DC 15	Constitution DC 16	Constitution DC 18	Constitution DC 19
Damage	4d6	6d6	10d6	14d6
Corrupting Touch	All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts psychic damage. This damage is not negative energy-it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Constitution save halves the damage inflicted.			



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

Draining Touch The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack. Ability damage suffered from this effect may be recovered via restoration or more powerful healing magic.

Special Abilities & Qualities

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 19

Frightful Moan The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Wisdom save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Standard Actions

-

Special Actions

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 19

Malevolence The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Wisdom save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Special Actions

Rejuvenation In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Special Actions

Saving Throw
Dexterity DC 15

Saving Throw
Dexterity DC 16

Saving Throw
Dexterity DC 18

Saving Throw
Dexterity DC 19

Telekinesis The ghost's death involved great physical trauma. The ghost can use telekinesis as a standard action with Recharge 2 (caster level 12th or equal to the ghost's HD, whichever is higher).



Illustration 3: Ghost

GHOUL



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	7	21	46	75
Speed	30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 13 (+1)	STR 14 (+2)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+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 +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common			
Challenge	2	6	10	14

Special Abilities & Qualities **Channel Resistance** You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Disease Ghoul Fever: Bite-injury; save Constitution; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast. Ability damage suffered from this condition may only be restored via a restoration spell or more powerful healing magic.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
Special Abilities & Qualities	Saving Throw Constitution DC 13 Paralysis This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Constitution saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

GHOUL (GHAST)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Gang (2-4x), or Pack (7-12x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	18	33	79	114
Speed	30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 15 (+2)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 15 (+2)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 16 (+3)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 16 (+3)	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 +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	2	6	10	14

Special Abilities & Qualities

Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

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

Constitution DC 14

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 18

Disease Ghoul Fever: Bite-injury; save Constitution; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast. Ability damage suffered from this condition may only be restored via a restoration spell or more powerful healing magic.

Special Abilities & Qualities**Saving Throw**

Constitution DC 14

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 18

Paralysis This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Constitution saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

Special Abilities & Qualities**Saving Throw**

Constitution DC 14

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 18

Stench The Ghast secretes 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+4 minutes. Creatures that successfully save cannot be affected by the same creature's 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.

Standard Actions**Bite** Melee weapon

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

Bite Melee weapon

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

Bite Melee weapon

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

Bite Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.

Claw Melee weapon

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

Claw Melee weapon

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

Claw Melee weapon

attack: +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+6 (13) slashing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

GHOUL (LACEDON)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary, Gang (2-4x), or Wing (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	13	38	78	116
Speed	30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	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	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	2	6	10	14

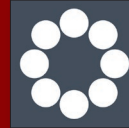
Special Abilities & Qualities

Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Disease Ghoul Fever: Bite-injury; save Constitution; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast. Ability damage suffered from this condition may only be restored via a restoration spell or more powerful healing magic.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
	Paralysis This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Constitution saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.			
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GHUL



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Pack (2-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	51	102	149	205
Speed	40 ft. Climb 20 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 22 (+6)
	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)
	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)
	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Fire, all physical attacks except good			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d4 Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Cursed Claws A ghul's claws count as both cold iron and magic for the purpose of bypassing resistance. Genie-Kin For all race-related effects (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
Standard Actions	<p>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.</p> <p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing 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 1d6+8 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

GIANT (ASH)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Wastelands			
Rarity	Uncommon			
Role	Solider / Elite			
Organization	Solitary, Gang (2-5x), Band (6-9x), Raid (9-12x+), or Tribe (13-30x+)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	57	94	156	297
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Large humanoid, chaotic neutral	Huge humanoid, chaotic neutral
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 23 (+6)
	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 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Giant			
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
	Disease While ash giants are immune to disease, they carry a contagious form of leprosy. Any creature struck by an ash giant's attacks is exposed to this virulent sickness. Ash Leprosy: Injury; save Constitution; onset 1 minute; frequency 1 day; effect 1d2 Constitution damage, 1d2 Charisma damage; cure 2 consecutive saves. Ability damage suffered from this condition may be restored via restoration or more powerful healing magic.			
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			

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

Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.

Standard Actions

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

Club Ranged weapon attack: +5 to hit, one target. Hit 1d6+7 (10) bludgeoning damage.

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

Rock Ranged weapon attack: +5 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.

Club Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Club Ranged weapon attack: +4 to hit, one target. Hit 1d6+9 (12) bludgeoning damage.

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

Rock Ranged weapon attack: +4 to hit, one target. Hit 1d8+13 (18) bludgeoning damage.

Club Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

Club Ranged weapon attack: +1 to hit, one target. Hit 2d6+11 (18) bludgeoning damage.

Rock Ranged weapon attack: +1 to hit, one target. Hit 1d8+16 (20) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+11 (16) bludgeoning damage.

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

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

Rock Ranged weapon attack: +2 to hit, one target. Hit 1d8+22 (26) bludgeoning damage.

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

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GIANT (BRINEBORN MARSH)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Marshes			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-6x), or Tribe (7-22x+)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	30	70	119	185
Speed	40 ft. Swim 40 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 17 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13	Passive Perception +16	Passive Perception +17	Passive Perception +18
Languages	Boggard, Giant, Speak with Animals			
Challenge	4	8	12	16
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Gaff Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+12 (14) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +5 to hit, one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p>Gaff Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+12 (14) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +5 to hit, one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p>Gaff Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +5 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p>	<p>Gaff Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+19 (26) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +3 to hit, one target. Hit 2d6+19 (26) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>augury (3/day); bestow curse (3/day); confusion (3/day); contagion (3/day); fog cloud (3/day); speak with animals (at will)</i>			
Spellcasting	-			
Possessions	-			



GIANT (CAVE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Gang (2-5x), Band (6-8x+), Raiding Party (9-12x+), or Tribe (13-20x+)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	21	63	127	212
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	Light Sensitivity			
Senses	Passive Perception +9, Darkvision 120 ft.	Passive Perception +9, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.
Languages	-			
Challenge	5	9	13	17

Special Abilities & Qualities **Axe Wielder** All cave giants are proficient with handaxes, battleaxes, and greataxes.

Special Abilities & Qualities **Rock Catching** You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.

Standard Actions

Battleaxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.

Rock Ranged weapon attack: +2 to hit, one target. Hit 1d8+6 (10) bludgeoning damage.

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

Battleaxe Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6/x3 (13) slashing damage.

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

Rock Ranged weapon attack: -2 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.

Battleaxe Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8/x3 (15) slashing damage.

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

Rock Ranged weapon attack: +1 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.

Battleaxe Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11/x3 (22) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

Rock Ranged weapon attack: +0 to hit, one target. Hit 1d8+16 (20) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

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Possessions

-

GIANT (CLIFF)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Deserts or Plains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Family (3-5x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	21 (natural armor)
Hit Points	83	137	214	387
Speed	40 ft.			

Size, Type, Alignment	Medium humanoid, neutral good	Medium humanoid, neutral good	Large humanoid, neutral good	Huge humanoid, neutral good
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Ability Scores / Saves	STR	18 (+4)	STR	18 (+4)	STR	20 (+5)	STR	24 (+7)
	DEX	20 (+5)	DEX	20 (+5)	DEX	18 (+4)	DEX	20 (+5)
	CON	20 (+5)	CON	20 (+5)	CON	22 (+6)	CON	27 (+8)
	INT	11 (+0)	INT	11 (+0)	INT	11 (+0)	INT	15 (+2)
	WIS	12 (+1)	WIS	12 (+1)	WIS	12 (+1)	WIS	16 (+3)
	CHA	10 (+0)	CHA	10 (+0)	CHA	10 (+0)	CHA	14 (+2)

Saving Throws	-	-	-	-
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Resistances	Acid			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 30 ft.
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Languages	Common, Giant, Terran			
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Challenge	6	10	14	18
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Special Abilities & Qualities **Earth Attunement** A cliff giant has tremorsense 30 feet when standing on unworked stone or natural earth.

Special Abilities & Qualities **Rock Catching** You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.

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

Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.

Standard Actions

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

Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Rock Ranged weapon attack: +6 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.

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

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

Rock Ranged weapon attack: +5 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.

Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.

Rock Ranged weapon attack: +5 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.

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

Greatclub Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+20 (34) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+24 (34) bludgeoning damage.

Rock Ranged weapon attack: +5 to hit, one target. Hit 2d6+18 (25) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

animal messenger (3/day); commune with nature (3/day); cure wounds (3/day); detect animals or plants (3/day); detect poison and disease (at will); speak with animals (3/day); stone shape (3/day)

Spellcasting

-

Possessions

Greatclub

GIANT (CLOUD)



Low

Moderate

Advanced

Elite

Terrain	Temperate Mountains
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Gang (2-5x), Family (2-5x+), or Tribe (6-20x+)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	61	92	155	277
Speed	50 ft.			
Size, Type, Alignment	Large humanoid, neutral evil	Large humanoid, neutral evil	Huge humanoid, neutral evil	Gargantuan humanoid, neutral evil
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 24 (+7)	STR 29 (+9)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12	Passive Perception +16	Passive Perception +17	Passive Perception +19
Languages	Common, Giant			
Challenge	8	12	16	20
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Morningstar Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+15 (29) piercing/bludgeoning damage.</p> <p>Rock Ranged weapon attack: +2 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+15 (29) piercing/bludgeoning damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+15 (20) bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing/bludgeoning damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+18 (25) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+17 (31) piercing/bludgeoning damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+25 (32) bludgeoning damage.</p> <p>Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+17 (31) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>fog cloud (3/day); levitate (at will)</i>			
Spellcasting	-			
Possessions	Morningstar			



GIANT (DESERT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Desert
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Gang (2-4x), Band (5-8x), Raiding Party (9-12x+), or Tribe (10-30x+)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	37	58	113	237
Speed	50 ft.			
Size, Type, Alignment	Medium humanoid, lawful neutral	Medium humanoid, lawful neutral	Large humanoid, lawful neutral	Huge humanoid, lawful neutral
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	5	9	13	17

Special Abilities & Qualities **Sandwalking** A desert giant travels at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.

Special Abilities & Qualities **Scimitar Training** All desert giants are proficient with scimitars, and can wield them as if they were light weapons. A desert giant adds its full Strength bonus to attacks made with a scimitar wielded in its off hand.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.

Special Abilities & Qualities

Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.

Standard Actions

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

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

Scimitar Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+8/18-00 (12) slashing damage.

Scimitar Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12/18-00 (19) slashing damage.

Rock Ranged weapon attack: +6 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.

Rock Ranged weapon attack: +6 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.

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

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

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

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

Rock Ranged weapon attack: +2 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.

Rock Ranged weapon attack: +4 to hit, one target. Hit 1d8+18 (22) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Scimitars (2x)

GIANT (FIRE)



	Low	Moderate	Advanced	Elite
Terrain	Warm Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (20-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	54	89	145	271
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Large humanoid, lawful evil	Huge humanoid, lawful evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 9 (-1)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +11	Passive Perception +15	Passive Perception +16	Passive Perception +19
Languages	Common, Giant			
Challenge	7	11	15	19
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Heated Rock Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals additional fire damage on a hit.			
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

**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****Greatsword** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12/19-00 (19) slashing damage.**Slam** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.**Rock** Ranged weapon attack: +0 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.**Greatsword** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12/19-00 (19) slashing damage.**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.**Rock** Ranged weapon attack: -1 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.**Greatsword** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+15/19-00 (26) slashing damage.**Rock** Ranged weapon attack: -3 to hit, one target. Hit 1d8+15 (20) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning damage.**Greatsword** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14/19-00 (24) slashing damage.**Rock** Ranged weapon attack: -1 to hit, one target. Hit 1d8+21 (26) bludgeoning damage.**Slam** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14 (24) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Greatsword

GIANT (FROST)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Mountains
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Gang (3-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (21-30x+)
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	44	74	136	253
Speed	40 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 9 (-1)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +11	Passive Perception +11	Passive Perception +16	Passive Perception +19
Languages	Common, Giant			
Challenge	6	10	14	18

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
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greataxe Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d12+10/x3 (16) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +0 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d12+10/x3 (16) slashing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13/x3 (24) slashing damage.</p> <p>Rock Ranged weapon attack: -3 to hit, one target. Hit 1d8+13 (18) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14/x3 (24) slashing damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 1d8+21 (26) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14 (24) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greataxe			

GIANT (HILL)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-5x), Band (6-8x), Raiding Party (9-12x+), or Tribe (13-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	56	86	152	187
Speed	30 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 22 (+6)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 10 (+0)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9	Passive Perception +9	Passive Perception +16	Passive Perception +17
Languages	Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greatclub Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+10 (19) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -3 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+10 (19) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -3 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+15 (24) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 1d8+15 (20) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15 (24) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +0 to hit, one target. Hit 1d8+15 (20) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greatclub			



GIANT (JUNGLE)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary, Hunting Party (2-9x+), or Tribe (10-40x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	43	59	115	225
Speed	40 ft.			
Size, Type, Alignment	Large humanoid, unaligned	Large humanoid, unaligned	Huge humanoid, unaligned	Gargantuan humanoid, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	7	11	15	19

Special Abilities & Qualities **Archery Expert** A jungle giant is proficient with all bows, and does not provoke an attack of opportunity when firing a bow in melee combat.

Special Abilities & Qualities **Rock Catching** You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Spell Storing Once per day as a immediate action, a jungle giant can absorb a targeted or ranged touch spell used against it, negating the effects against it but not against any other targets. It can retain this stored power for up to 1 minute, during which time its tattoos glow with blue fire. If it damages a target with a successful hit using a melee or ranged weapon, it can cast the spell on the target as a free action, as if it were using a spell storing weapon. This spell uses the caster level and DC of the original caster. This discharges the stored spell.

Standard Actions

Composite Longbow

Ranged weapon attack: +6 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Slams Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.

Composite Longbow

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

Slams Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.

Composite Longbow

Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.

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

Composite Longbow

Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Composite longbow; arrows (40x)

GIANT (MARSH)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-6x), or Tribe (7-22x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	14	44	95	232
Speed	40 ft. Swim 20 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 18 (+4)	DEX 18 (+4)	DEX 15 (+2)	DEX 17 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11	Passive Perception +11	Passive Perception +15	Passive Perception +18
Languages	Boggard, Giant			
Challenge	5	8	12	16
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Gaff Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +5 to hit, one target. Hit 2d6+9 (16) bludgeoning damage.</p>	<p>Gaff Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +5 to hit, one target. Hit 2d6+9 (16) bludgeoning damage.</p>	<p>Gaff Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+12 (19) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) bludgeoning damage.</p>	<p>Gaff Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+18 (25) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +3 to hit, one target. Hit 2d6+18 (25) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>augury (3/day); bestow curse (3/day); fog cloud (3/day)</i>			
Spellcasting	-			
Possessions	-			



GIANT (OCEAN)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-5x), or Family (2-5x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	80	122	213	396
Speed	50 ft. Swim 40 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil	Gargantuan humanoid, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)	STR 32 (+10)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 11 (+0)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 16 (+3)	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Aquan, Common, Giant			
Challenge	8	13	19	23
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Trident Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +1 to hit, one target. Hit 3d6+8 (18) piercing/slashing damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+12 (19) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+16 (22) bludgeoning damage.</p>	<p>Trident Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+15 (26) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +1 to hit, one target. Hit 3d6+10 (20) piercing/slashing damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+20 (26) bludgeoning damage.</p>	<p>Trident Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15 (26) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: -1 to hit, one target. Hit 3d6+15 (26) piercing/slashing damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+22 (29) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+29 (36) bludgeoning damage.</p>	<p>Trident Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+21 (35) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +1 to hit, one target. Hit 4d6+21 (35) piercing/slashing damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 3d6+28 (38) bludgeoning damage.</p> <p>Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+37 (51) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>watery sphere (3/day); control winds (3/day); freedom of movement (at will); vortex (1/day); water breathing (3/day)</i>			
Spellcasting	-			
Possessions	Trident			

GIANT (RIVER)



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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	30	73	134	216
Speed	40 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	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	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	4	8	12	16
Special Abilities & Qualities	<p>Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.</p>			
Special Abilities & Qualities	<p>Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Spear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) piercing damage.</p> <p>Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -3 to hit, one target. Hit 1d8+7 (12) bludgeoning damage.</p> <p>Spear Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+7/x3 (14) piercing damage.</p> <p>Spear Ranged weapon attack: -3 to hit, one target. Hit 2d6x3 (1) piercing damage.</p>	<p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +0 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.</p> <p>Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) piercing damage.</p> <p>Spear Ranged weapon attack: +0 to hit, one target. Hit 2d6+7/x3 (14) piercing damage.</p>	<p>Spear Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+17/x3 (28) piercing damage.</p> <p>Spear Ranged weapon attack: -1 to hit, one target. Hit 3d6+12/x3 (22) piercing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+20 (30) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Spear (4x)			

GIANT (RUNE)



	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, Patrol (3-6x), Squad (7-12x), or Company (13-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	92	159	269	420
Speed	50 ft., Air Walk			
Size, Type, Alignment	Huge humanoid, lawful evil	Huge humanoid, lawful evil	Gargantuan humanoid, lawful evil	Gargantuan humanoid, lawful evil
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 28 (+9)	STR 32 (+10)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 11 (+0)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 25 (+7)
	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 16 (+3)	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Electricity, Fire			
Vulnerabilities	-			
Senses	Passive Perception +17	Passive Perception +19	Passive Perception +20	Passive Perception +22
Languages	Common, Giant, Terran			
Challenge	8	14	20	24
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 24
	Runes As a free action, whenever a rune giant uses its spark shower or spell-like abilities, it can cause the runes on its body to flash with light. All creatures within 10 feet of the giant must make a Constitution save or be blinded for 1 round.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw

Dexterity DC 17

Damage 4d6 fire+4d6 electricity

Spark Shower As a standard action, a rune giant can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; fire and electricity damage; Dexterity save halves damage; usable with Recharge 2).

Saving Throw

Dexterity DC 19

Damage 6d6 fire+6d6 electricity

Saving Throw

Dexterity DC 21

Damage 10d6 fire+10d6 electricity

Saving Throw

Dexterity DC 24

Damage 14d8 fire+14d8 electricity

Standard Actions

Spear Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15/x3 (26) piercing damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 3d6+10/x3 (20) piercing damage.

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

Longsword Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15/19-00 (29) slashing damage.

Spear Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15/x3 (26) piercing damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 3d6+10/x3 (20) piercing damage.

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

Longsword Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15/17-00 (29) slashing damage.

Longsword Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+15/17-00 (29) slashing damage.

Spear Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+22/x3 (36) piercing damage.

Spear Ranged weapon attack: -1 to hit, one target. Hit 4d6+15/x3 (29) piercing damage.

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

Longsword Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+20/17-00 (34) slashing damage.

Spear Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+20/x3 (34) piercing damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 4d6+20/x3 (34) piercing damage.

Slam Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+20 (34) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

wind walk (at will); charm monster (3/day); charm person (at will); command (1/day); suggestion (at will); true seeing (1/day)

Spellcasting

-

Possessions

Spear (3x); longsword



GIANT (SHADOW)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Shadow)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-5x), Family (6-13x+), or Company (14-33x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	84	129	234	374
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Large humanoid, lawful evil	Huge humanoid, lawful evil
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 16 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 120 ft.	Passive Perception +15, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.
Languages	Giant, Shadowtongue			
Challenge	8	13	19	23
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 2d8 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.			
Special Abilities & Qualities	Shadow Cloak In any illumination other than direct sunlight, a shadow giant can cloak itself in moving shadows as per Blur for 1d6+6 rounds 3/day.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.

Special Abilities & Qualities

Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.

Standard Actions

Terbutje Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+10/19-00 (19) bludgeoning damage.

Rock Ranged weapon attack: +3 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.

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

Terbutje Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d8+15/17-00 (24) bludgeoning damage.

Rock Ranged weapon attack: +4 to hit, one target. Hit 1d8+15/19-00 (20) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+15 (18) bludgeoning damage.

Terbutje Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+12/17-00 (21) bludgeoning damage.

Rock Ranged weapon attack: +1 to hit, one target. Hit 1d8+18/19-00 (22) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12 (16) bludgeoning damage.

Terbutje Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+16/17-00 (25) bludgeoning damage.

Rock Ranged weapon attack: +4 to hit, one target. Hit 1d8+24/19-00 (28) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+16 (26) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Terbutje

GIANT (SLAG)



	Low	Moderate	Advanced	Elite
Terrain	Warm Mountains or Underground			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, Mining Expedition (3-7x), or Tribe (5-20x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	36	81	149	243
Speed	40 ft.			
Size, Type, Alignment	Medium humanoid, lawful neutral	Large humanoid, lawful neutral	Large humanoid, lawful neutral	Huge humanoid, lawful neutral
Ability Scores / Saves	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 13 (+1)	CON 17 (+3)	CON 18 (+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 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	Fire			
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	Common, Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Shattering Blow A slag giant who makes a full attack against a metal or stone object or structure deals double damage.			
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			

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

Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.

Standard Actions

Rock Ranged weapon attack: +3 to hit, one target. Hit 1d8+1 (6) bludgeoning damage.

Warhammer Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6x3 (1) bludgeoning damage.

Rock Ranged weapon attack: -1 to hit, one target. Hit 1d8+4 (8) bludgeoning damage.

Warhammer Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6x3 (1) bludgeoning damage.

Rock Ranged weapon attack: +2 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.

Warhammer Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6/x3 (13) bludgeoning damage.

Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10/x3 (20) bludgeoning damage.

Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+12 (19) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Warhammer

GIANT (STONE)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-5x), Band (4-8x), Hunting Party (9-12x+), or Tribe (13-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	51	101	150	213
Speed	40 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Large humanoid, unaligned	Large humanoid, unaligned	Huge humanoid, 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 13 (+1)	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	8	12	15	18
Special Abilities & Qualities	<p>Improved Rock Catching You gain advantage on your Dexterity save when attempting to catch a thrown rock. You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.</p>			
Special Abilities & Qualities	<p>Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greatclub Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +3 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +0 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15 (24) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +3 to hit, one target. Hit 1d8+15 (20) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+13 (22) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +2 to hit, one target. Hit 1d8+19 (24) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greatclub			



GIANT (STORM)



	Low	Moderate	Advanced	Elite
Terrain	Any Warm			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary or Family (2-5x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	85	116	181	341
Speed	35 ft. Swim 30 ft.			
Size, Type, Alignment	Large humanoid, chaotic good	Large humanoid, chaotic good	Huge humanoid, chaotic good	Gargantuan humanoid, chaotic good
Ability Scores / Saves	STR 24 (+7)	STR 24 (+7)	STR 26 (+8)	STR 30 (+10)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 23 (+6)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity			
Vulnerabilities	-			
Senses	Passive Perception +17	Passive Perception +18	Passive Perception +19	Passive Perception +21
Languages	Auran, Common, Draconic, Giant			
Challenge	11	15	19	23
Special Abilities & Qualities	Water Breathing Storm giants can breathe water as well as air.			
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+18/17-00 (28) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+18 (24) bludgeoning damage.</p> <p>Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 3d6+12/x3 (22) piercing damage.</p>	<p>Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+18/17-00 (28) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+18 (24) bludgeoning damage.</p> <p>Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 3d6+12/x3 (22) piercing damage.</p>	<p>Composite Longbow Ranged weapon attack: +1 to hit, one target. Hit 3d6+14/x3 (24) piercing damage.</p> <p>Greatsword Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+21/17-00 (35) slashing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+14 (21) bludgeoning damage.</p>	<p>Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 3d6+14/x3 (24) piercing damage.</p> <p>Greatsword Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+18/17-00 (32) slashing damage.</p> <p>Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+18 (32) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>call lightning (1/day); chain lightning (1/day); control weather (3/day); freedom of movement (at will); levitate (3/day)</i>			
Spellcasting	-			
Possessions	Greatsword; composite longbow; arrows (40x)			

GIANT (TAIGA)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Mountains or Forests
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Warband (2-7x), or Tribe (20-50x+)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	68	99	163	294
Speed	40 ft.			
Size, Type, Alignment	Large humanoid, chaotic neutral	Large humanoid, chaotic neutral	Huge humanoid, chaotic neutral	Gargantuan humanoid, chaotic neutral
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Enchantment Spells, Illusion Spells			
Vulnerabilities	-			
Senses	Passive Perception +12	Passive Perception +16	Passive Perception +17	Passive Perception +20
Languages	Common, Giant			
Challenge	7	11	15	19
Special Abilities & Qualities	<p>Spirit Summoning Once per day, a taiga giant may perform a 10-minute ritual to tap into the power and insight of his ancestral spirits. These spirits provide diadvantage on any attacks that go against this creature's AC, immunity to enchantment and illusion spells, and one of the following spell effects: bless, endure elements, protection from evil, protection from good, or see invisibility. The effects of a spirit summoning persist for 24 hours.</p>			
Special Abilities & Qualities	<p>Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.</p>			
Special Abilities & Qualities	<p>Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Spear Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) piercing damage.</p> <p>Spear Ranged weapon attack: +4 to hit, one target. Hit 2d6+7/x3 (14) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +4 to hit, one target. Hit 2d6+10 (17) bludgeoning damage.</p>	<p>Spear Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) piercing damage.</p> <p>Spear Ranged weapon attack: +4 to hit, one target. Hit 2d6+7/x3 (14) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +4 to hit, one target. Hit 2d6+10 (17) bludgeoning damage.</p>	<p>Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/x3 (19) piercing damage.</p> <p>Spear Ranged weapon attack: +4 to hit, one target. Hit 2d6+8/x3 (15) piercing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +4 to hit, one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p>Rock Ranged weapon attack: +0 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Spear Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+15/x3 (26) piercing damage.</p> <p>Spear Ranged weapon attack: +0 to hit, one target. Hit 3d6+10/x3 (20) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+10 (14) bludgeoning damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	Spear (4x)			



GIANT (WOOD)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary, Gang (2-4x), Hunting Party (5-9x+), or Clan (10-40x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	37	84	151	225
Speed	40 ft.			
Size, Type, Alignment	Medium humanoid, chaotic good	Large humanoid, chaotic good	Large humanoid, chaotic good	Huge humanoid, chaotic good
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 18 (+4)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 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 +11	Passive Perception +15	Passive Perception +18	Passive Perception +19
Languages	Common, Giant, Sylvan, Speak with Animals			
Challenge	5	9	13	17
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) slashing damage.</p> <p>Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 2d6x3 (1) piercing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6/19-00 (8) slashing damage.</p> <p>Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 2d6x3 (1) piercing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) slashing damage.</p> <p>Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 2d6x3 (1) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.</p> <p>Composite Longbow Ranged weapon attack: +5 to hit, one target. Hit 2d6x3 (1) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>charm animal (3/day); enlarge/reduce (self only) (1/day); pass without trace (at will); speak with animals (at will); spike growth (1/day); tree shape (3/day)</i>			
Spellcasting	-			
Possessions	Longsword; composite longbow; arrows (40x)			

GIBBERING MOUTHER



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
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Hit Points	45	91	167	255
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Speed	10 ft. Swim 20 ft.			
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Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
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Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except bludgeoning			
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Immunities	Critical Hits, Precision Damage			
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Vulnerabilities	-			
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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.
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Languages	Aklo			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.			
--	--	--	--	--

Special Abilities & Qualities	Blood Drain On a successful grapple check after grabbing, several of your mouths attach to its target. Each round you maintain your grapple, your mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as you drain your victim's blood. Ability damage suffered from this effect is recovered following a long rest.			
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Engulf This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 21

Gibbering As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulders within 60 feet must succeed on a Wisdom save or be confused for 1 round. This is a mind affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours.

Standard Actions

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

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

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.

Special Actions

Ground Manipulation At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

Special Actions

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 19

Saving Throw
Constitution DC 21

Spittle Each round as a free action, a gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a Constitution save.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GILLMAN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Oceans
Rarity	Uncommon
Role	Artillery / Minion
Organization	Solitary, Patrol (2-6x), Band (6-10x+), or Company (11-60x+)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

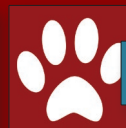
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	38	104	171
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8	Passive Perception +8	Passive Perception +10	Passive Perception +10
Languages	Aboleth, Common			
Challenge	1	6	10	14
Special Abilities & Qualities	Water Dependent Gillmen who spend more than 1 day without fully submerging in water risk death within 4d6 hours.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Crossbow, Light Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Trident Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +1 to hit, one target. Hit 1d8+1 (6) piercing/slashing damage.</p>	<p>Crossbow, Light Ranged weapon attack: +0 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Trident Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +0 to hit, one target. Hit 1d8+1 (6) piercing/slashing damage.</p>	<p>Crossbow, Light Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Trident Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +4 to hit, one target. Hit 1d8+3 (8) piercing/slashing damage.</p>	<p>Crossbow, Light Ranged weapon attack: +2 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Trident Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +2 to hit, one target. Hit 1d8+5 (10) piercing/slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Trident; light crossbow; crossbow bolts (20x)			



GIRALLON



Low

Moderate

Advanced

Elite

Terrain	Warm Forests
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary or Company (5-8x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	12	61	117	193
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 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
Special Abilities & Qualities	Damage 1d4	Damage 2d4	Damage 2d6	Damage 2d8
	Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

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

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

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

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+4 (6) slashing damage.

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

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

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9 (14) slashing damage.



Illustration 4: Girallon

GIRTABILU



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Uncommon			
Role	Soldier / Elite			
Organization	Solitary, Pair, Patrol (3-5x+), or Cult (6-14x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	49	101	171	261
Speed	50 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 30 ft.
Languages	Common, Girtabilu			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
Special Abilities & Qualities	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 2 consecutive saves. Ability damage suffered from this effect may be recovered via restoration or more powerful healing magic.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Spear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.</p> <p>Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.</p>	<p>Spear Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) piercing damage.</p>	<p>Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage.</p> <p>Spear Ranged weapon attack: +3 to hit, one target. Hit 1d8+7/x3 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p>	<p>Spear Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9/x3 (14) piercing damage.</p> <p>Spear Ranged weapon attack: +3 to hit, one target. Hit 1d8+9/x3 (14) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	Spear (3x)			



GLOBSTER



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans or Coastlines			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Beaching (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	61	98	168	246
Speed	20 ft. Swim 40 ft.			
Size, Type, Alignment	Large ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Acid, Immunity to Bludgeoning Damage, Critical Hits, Flanking, psychic, paralyzed, Immunity to Piercing Damage, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p>Create Spawn When a globster eats a living creature, it only digests a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so causes the globster 1d6 points of damage, but creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).</p>			

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

Decompose A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Special Abilities & Qualities

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 22

Nausea Any creature struck by a globster must make a Constitution save to avoid being nauseated for 1 round. Once a creature makes this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect.

Standard Actions

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

Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.

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

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

Special Actions

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 22

Stench You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Constitution save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GLOOMWING



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any (Plane of Shadow)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	43	74	137	208
Speed	10 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
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 Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
	Confusion The eerie shifting of patterns on a gloomwing's wings is hypnotic - any creature within 30 feet that does not avert its gaze from the gloomwing must make a Wisdom save at the start of each turn or become confused for 1 round. This is a mind-affecting effect - gloomwings and tenebrous worms are immune to this 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 20

Implant A gloomwing can lay eggs inside a creature of Small or larger size helpless or dead creature as a full-round action that provokes attacks of opportunity. A creature implanted with gloomwing eggs must make a Constitution save each morning to avoid suffering 1d4 points of Constitution damage. Within 24 hours of a creature's death from this damage, 1d4 young tenebrous worms emerge from the corpse, devouring it completely in the process. The eggs can be destroyed via any effect that cures disease, but the eggs themselves are not treated as a disease for the purposes of what creatures are immune to this effect. Constitution damage suffered from this effect can only be restored via restoration or more powerful healing magic.

Special Abilities & Qualities**Saving Throw**

Constitution DC 14

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Pheromones After the first round of combat, a gloomwing can emit a strange, musky scent in a 30-foot radius as a free action. All creatures within this area (save for other gloomwings or tenebrous worms) must make a Constitution save each round to avoid becoming weakened by the pheromones. Once a creature fails a save against this effect, it takes a -4 penalty to its Strength score - this penalty lasts for as long as the battle continues and for 1 hour thereafter. Lesser restoration or any other effect capable of healing ability damage immediately removes this Strength penalty.

Standard Actions

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

Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+2 (6) slashing damage.

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

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.

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

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+7 (18) piercing damage.

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

GNOLL



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains or Desert			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Pair, Hunting Party (2-5x+), Band (10-100x+), or Tribe (20-200x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (leather armor, shield)	15 (leather armor, shield)	17 (leather armor, shield)	19 (leather armor, shield)
Hit Points	10	38	79	138
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
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	Gnoll			
Challenge	2	6	10	14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Shield Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> <p>Battleaxe Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) slashing damage.</p> <p>Longspear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p>	<p>Shield Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Battleaxe Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.</p> <p>Longspear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p>	<p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> <p>Longspear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/x3 (12) piercing damage.</p> <p>Battleaxe Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.</p>	<p>Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p> <p>Longspear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13/x3 (20) piercing damage.</p> <p>Battleaxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Leather armor; shield; battleaxe; longspear			

GNOLL MUTANT



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains or Deserts			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, Hunting Party (2-5x+), Band (10-100x+), or Tribe (20-200x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (breastplate)	18 (breastplate)	20 (breastplate)	20 (breastplate)
Hit Points	36	91	167	249
Speed	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 13 (+1)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	diseased, poisoned			
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	Gnoll			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Dexterity DC 16 Damage 1d4	Saving Throw Dexterity DC 16 Damage 1d6	Saving Throw Dexterity DC 17 Damage 2d4	Saving Throw Dexterity DC 18 Damage 2d6
	Acidic Pustules The Mana Waste Mutant is covered in necrotic pustules that burst at the slightest touch. Any piercing or slashing damage causes all creatures adjacent to make a Dexterity save or take acid damage.			
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 1d6	Saving Throw Dexterity DC 16 Damage 2d4	Saving Throw Dexterity DC 17 Damage 2d6	Saving Throw Dexterity DC 18 Damage 3d6
	Breath Weapon 30-ft acid cone, acid damage, Dexterity save halves damage, usable with Recharge 2.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Disease Mana Fever, Injury; save Constitution, onset 1d4 min, frequency 1/day, cure 2 consecutive saves; Effect 1d2 Constitution damage and 1d2 Charisma damage. Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a Mana Wastes mutant. Ability damage from this effect can be restored via restoration or more powerful healing magic.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Standard Actions	Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (410) slashing damage. Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage. Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10/19-00 (14) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Longsword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15/17-00 (22) slashing damage. Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword; breastplate			

GOAT



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

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	10	48	102	165
Speed	30 ft.			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 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 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Gore Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	Gore Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

GOBLIN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Gang (4-9x), Warband (10-16x+), or Tribe (17+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (studded leather armor, shield)	15 (studded leather armor, shield)	18 (studded leather armor, shield)	20 (studded leather armor, shield)
Hit Points	8	46	98	168
Speed	30 ft.			
Size, Type, Alignment	Small humanoid, neutral evil	Small humanoid, neutral evil	Small humanoid, neutral evil	Medium humanoid, neutral evil
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 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 +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.
Languages	Goblin			
Challenge	1	5	9	13

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Shield Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d2 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p> <p>Short Sword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) slashing damage.</p>	<p>Shield Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d2+1 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p> <p>Short Sword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.</p>	<p>Short Sword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.</p> <p>Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d2+1 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p>	<p>Short Sword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+9/19-00 (12) slashing damage.</p> <p>Shield Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Studded leather armor; shield; short sword; shortbow; arrows (20x)			

GOBLIN DOG



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forest, Swamp, or Underground			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Pack (2-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	11	36	86	152
Speed	50 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 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 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Allergic Reaction Your dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by your bite, who deals damage to you with a natural weapon or unarmed attack, or who otherwise comes into contact with you (including attempts to grapple or ride you) must make a Constitution save or break out in an itching rash. A creature affected by this rash suffers disadvantage on Dexterity and Charisma checks and abilities for 1 day. Remove disease or any magical healing removes the rash instantly. This is a disease effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOBLIN SNAKE



	Low	Moderate	Advanced	Elite
Terrain	Any Underground or Swamp			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Nest (3-12x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	15	38	87	170
Speed	30 ft. Burrow 5 ft. Swim 20 ft.			
Size, Type, Alignment	Small aberration, chaotic evil	Small aberration, chaotic evil	Small aberration, chaotic evil	Medium aberration, chaotic evil
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	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 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Goblin			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Goblin Breath With Recharge 2, a goblin snake can release a disgusting belch as a standard action. Any creature within 5 feet of the goblin snake must succeed at a Constitution save or be sickened for 1d6 rounds by the stench. Creatures that successfully save cannot be affected by the same goblin snake's goblin breath for 24 hours. Goblin snakes and goblins are immune to this effect. This is a poison effect.			

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



GOLEM (ADAMANTINE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	23 (natural armor)
Hit Points	100	173	230	268
Speed	30 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)	STR 29 (+9)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	10	20	30	34
Special Abilities & Qualities	Destructive Strike An adamantine golem's slam attacks threaten a critical hit on a 19 or 20. In addition, whenever an adamantine golem scores a critical hit, it deals additional sundering damage to the target's armor or shield in addition to the normal damage (sundering damage is equal to the slam damage inflicted; roll separately).			
Special Abilities & Qualities	Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

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

Indestructible An adamantine golem is nearly impossible to destroy. Even if reduced below 0 hit points, its fast healing continues to restore hit points, though the golem is helpless unless above 0 hit points. It can only be permanently destroyed if reduced to negative hit points and then decapitated using an adamantine vorpal weapon - alternatively, miracle or wish can be used to slay it while it is at negative hit points.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 14

Damage 2d10**Saving Throw**

Dexterity DC 16

Damage 4d10**Saving Throw**

Dexterity DC 19

Damage 6d10**Saving Throw**

Dexterity DC 19

Damage 10d10

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

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target.
Hit 6d8+10 (37) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target.
Hit 6d8+15 (42) bludgeoning damage.

Slam Melee weapon attack: +9 to hit, reach 15 ft., one target.
Hit 6d10+13 (46) bludgeoning damage.

Slam Melee weapon attack: +10 to hit, reach 20 ft., one target.
Hit 18d8+17 (98) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GOLEM (ALCHEMICAL)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	70	108	127	164
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 21 (+5)	STR 24 (+7)
	DEX 18 (+4)	DEX 16 (+3)	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 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except 5/adamantine or bludgeoning			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throws DC 13	Saving Throws DC 14	Saving Throws DC 15	Saving Throws DC 16
	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Alchemy When an alchemical golem strikes a foe, the attack has an additional random effect, chosen from these options: The attack can either deal acid, cold, electricity, or fire damage, or cause the target to become sickened (Constitution save negates) or entangled (Dexterity save negates) for 1d4 rounds.			
Special Abilities & Qualities	Bombs As a standard action, an alchemical golem can throw a bomb as a ranged touch attack to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown splash weapon to determine where it lands. Anyone struck by an alchemical golem's bomb takes acid, cold, electricity, or fire damage (determine type randomly). All creatures adjacent to the location where the bomb hits take one quarter this amount of energy damage of the same type.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d2	Damage 1d4	Damage 1d6	Damage 2d4
	Splash Any strike on an alchemical golem with a non-reach melee weapon deals acid, cold, electricity, or fire damage (determine type randomly) to the attacker. This amount doubles if the attack is a critical hit.			
Standard Actions	Bomb Ranged weapon attack: +5 to hit, one target. Hit 8d4 (8) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Bomb Ranged weapon attack: +3 to hit, one target. Hit 8d6 (10) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+8 (17) bludgeoning damage.	Bomb Ranged weapon attack: +3 to hit, one target. Hit 8d6 (10) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+9 (22) bludgeoning damage.	Bomb Ranged weapon attack: +2 to hit, one target. Hit 8d8 (12) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+11 (29) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting Possessions	-			



GOLEM (BLOOD)



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

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	37	63	81	119
Speed	10 ft.			
Size, Type, Alignment	Small construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 18 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 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 16 (+3)	WIS 16 (+3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except bludgeoning			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +11, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16

Special Abilities & Qualities

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

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

Vulnerable to Bleed Bleed effects, blood drain, and attacks that target a creature's blood affect a blood golem normally. The golem can spend a full-round action to harden its clotted outer shell to end a bleed effect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered to this effect must be recovered via resotation or more powerful healing magic. Each round in which the creature does this, it heals 5 hit points.			
Special Abilities & Qualities	Clotted Skin A blood golem can congeal its surface into a hard skin as a full-round action, allowing it to assume a vaguely humanoid form. With its skin, it gains resistance to all damage except bludgeoning, receives a natural armor bonus of +6, and Speed of 30, but loses its Amorphous and Compression abilities. It can liquefy this skin as a full-round action, losing its DR and natural armor, changing its speed to 10 feet, and regaining the amorphous and compression abilities. The golem normally maintains its congealed skin, liquefying itself only when it has to pass through obstacles that would hinder its solid form.			
Standard Actions	Slam Melee weapon attack: -2 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+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+8 (12) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.
Special Actions	Damage 1d6	Damage 2d6	Damage 3d6	Damage 5d6
Special Actions	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).			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

GOLEM (BONE)



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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	73	99	123	148
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantine and bludgeoning			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	7	11	15	19
Special Abilities & Qualities	<p>Bone Prison As a standard action, a bone golem can throw some of its bones at a creature within 30 feet-it must make a ranged touch attack to hit. These bones magically duplicate and form a cage surrounding struck creatures. Each round, the cage makes a check to deal the golem's slam damage, using the golem's slam attack bonus and damage. If the check fails, the target is still trapped but takes no damage. The target can escape the grapple normally, or can break out of the bones by dealing 15 points of damage to the prison, which has the same AC, resistances, immunities, and saves as the bone golem itself. Damage to the prison has no effect on the golem. The golem can only have one bone prison active at a time. If it wishes to create a second one, it (or some other creature) must first destroy the existing one.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Slams Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+3 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Slams Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Slams Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+6 (16) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+8 (18) piercing damage.</p> <p>Slams Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d6+8 (22) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (BRASS)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Watch (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	61	89	122	192
Speed	40 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 21 (+5)	STR 21 (+5)	STR 23 (+6)	STR 28 (+9)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, Fire, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	8	12	20	24

Special Abilities & Qualities

Brass Falchion A brass golem's falchion deals damage as a Huge falchion, but is actually a primary natural attack, not a manufactured weapon, and cannot be disarmed.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 3d6 Breath Weapon As a standard action with Recharge 2, a brass golem can expel a cloud of smoke and cinders that fills a 20-foot cube. This functions as an incendiary cloud that persists for 1d6 rounds, dealing fire damage (Dexterity save halves).	Saving Throw Dexterity DC 14 Damage 4d6	Saving Throw Dexterity DC 16 Damage 6d6	Saving Throw Dexterity DC 18 Damage 8d6
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 6d6	Saving Throw Dexterity DC 14 Damage 8d6	Saving Throw Dexterity DC 16 Damage 12d6	Saving Throw Dexterity DC 18 Damage 16d6
Special Abilities & Qualities	Damage 1d6 Heat The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat.	Damage 2d4	Damage 2d6	Damage 3d6
Standard Actions	Brass Falchion Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9/18-00 (16) slashing damage. Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+13 (18) bludgeoning damage.	Brass Falchion Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9/18-00 (16) slashing damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+13 (18) bludgeoning damage.	Brass Falchion Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11/18-00 (22) slashing damage. Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+11 (18) bludgeoning damage.	Brass Falchion Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 6d6+15/18-00 (36) slashing damage. Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+15 (29) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

GOLEM (CANNON)



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

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	61	83	134	163
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 21 (+5)	DEX 21 (+5)	DEX 19 (+4)	DEX 20 (+5)
	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 4 (-3)
Saving Throws	-			
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
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	8	12	20	24
Special Abilities & Qualities	Alloyed A cannon golem's slam and cannon attacks count as adamantine, cold iron, and silver for the purpose of overcoming resistance.			
Special Abilities & Qualities	Blasting Critical When a cannon golem confirms a critical hit with a slam attack, it can make one cannon attack against that target as a free action (as long as the cannon is loaded).			

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

Cannon The golem's cannon has a range increment of 100 feet and deals bludgeoning and piercing damage on a hit with a x4 critical modifier. The cannon's magazine can hold up to 20 cannonballs at a time-reloading a single cannonball into this magazine is a standard action for the golem, as is loading a cannonball into the cannon itself to fire.

Standard Actions

Cannon Ranged weapon attack: +7 to hit, one target. Hit 6d6/x4 (9) bludgeoning damage.

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

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

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

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

Slams Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d10+10 (21) bludgeoning damage.

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

Slams Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+14 (41) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GOLEM (CARRION)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Gang (2-4x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	48	74	85	126
Speed	30 ft.			

Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
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Ability Scores / Saves	STR	15 (+2)	STR	16 (+3)	STR	18 (+4)	STR	21 (+5)
	DEX	10 (+0)	DEX	10 (+0)	DEX	14 (+2)	DEX	12 (+1)
	CON	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	-	-	-	-
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Resistances all physical attacks except bludgeoning or slashing

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

Vulnerabilities -

Senses	Passive Perception +9, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 120 ft., Darkvision 60 ft.
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Languages -

Challenge	4	8	12	16
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Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
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Foul 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 nauseated 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 nauseated creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Plague Carrier When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then inflict those it strikes with its slams with this disease - most carrion golems inflict filth fever. Filth Fever: Slam - injury; save Constitution; onset 1d3 days; frequency 1/day; effect 1d3 Dexterity damage and 1d3 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect may only be restored via restoration spell or more powerful healing magic.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (CLAY)



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

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	81	117	134	160
Speed	20 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 11 (+0)	DEX 7 (-2)	DEX 11 (+0)	DEX 9 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 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 and bludgeoning			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	9	13	17	21
Special Abilities & Qualities	Berzerk When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.			
Special Abilities & Qualities	Check DC 14	Check DC 15	Check DC 16	Check DC 17
	Cursed Wound The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a caster level check, or the healing has no effect on the injured creature.			

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

Haste After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Standard Actions

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d10+7 (18) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+9 (27) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 6d8+12 (39) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GOLEM (CLOCKWORK)



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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	67	90	123	164
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 14 (+2)	DEX 14 (+2)	DEX 10 (+0)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	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 6d6	Damage 8d6	Damage 12d6	Damage 16d6
Special Abilities & Qualities	Death Burst When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take slashing damage - a Dexterity save results in half damage.			
	Damage 2d6	Damage 2d8	Damage 2d10	Damage 2d20
Special Abilities & Qualities	Grind A clockwork golem deals additional slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 8d6	Saving Throw Dexterity DC 14 Damage 12d6	Saving Throw Dexterity DC 15 Damage 16d6	Saving Throw Dexterity DC 16 Damage 20d6
	Wall of Gears As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes slashing damage. If the wall appears in a creature's space, that creature can attempt a Dexterity save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d10+8 (19) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+13 (40) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (CORAL)



Low

Moderate

Advanced

Elite

Terrain	Warm Oceans or Coastlines
Rarity	Rare
Role	Soldier / Elite
Organization	Solitary or Gang (2-5x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	35	52	89	131
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 24 (+7)
	DEX 13 (+1)	DEX 13 (+1)	DEX 9 (-1)	DEX 11 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantine			
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 +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Standard Actions	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7/19-00 (10) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+11/19-00 (18) slashing damage.

Low

Moderate

Advanced

Elite

Legendary
Actions -

Innate
Spellcasting -

Spellcasting
Possessions -

GOLEM (FLESH)



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

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	47	76	96	122
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 11 (+0)	DEX 7 (-2)	DEX 11 (+0)	DEX 9 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Berzerk When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+5 (14) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+7 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+10 (28) bludgeoning damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (FOSSIL)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	78	106	137	176
Speed	30 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	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 8 (-1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantine and bludgeoning			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, 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 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
	Petrification The attacks of a fossil golem gradually turn living flesh to stone. Each time the golem hits a target with one of its natural attacks, the target must make a Constitution save or take 1d6 points of Dexterity damage. A creature that is reduced to 0 Dexterity by this attack turns completely to stone, as if by a flesh to stone spell. Casting stone to flesh on the creature removes all Dexterity damage caused by this attack, which is the only way to recover ability damage suffered from this effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bites Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 6d4+7 (22) piercing damage.	Bites Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 6d4+7 (22) piercing damage.	Bites Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 6d6+7 (28) piercing damage.	Bites Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 12d6+11 (53) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (GLASS)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary or Gang (2-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	56	84	109	137
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 11 (+0)	DEX 7 (-2)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	6	12	16	20
Special Abilities & Qualities	Damage 1d6	Damage 1d8	Damage 2d6	Damage 2d8
	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
	Dazzling Brightness A glass golem in an area of bright light dazzles any creature within 30 feet that sees it (Constitution save negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours.			

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

Reflect Spells As a free action with Recharge 2, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effects of a spell turning spell.

Standard Actions

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

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

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d8+7 (20) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+9 (27) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GOLEM (ICE)



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

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	42	56	86	129
Speed	30 ft.			

Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
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Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 7 (-2)	DEX 7 (-2)	DEX 11 (+0)	DEX 9 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)

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

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

Vulnerabilities Vulnerability to Fire

Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
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Languages -

Challenge	6	9	13	17
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Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 5d6
	Breath Weapon 20' Cone of Cold, cold damage, usable with Recharge 2, Dexterity save halves damage. You are immune to your own breath weapon.			

Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Cold An ice golem's body generates intense cold, dealing cold damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 2d6 slashing + 1d6 cold	Saving Throw Dexterity DC 14 Damage 3d6 slashing + 2d6 cold	Saving Throw Dexterity DC 15 Damage 4d6 slashing + 3d6 cold	Saving Throw Dexterity DC 16 Damage 5d6 slashing + 4d6 cold
	Icy Destruction When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take slashing damage and cold damage; a Dexterity save halves the damage.			
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (IRON)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	79	106	138	166
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 21 (+5)	STR 21 (+5)	STR 23 (+6)	STR 28 (+9)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 9 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	10	14	18	22
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17
	Breath Weapon As a free action with Recharge 1, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Inhaled; save Fort 23; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. Ability damage suffered from this effect can be restored via restoration or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d8+17/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d8+17/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d10+16/19-00 (27) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+22/19-00 (49) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (JUNK)



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Gang (2-6x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	28	51	73	110
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 7 (-2)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16

Special Abilities & Qualities **Disincorporate** A junk golem can break apart into its constituent pieces as a standard action, becoming a swarming mass of Tiny parts. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 1d6 points of damage and inflicts disease, but loses its slam attacks. It can revert back to its normal form as a full-round action.

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

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 15

Disease Tetanus Slam-injury; save Fortitude; onset 1d6 days; frequency 1 day; effect 1d4 Dexterity damage. Each time someone takes Dexterity damage from tetanus, there's a 50% chance his jaw muscles stiffen, preventing speech and the use of spells with verbal components for 24 hours; cure 2 consecutive saves. Ability damage from this effect can be recovered only via a restoration or more powerful healing magic.

Special Abilities & Qualities

Junk Repair A junk golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's disincorporate ability.

Standard Actions

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

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+13 (18) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+17 (24) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GOLEM (MALLOWSTONE)



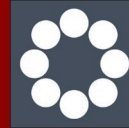
	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary or Gang (2-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	53	87	103	134
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 9 (-1)	DEX 13 (+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 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Create Spawn Any humanoid creature slain by the Marrowstone Golem rises from death as a ghoul in 24 hours. A creature with 4 or more class levels rises as a ghost instead. 25% chance of retaining class levels.			
Special Abilities & Qualities	Necrotic Field Undead within 30 feet of a marrowstone golem gain advantage on saving throws, increase the save DCs of their extraordinary and supernatural abilities by 2, and gain a +4 bonus to channel resistance. Positive energy effects cause only half damage to a creature within the marrowstone golem's aura. Their aura particularly strengthens ghouls and ghosts, giving them advantage on attack and weapon damage rolls.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Negative Energy Any time a marrowstone golem hits with a slam attack it does additional necrotic damage.			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10 (24) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting Possessions	-			



GOLEM (MITHRAL)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Solo
Organization	Solitary or Gang (2-4x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	76	104	162	205
Speed	50 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 20 (+5)	DEX 21 (+5)	DEX 19 (+4)	DEX 20 (+5)
	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, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	14	24	28
Special Abilities & Qualities	Evasion You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.			
Special Abilities & Qualities	Fluid Form A mithral golem's body can take on a form like liquid silver as a swift action. While in this form, the mithral golem's reach increases to 30 feet and it gains resistance to all physical attacks except bludgeoning and adamantine. A mithral golem in this form can also move through any crack or hole in a wall or door, no matter how small, without impeding its movement. A mithral golem can maintain this form for up to 10 rounds per day, but these rounds do not need to be consecutive. Reverting to its normal form is a free action.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+10 (28) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d8+13 (31) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d10+11 (33) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 12d8+16 (70) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (NOQUAL)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Pair			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	164	205	278	323
Speed	40 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)	STR 29 (+9)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	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	-			
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	15	25	29
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Construct Bane Deals extra damage against constructs and undead created by feats or spells.			
Special Abilities & Qualities	Check DC 13	Check DC 15	Check DC 18	Check DC 19
	Impeded Magic To successfully cast a spell within 60 feet of a noqual golem, a caster must make a concentration check (DC above + the level of the spell being cast). If the check fails, the noqual golem absorbs the spell.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Spell Absorption** Heals 5 hit points for each spell absorbed. Absorbing a spell gives the golem the benefits of Haste.**Special Abilities & Qualities****Spell Sunder** A creature struck by a noqual golem's slam attack is targeted by dispel magic (CL 18th). It absorbs any spells so dispelled.**Standard Actions****Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+16/19-00 (30) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+21/18-00 (35) bludgeoning damage.**Slam** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+19/18-00 (37) bludgeoning damage.**Slam** Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 12d6+23/18-00 (65) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

GOLEM (QUANTIUM)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	22 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	310	368	422	469
Speed	20 ft.			
Size, Type, Alignment	Huge construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)	STR 31 (+10)
	DEX 9 (-1)	DEX 9 (-1)	DEX 5 (-3)	DEX 8 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantite and bludgeoning			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	10	20	30	34
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 19
	Damage 10d6	Damage 20d6	Damage 30d6	Damage 40d6

Eldritch Surge A Quantum golem can hurl a lance of eldritch energy that deals damage to all creatures in a 240-foot line (Dexterity save halves). The crimson Quantum golem deals half electricity and half fire damage, and slows a creature (as the slow spell) that fails its save for 2d4 rounds. The green Quantum golem deals half acid and half fire damage, and nauseates any creature that fails its save for 1d4 rounds.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Link** Each Quantum golem always knows the exact location of the other.**Special Abilities & Qualities****Urban Defender** 150 bonus hit points as long as within 1 mile of the city.**Standard Actions****Sword, Bastard** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+17/17-00 (30) slashing damage.**Sword, Bastard** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+20/17-00 (34) slashing damage.**Sword, Bastard** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+27/17-00 (45) slashing damage.**Sword, Bastard** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d8+33/17-00 (60) slashing damage.**Legendary Actions**

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Bastard sword

GOLEM (STAINED GLASS)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary or Gang (2-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	52	75	103	130
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 11 (+0)	DEX 7 (-2)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Special Abilities & Qualities	Damage 1d6	Damage 1d8	Damage 2d6	Damage 2d8
	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
	Dazzling Brightness A glass golem in an area of bright light dazzles any creature within 30 feet that sees it (Constitution save negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Reflect Spells As a free action with Recharge 2, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effects of a spell turning spell.

Standard Actions

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

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

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d8+7 (20) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+9 (27) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-

GOLEM (STONE)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	64	93	107	136
Speed	20 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 23 (+6)	STR 26 (+8)
	DEX 11 (+0)	DEX 7 (-2)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	10	14	18	22
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17
	Slow A stone golem can use a slow effect, as the spell, as a free action with Recharge 2. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a Wisdom save to negate.			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+10 (19) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d10+9 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+11 (29) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+13 (40) bludgeoning damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

GOLEM (WAX)



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

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	37	60	71	114
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 7 (-2)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16

Special Abilities & Qualities **Conditional Sentience** A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience and genuinely believing it is a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (on the second week the chance is 2%, the third week 3%, and so on), to a maximum of 5%. If it does attain sentience, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. If it was crafted to resemble a specific individual, it also gains advantage on Disguise checks made to impersonate that individual. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take her place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

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

Standard Actions

-

Legendary Actions

-

Innate Spellcasting

-

Spellcasting Possessions

-

GOLEM (WOOD)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Gang (2-4x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	35	65	89	128
Speed	30 ft.			

Size, Type, Alignment	Small construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
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Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)

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

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

Vulnerabilities Vulnerability to Fire

Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
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Languages -

Challenge	4	8	12	16
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Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15
	Damage 3d6	Damage 4d6	Damage 6d6	Damage 8d6

Splintering As a free action with Recharge 2, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take slashing damage (Dexterity save halves).

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
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+3 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+6 (16) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d6+8 (22) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GORGON



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains, Rocky Hills, or Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Pack (3-4x), or Herd (5-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	53	117	193	276
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Breath Weapon A gorgon can use its breath weapon with Recharge 2 to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a Constitution save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new Constitution save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Constitution saves to recover naturally.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 1d8 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.	Saving Throw Dexterity DC 17 Damage 2d8	Saving Throw Dexterity DC 19 Damage 3d8	Saving Throw Dexterity DC 21 Damage 5d8
Standard Actions	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+7 (16) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+9 (22) piercing damage. Hoof Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+12 (30) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



GORTHEK



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills and Plains			
Rarity	Uncommon			
Role	Brute / Minion			
Organization	Solitary, Pair, or Herd (3-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	8	46	102	164
Speed	40 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	2	7	11	15
Standard Actions	Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+11/19-00 (18) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+20/19-00 (30) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

GORYNYCH



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	86	119	214	350
Speed	30 ft. Fly 100 ft. (Poor) Swim 50 ft.			
Size, Type, Alignment	Large dragon, chaotic evil	Large dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	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	all physical attacks except lawful			
Immunities	Fire, Magical unconscious, paralyzed, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft., Truesight	Passive Perception +16, Darkvision 60 ft., Truesight	Passive Perception +18, Darkvision 60 ft., Truesight	Passive Perception +21, Darkvision 60 ft., Truesight
Languages	Common, Draconic, Sylvan			
Challenge	8	12	17	21
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 23
	Damage 3d6	Damage 4d6	Damage 6d6	Damage 8d6

Breath Weapon Each of a gorynych's heads has its own separate breath weapon. When a gorynych uses its breath weapon, it can breathe with one, two, or all three heads. If the areas of two or more breath weapons overlap, a creature caught in that overlapping area suffers disadvantage on its Dexterity save. Damage done by overlapping breath weapons stacks and is considered to be a single source of fire damage for the purpose of tracking fire resistance. Regardless of how many heads breathe fire, the gorynych can only use its breath weapon with Recharge 2. 40-ft. cone, fire, Dexterity save halves 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.

Standard Actions

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) slashing damage.

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+8 (17) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) slashing damage.

Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+13 (31) piercing damage.

Claw Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+13 (24) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GRAEAE



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

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	40	62	110	169
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)	INT 20 (+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	all physical attacks			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	Aklo, Common, Giant, Goblin, Sylvan			
Challenge	4	6	10	14

Special Abilities & Qualities

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

Coven Like hags, graeae also form covens. A graeae coven can be composed entirely of graeae, or could or include hags or witches with the coven hex. A hag or witch with the coven hex counts as a graeae for purposes of joining a graeae's coven. Likewise, a graeae counts as a hag for purposes of joining a hag's coven. Graeae Coven: Whenever three or more graeae of the same coven are within 10 feet of one another, they can work together to use any of the following spell-like abilities: clairaudience/clairvoyance, commune, contact other plane, speak with dead, and tongues. All three graeae must spend a full-round action to take part in this form of cooperative magic. All coven spell-like abilities are CL 9th (or at the highest caster level available to the most powerful graeae in the coven).

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

Eye of the Graeae Each graeae possesses a mystic eyeball. A graeae can sense the location of her eyeball from anywhere on the same plane. She must remain within 30 feet of her eyeball or she becomes completely blind and cannot use any of her spell-like or supernatural abilities. The eyeball only works for its graeae. If a graeae is slain, her mystic eye instantly turns to dust.

Special Abilities & Qualities

Saving Throw
Wisdom DC 10

Saving Throw
Wisdom DC 13

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 18

Luck Ripple A graeae can use her mystic eye to alter the circumstances of any creature within 30 feet. As a swift action, she can cast her eye on a single creature, causing the target to suffer disadvantage or gain advantage on one of the following (graeae's choice): AC, ability checks, attack rolls, saving throws, or skill checks. A successful Wisdom save negates the effect on an unwilling target, which otherwise lasts for 1d6 rounds. This is a mind-affecting gaze effect.

Standard Actions

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

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) slashing damage.

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

Legendary Actions

-

Innate Spellcasting

arcane sight (at will); augury (3/day); enthrall (3/day); feast of ashes (3/day); fly (at will); ill omen (3/day); ray of enfeeblement (1/day); (at will)

Spellcasting Possessions

-

GRAVEKNIGHT



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary or Troop (1x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	58	107	171	217
Speed	30 ft.			
Size, Type, Alignment	Small undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Cold, diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Common, Dwarven, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 6d6
Special Abilities & Qualities	Channel Destruction Any weapon a graveknight wields seethes with energy, and deals additional necrotic damage.			
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			

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

Dexterity DC 17

Damage 2d6**Devastating Blast** Three times per day, the graveknight may unleash a 30-foot cone of energy as a standard action. This blast deals necrotic damage (Dexterity save halves).**Special Abilities & Qualities****Phantom Mount** Once per hour, a graveknight can summon a skeletal horse similar to a phantom steed. This mount is more real than a typical phantom steed, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.**Standard Actions****Heavy Mace** Melee

weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.**Dagger** Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (3) piercing damage.**Heavy Crossbow** Ranged weapon attack: +3 to hit, one target. Hit 1d10/19-00 (10) piercing damage.**Heavy Mace** Melee

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

Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.**Dagger** Ranged weapon attack: -1 to hit, one target. Hit 1d4+7/19-00 (10) piercing damage.**Heavy Crossbow** Ranged weapon attack: -1 to hit, one target. Hit 1d10/19-00 (10) piercing damage.**Dagger** Melee weapon

attack: +7 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+10/19-00 (12) piercing damage.**Heavy Mace** Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.**Heavy Crossbow** Ranged weapon attack: +2 to hit, one target. Hit 1d10/19-00 (10) piercing damage.**Heavy Mace** Melee

weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7/19-00 (10) piercing damage.**Dagger** Ranged weapon attack: +1 to hit, one target. Hit 1d6+13/19-00 (16) piercing damage.**Heavy Crossbow** Ranged weapon attack: +1 to hit, one target. Hit 2d8/19-00 (8) piercing damage.**Special Actions****Rejuvenation** One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days-if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.**Special Actions****Ruinous Revivification** At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the graveknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a graveknight's special abilities.**Special Actions****Concentration** DC 17**Concentration** DC 18**Concentration** DC 20**Concentration** DC 21**Sacrilegious Aura** A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area-such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype-must make a concentration check. If the character fails, the effect is expended but does not function.**Special Actions****Saving Throw**

Wisdom DC 17

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 21

Undead Mastery As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Wisdom save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. A graveknight can control 5 Hit Dice of undead creatures for every Hit Die it has. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per animate dead.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Heavy mace; dagger; heavy crossbow; crossbow bolts (20x)



GRAVEN GUARDIAN



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any Land
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Band (2-4x), or Assembly (5-12x)
Treasure	Incidental

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	52	70	95	132
Speed	40 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18

Special Abilities & Qualities

Darkness The graven guardian can cast darkness two times per day as a spell-like ability.

Faith Bound A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

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.

Madness: Confusion The graven guardian can cast confusion once per day as a spell-like ability.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Longsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) slashing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+12/19-00 (16) slashing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15/19-00 (22) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword			



GRAY OOZE



	Low	Moderate	Advanced	Elite
Terrain	Cold Marshes and Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	12 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	59	112	194	285
Speed	10 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Medium ooze, unaligned	Medium ooze, unaligned	Large ooze, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 20 (+5)	CON 20 (+5)	CON 23 (+6)	CON 26 (+8)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 23
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6

Acid The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Dexterity saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a Dexterity save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 5d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Transparent Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

GRAY OOZE (CRYSTAL OOZE)



	Low	Moderate	Advanced	Elite
Terrain	Deep Waters			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	12 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	48	95	166	257
Speed	Swim 30 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Medium ooze, unaligned	Medium ooze, unaligned	Large ooze, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	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 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	4	8	12	16

Special Abilities & Qualities	Saving Throw Dexterity DC 17 Damage 1d6	Saving Throw Dexterity DC 18 Damage 2d6	Saving Throw Dexterity DC 20 Damage 3d6	Saving Throw Dexterity DC 22 Damage 4d6
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Acid The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Dexterity saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a Dexterity save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**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****Transparent** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.**Special Abilities & Qualities****Saving Throw**

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 22

Paralytic Toxin The crystal ooze secretes a paralytic toxin that causes those whom it strikes to become paralyzed for 3d6 rounds if they fail a Constitution saving throw.**Standard Actions****Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GRAY OOZE (1d OOZE)



Low

Moderate

Advanced

Elite

Terrain	Cold Marshes and Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	12 (natural armor)	13 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	63	105	187	279
Speed	15 ft.			

Size, Type, Alignment	Medium ooze, unaligned	Medium ooze, unaligned	Medium ooze, unaligned	Large ooze, unaligned
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Ability Scores / Saves	STR	17 (+3)	STR	15 (+2)	STR	18 (+4)	STR	20 (+5)
	DEX	3 (-4)	DEX	1 (-5)	DEX	3 (-4)	DEX	1 (-5)
	CON	22 (+6)	CON	20 (+5)	CON	22 (+6)	CON	24 (+7)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	3 (-4)	WIS	1 (-5)	WIS	3 (-4)	WIS	3 (-4)
	CHA	3 (-4)	CHA	1 (-5)	CHA	3 (-4)	CHA	3 (-4)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	Cold, Critical Hits, Fire, Flanking, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned
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Vulnerabilities	-
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Senses	Passive Perception +6, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
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Languages	-
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Challenge	4	8	12	16
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Special Abilities & Qualities	Saving Throw	Dexterity DC 17	Saving Throw	Dexterity DC 18	Saving Throw	Dexterity DC 20	Saving Throw	Dexterity DC 23
	Damage	1d6	Damage	2d6	Damage	3d6	Damage	4d6

Acid The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Dexterity saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a Dexterity save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**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****Transparent** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.**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: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*confusion (at will)***Spellcasting**

-

Possessions

-

GRAY RENDER



Low

Moderate

Advanced

Elite

Terrain	Temperate Marshes
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	49	99	173	261
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
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	Giant			
Challenge	4	8	12	16
Special Abilities & Qualities	Double Damage Against Objects A gray render that makes a full attack against an object or structure deals double damage.			
Special Abilities & Qualities	Damage 1d6	Damage 1d8	Damage 2d6	Damage 2d8
	Render If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GREMLIN (ERINAT)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground or Urban			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Mob (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	19	44	94	162
Speed	30 ft.			
Size, Type, Alignment	Medium fey, chaotic evil	Medium fey, chaotic evil	Medium fey, chaotic evil	Large fey, chaotic evil
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	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 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
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	Aklo, Common, Undercommon			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Discordant Aura An erinat radiates an aura that imparts both gullibility and susceptibility to mental influence. Creatures within a 20-foot radius suffer disadvantage on saves against compulsion effects, and Bluff checks attempted against such creatures gain advantage. This bonus also applies on opposed Charisma checks against a charmed creature within the aura.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 13 Malicious Mischief A pair of erinats working together for 1 round can present an item and compel a creature to take it. This functions as suggestion, but the victim is compelled to attack a random non-gremlin creature within 30 feet, even if the recipient must use the item as an improvised weapon.	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
Standard Actions	Spiked Chain Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Spiked Chain Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Spiked Chain Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.	Spiked Chain Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>alter self (small humanoid child only) (at will); confusion (1/day); (at will); rage (3/day)</i>			
Spellcasting	-			
Possessions	Spiked chain			



GREMLIN (FUATH)



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Uncommon			
Role	Artillery / Minion			
Organization	Solitary, Pair, Mob (3-12x), or School (13-20x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	27	74	134
Speed	20 ft. Climb 10 ft. Swim 30 ft.			
Size, Type, Alignment	Tiny fey, chaotic evil	Tiny fey, chaotic evil	Tiny fey, chaotic evil	Small fey, chaotic evil
Ability Scores / Saves	STR 5 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	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	Cold, all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	Vulnerability to Fire; Vulnerable to Sunlight			
Senses	Passive Perception +10, Darkvision 120 ft.	Passive Perception +10, Darkvision 120 ft.	Passive Perception +12, Darkvision 120 ft.	Passive Perception +12, Darkvision 120 ft.
Languages	Aquan			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18
	Congeal Water Once per day, a fuath can surround a creature in a thin layer of magically viscous water as a standard action at a range of 30 feet. A target that fails a Dexterity save becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Dexterity save with advantage; otherwise, the effect lasts for 1d4 minutes. A fuath can use this ability even if there is no source of water nearby.			

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

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

Vulnerable to Sunlight A fuath takes 1 point of Constitution damage after every hour it is exposed to sunlight. Water of a depth of at least 1 foot negates this harmful effect. Ability damage suffered from this effect can only be restored via a long rest following an avoidance of the cause.

Standard Actions

Dart Ranged weapon attack: +1 to hit, one target. Hit 1d4+0 (2) bludgeoning damage.

Claw Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.

Dart Ranged weapon attack: +1 to hit, one target. Hit 1d4+0 (2) bludgeoning damage.

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

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

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

Dart Ranged weapon attack: +2 to hit, one target. Hit 1d4+3 (6) bludgeoning damage.

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Dart (6x)

GREMLIN (GRIMPLE)



	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Uncommon			
Role	Artillery / Minion			
Organization	Solitary, Pair, Mob (3-8x), or Infestation (9-16x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	5	23	60	115
Speed	15 ft. Climb 15 ft. Fly 15 ft. (Clumsy)			
Size, Type, Alignment	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Small fey, chaotic neutral
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 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 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Undercommon			
Challenge	1	6	10	14
Special Abilities & Qualities	<p>Gremlin Lice All grimples are infested with gremlin lice. Whenever a warm-blooded creature comes in physical contact with a grimple, there is a 25% chance it contracts gremlin lice. 1d4 rounds later, the creature begins to itch. The itch proves so distracting that for the duration of the infestation, the individual suffers disadvantage on all concentration and initiative checks. Fortunately, these annoying parasites cannot live long on non-gremlins, and only survive for 24 hours. Submersion in water or exposure to freezing temperatures also kills a gremlin lice infestation.</p>			
Special Abilities & Qualities	<p>Saving Throw Constitution DC 12</p>	<p>Saving Throw Constitution DC 13</p>	<p>Saving Throw Constitution DC 16</p>	<p>Saving Throw Constitution DC 18</p>
	<p>Putrid Vomit With Recharge 2, a grimple can spew a 30-foot line of vomit as a standard action. Treat this as a ranged touch attack with no range increment. Anyone struck must succeed at a Constitution save or be nauseated for 1d4 rounds.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Rock Ranged weapon attack: +1 to hit, one target. Hit 1d2+0 (2) bludgeoning damage.</p> <p>Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p>	<p>Rock Ranged weapon attack: +0 to hit, one target. Hit 1d2+0 (2) bludgeoning damage.</p> <p>Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p>	<p>Rock Ranged weapon attack: +3 to hit, one target. Hit 1d2+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>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 1d8+2 (6) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>grease (3/day); mage hand (3/day); prestidigitation (at will)</i>			
Spellcasting	-			
Possessions	-			

GREMLIN (HANIVER)



Low

Moderate

Advanced

Elite

Terrain	Temperate Coasts
Rarity	Rare
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Swarm (4-12x)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	2	23	59	108
Speed	10 ft. Fly 20 ft. (Average) Swim 20 ft.			
Size, Type, Alignment	Tiny fey, unaligned	Tiny fey, unaligned	Tiny fey, unaligned	Small fey, unaligned
Ability Scores / Saves	STR 7 (-2)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	1	6	10	14
Special Abilities & Qualities	<p>Misplacement Hanivers are swift and curious, possessing an uncanny ability to meddle with the possessions of any character whose square they enter. Any time a haniver succeeds at a check against a creature to steal something from it, it also rearranges that creature's possessions. The next time that creature attempts to produce a weapon or item, it finds its possessions misplaced or disarranged; retrieving a stored item or drawing a weapon then requires a standard action instead of a move action (unless the haniver has stolen the item in question). After spending this standard action, the character takes mental inventory and is no longer affected by this ability. Occasionally, hanivers replace items they've stolen or leave their old treasures seashells, old fish, clumps of sand in containers or clothing they have rooted through. They do this without any added difficulty to their checks.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+3 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>prestidigitation (at will)</i>			
Spellcasting	-			
Possessions	-			



GREMLIN (JINKIN)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground or Urban			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, Mob (3-12x), or Infestation (13-20x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	9	30	81	137
Speed	40 ft.			
Size, Type, Alignment	Tiny fey, chaotic evil	Tiny fey, chaotic evil	Tiny fey, chaotic evil	Small fey, chaotic evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 9 (-1)	CON 9 (-1)	CON 14 (+2)	CON 17 (+3)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.
Languages	Undercommon			
Challenge	1	6	10	14
Special Abilities & Qualities	<p>Tinker A group of six jinkins working together over the course of an hour can create an effect identical to bestow curse on any living creature. This effect functions at CL 6th, and the target creature must be either willing or helpless (but still gets a saving throw to resist). The save DC is 14 + the Charisma modifier of the jinkin with the highest Charisma score (DC 16 for most groups of jinkins). Alternatively, the group of jinkins can attempt to infuse a magic item with a curse. The nature of this curse is determined randomly; half of these curses make the magic item unreliable (each time the item is used, there is a 20% chance it does not function), while the other half give the item a random requirement. A jinkin can take part in a tinkering only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like remove curse. All jinkin tinkering functions as a curse created by a 6th-level caster.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Short Sword Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0/19-00 (2) slashing damage.</p> <p>Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Short Sword Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0/19-00 (2) slashing damage.</p> <p>Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Short Sword Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0/19-00 (2) slashing damage.</p> <p>Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.</p>	<p>Short Sword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.</p> <p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>dimension door (self plus 5 lbs. only) (1/hour); prestidigitation (at will)</i>			
Spellcasting	-			
Possessions	Short sword			

GREMLIN (MONACIELLO)



	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, Congregation (3-12x), or Infestation (13-20x+)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	14	40	89	151
Speed	30 ft.			
Size, Type, Alignment	Small fey, chaotic evil	Small fey, chaotic evil	Small fey, chaotic evil	Medium fey, chaotic evil
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	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 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aklo			
Challenge	1	6	10	14
Special Abilities & Qualities	<p>Magic Bag A monaciello always carries its pouch with it. This pouch contains an extradimensional space and operates like a bag of holding (type I). If this pouch is separated from the monaciello, all of its former contents are lost, and it becomes a normal bag that contains a number of coins equal to double the treasure value of a creature of the gremlin's CR. A monaciello that loses its pouch must create a new one, a process that takes 1d4 days. Until the new pouch is finished, it remains a non-magical bag, only becoming a fully functional extradimensional space once completed.</p>			
Special Abilities & Qualities	<p>Saving Throw Wisdom DC 13</p>	<p>Saving Throw Wisdom DC 14</p>	<p>Saving Throw Wisdom DC 17</p>	<p>Saving Throw Wisdom DC 19</p>
	<p>Stymie Channeling A monaciello gremlin is surrounded by an aura of blasphemy. Any creatures channeling energy within 20 feet of a monaciello must succeed at a Wisdom save or be unable to channel for that round. The use is not lost, but the action is wasted.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p> <p>Claw Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.</p>	<p>Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p> <p>Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.</p>	<p>Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.</p> <p>Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>glitterdust (1/day); prestidigitation (at will); putrefy food and drink (at will); silent image (at will)</i>			
Spellcasting	-			
Possessions	-			

GREMLIN (NUGLUB)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground or Urban			
Rarity	Rare			
Role	Brute / Minion			
Organization	Solitary, Pair, or Mob (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	21	66	123	196
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Small fey, chaotic evil	Small fey, chaotic evil	Small fey, chaotic evil	Medium fey, chaotic evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	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 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 120 ft.	Passive Perception +11, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.	Passive Perception +15, Darkvision 120 ft.
Languages	Undercommon			
Challenge	3	8	12	16

Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.
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☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Legendary
Actions** -

Innate *heat metal (1/hour); prestidigitation (at will); shocking grasp (3/hour)*

Spellcasting

Spellcasting -

Possessions -

GREMLIN (PUGWAMPI)



	Low	Moderate	Advanced	Elite
Terrain	Warm Hills			
Rarity	Uncommon			
Role	Artillery / Minion			
Organization	Solitary, Pair, Mob (3-12x), or Infestation (13-20x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	5	34	74	127
Speed	35 ft.			
Size, Type, Alignment	Tiny fey, neutral evil	Tiny fey, neutral evil	Tiny fey, neutral evil	Small fey, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 11 (+0)	DEX 12 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 120 ft.	Passive Perception +14, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.
Languages	Gnoll, Undercommon			
Challenge	1	6	10	14
Special Abilities & Qualities	Unluck Aura A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area suffers disadvantage on all d20 rolls. This is a mind-affecting effect that does not work on animals, other gremlins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a luckstone or divine favor) is immune to the pugwampi unluck aura.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d2+0/19-00 (2) piercing damage.</p> <p>Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d3+0/x3 (2) piercing damage.</p>	<p>Dagger Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d2+0/19-00 (2) piercing damage.</p> <p>Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d3+0/x3 (2) piercing damage.</p>	<p>Dagger Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d2+0/19-00 (2) piercing damage.</p> <p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d3+0/x3 (2) piercing damage.</p>	<p>Dagger Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3-19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d3-19-00 (2) piercing damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>prestidigitation (at will); shatter (1/day); speak with animals (at will)</i>			
Spellcasting	-			
Possessions	Dagger; shortbow; arrows (20x)			

GREMLIN (VEXGIT)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground or Urban			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Mob (3-12x), or Infestation (13-20x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	39	85	147
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny fey, lawful evil	Tiny fey, lawful evil	Tiny fey, lawful evil	Small fey, lawful evil
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 120 ft.	Passive Perception +10, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.
Languages	Undercommon			
Challenge	1	6	10	14
Standard Actions	Warhammer Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0/x3 (2) bludgeoning damage. Bite Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Warhammer Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0/x3 (2) bludgeoning damage. Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Warhammer Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4/x3 (4) bludgeoning damage. Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.	Warhammer Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6x3 (1) bludgeoning damage. Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Legendary
Actions**

-

Innate *prestidigitation (at will)*

Spellcasting

Spellcasting -

Possessions Warhammer

GRENDEL



	Low	Moderate	Advanced	Elite
Terrain	Cold Swamps			
Rarity	Rare			
Role	Soldier / 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	163	211	344	565
Speed	40 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 24 (+7)	STR 32 (+10)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 17 (+3)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 27 (+8)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 16 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	-			
Challenge	8	12	20	24
Special Abilities & Qualities	Blood Rage When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty on AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 18**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****Regeneration** You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.**Standard Actions****Claw** Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d8+13 (26) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d8+13 (26) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d10+11 (28) slashing damage.**Claw** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 9d8+19 (60) slashing damage.**Bite** Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 4d6+13 (27) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 4d6+13 (27) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+5 (23) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 12d6+9 (51) piercing damage.**Legendary Actions**

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

GRICK



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary or Cluster (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	24	58	114	186
Speed	30 ft. Climb 20 ft.			

Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
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Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except magic			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Aklo, Cannot Speak			
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Challenge	5	9	13	17
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Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.
	Tentacle Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	Tentacle Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

GRICK (JUNGLE)



	Low	Moderate	Advanced	Elite
Terrain	Any Jungle			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary or Cluster (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	46	90	134	210
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)
	DEX 16 (+3)	DEX 16 (+3)	DEX 16 (+3)	DEX 14 (+2)
	CON 15 (+2)	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)
	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)
	CHA 7 (-2)	CHA 7 (-2)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aklo, Cannot Speak			
Challenge	5	9	13	17

Standard Actions	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage. Tentacle Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage. Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.
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GRIFFON



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Pride (6-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	55	88	148	217
Speed	30 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	5	9	13	17
Special Abilities & Qualities	Rake Against a grappled opponent, you may make two additional Bite attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.			

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



GRIG



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests
Rarity	Uncommon
Role	Artillery / Minion
Organization	Solitary, Gang (25-x), or Band (6-11x)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	7	32	80	133
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny fey, neutral good	Tiny fey, neutral good	Tiny fey, neutral good	Small fey, neutral good
Ability Scores / Saves	STR 3 (-4)	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	<p>Fiddle Grigs are capable of rubbing their legs together like a cricket to create a surprisingly pleasant sound not unlike that of a tiny fiddle. As a standard action, a grig can create a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a Wisdom save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered as long as the grig continues to fiddle. A grig can maintain this effect for up to 10 rounds per day by concentrating. Once a creature makes a save against a grig's fiddle, it is immune to further fiddle effects from that grig for 24 hours. This is a sonic mind-affecting effect.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d4+0/x3 (2) piercing damage.</p> <p>Short Sword Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0/19-00 (2) slashing damage.</p>	<p>Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d4+0/x3 (2) piercing damage.</p> <p>Short Sword Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0/19-00 (2) slashing damage.</p>	<p>Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p> <p>Short Sword Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3/19-00 (4) slashing damage.</p>	<p>Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Short Sword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>disguise self (/day); entangle (3/day); invisibility (self only) (3/day); pyrotechnics (3/day)</i>			
Spellcasting	-			
Possessions	Longbow; arrows (40x); short sword			



GRINDYLOW



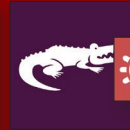
	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Gang (3-9x), Warband (10-16x+), or Tribe (17-40x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	7	51	109	179
Speed	15 ft. Swim 30 ft., Jet (200 ft.)			
Size, Type, Alignment	Small aberration, chaotic evil	Small aberration, chaotic evil	Small aberration, chaotic evil	Medium aberration, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aquan			
Challenge	1	6	10	14
Special Abilities & Qualities	Tangling Tentacles Although a grindylow can't attack to cause damage with its six tentacles, these wriggling legs constantly writhe and reach out to tug at and trip adjacent foes. During the grindylow's turn, it can make a single trip attack against any adjacent foe as a swift action. It gains advantage on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the grindylow in retaliation.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Spear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +2 to hit, one target. Hit 1d6x3 (1) piercing damage.</p> <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) piercing damage.</p>	<p>Spear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +1 to hit, one target. Hit 1d6x3 (1) piercing damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.</p>	<p>Spear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage.</p> <p>Spear Ranged weapon attack: +4 to hit, one target. Hit 1d6x3 (1) piercing damage.</p> <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.</p>	<p>Spear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9/x3 (14) piercing damage.</p> <p>Spear Ranged weapon attack: +2 to hit, one target. Hit 1d8+6/x3 (10) piercing 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	-	-	-	-



GRIPPLI RANGER



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests or Marshes			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Gang (2-5x), Pack (6-11x), or Tribe (21-30x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (leather armor)	16 (leather armor)	18 (leather armor)	19 (leather armor)
Hit Points	12	53	102	180
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Small humanoid, unaligned	Small humanoid, unaligned	Small humanoid, unaligned	Medium humanoid, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Grippli			
Challenge	1	6	10	14
Special Abilities & Qualities	<p>Evasion You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.</p>			
Special Abilities & Qualities	<p>Swamp Stride Gripplis can move through non-magical difficult terrain at normal speed in swamps.</p> <p>Woodland Stride You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dart Ranged weapon attack: +4 to hit, one target. Hit 1d3+1 (3) bludgeoning damage.</p> <p>Net Ranged weapon attack: +4 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p> <p>Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.</p>	<p>Dart Ranged weapon attack: +3 to hit, one target. Hit 1d3+1 (3) bludgeoning damage.</p> <p>Net Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p> <p>Shortsword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.</p>	<p>Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6/19-00 (8) bludgeoning damage.</p> <p>Dart Ranged weapon attack: +5 to hit, one target. Hit 1d3+4 (6) bludgeoning damage.</p> <p>Net Ranged weapon attack: +5 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10/19-00 (14) bludgeoning damage.</p> <p>Dart Ranged weapon attack: +3 to hit, one target. Hit 1d3+6 (8) bludgeoning damage.</p> <p>Net Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Ranger (CL 6) <i>barkskin; alarm; calm emotions; dancing lantern; feather step</i>	Ranger (CL 8) <i>barkskin; alarm; calm emotions; dancing lantern; feather step</i>	Ranger (CL 10) <i>barkskin; alarm; calm emotions; dancing lantern; feather step</i>	Ranger (CL 14) <i>barkskin; alarm; calm emotions; dancing lantern; feather step</i>
Possessions	Short sword; leather armor; dart (4x); net			

GRODAIR



	Low	Moderate	Advanced	Elite
Terrain	Any Water or Coastlines			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	31	72	138	223
Speed	30 ft. Swim 60 ft.			
Size, Type, Alignment	Small monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aquan, Sylvan			
Challenge	4	7	11	15
Special Abilities & Qualities	Saving Throw Reflex DC 13	Saving Throw Reflex DC 16	Saving Throw Reflex DC 18	Saving Throw Reflex DC 20
	Damage 3d6	Damage 4d6	Damage 5d6	Damage 7d6

Death Flood When a grodair is killed, it immediately explodes in a 15-foot-radius burst of highly pressurized water that deals bludgeoning damage (Dexterity save halves). After the explosion, a successful DC 25 Survival check allows a creature to recover a cluster of strange organs from the remains. This cluster functions as a decanter of endless water for 2d6 hours, but can only produce a “stream” or “fountain” effect. Failing this Survival check by 5 or more causes the cluster to burst, dealing an additional 2d6 points of bludgeoning damage to that creature (no save) and destroying the organs entirely.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Muddy Field As a standard action when on sand, soil, or other types of loose earth, a grodair can gush standing water into the area surrounding it. Upon doing so, the land within 15 feet of the grodair is treated as a shallow bog. This water remains as long as the grodair is within 15 feet and wishes to maintain the water. The bog instantly disperses as soon as the grodair is killed or moves out of the area.

Special Abilities & Qualities

Water Blast The grodair's ranged attack is a pressurized blast of water. This attack has a range of 60 feet with no range increment.

Standard Actions

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

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

Water Blast Ranged weapon attack: -1 to hit, one target. Hit 1d6 (6) bludgeoning damage.

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

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

Water Blast Ranged weapon attack: -4 to hit, one target. Hit 1d8 (8) bludgeoning damage.

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

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

Water Blast Ranged weapon attack: -1 to hit, one target. Hit 2d6 (7) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage.

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

Water Blast Ranged weapon attack: -2 to hit, one target. Hit 3d6 (8) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

GROOTSLANG



	Low	Moderate	Advanced	Elite
Terrain	Warm Lakes and Rivers			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	83	158	281	430
Speed	40 ft. Swim 30 ft.			
Size, Type, Alignment	Huge monstrosity, chaotic evil	Huge monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 25 (+7)	STR 29 (+9)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +20, Darkvision 120 ft.	Passive Perception +22, Darkvision 120 ft.
Languages	Aquan, Common, Draconic			
Challenge	8	14	21	25
Special Abilities & Qualities	Aquatic Elusion As a standard action, a grootslang that is fully immersed in water can teleport to another body of water without error. This ability functions like tree stride, but the grootslang can exit from any body of water within 1 mile so long as both the entry and exit are wide enough for the creature to enter.			
Special Abilities & Qualities	Impaling Bite A grootslang can make a bite attack against any creature it is grappling with its tail. If this attack hits, it is automatically treated as a critical hit.			

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

Dexterity DC 17

Saving Throw

Dexterity DC 19

Saving Throw

Dexterity DC 22

Saving Throw

Dexterity DC 25

Thunderous Stomp As a full-round action, a grootslang can rear up on its serpentine body to bring its massive forelimbs down with awesome force. The grootslang chooses two adjacent targets to be affected as though trampling them. In addition, each creature within 10 feet must make a Dexterity save or be knocked prone.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 17

Saving Throw

Dexterity DC 19

Saving Throw

Dexterity DC 22

Saving Throw

Dexterity DC 25

Damage 2d6**Damage** 4d6**Damage** 6d6**Damage** 8d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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 4d6+15 (29) piercing damage.

Stomps Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.

Tail Slap Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.

Bite Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.

Stomps Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.

Tail Slap Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.

Bite Melee weapon

attack: +8 to hit, reach 20 ft., one target. Hit 4d8+13 (31) piercing damage.

Stomps Melee weapon

attack: +8 to hit, reach 20 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

Tail Slap Melee weapon

attack: +8 to hit, reach 20 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

Bite Melee weapon

attack: +9 to hit, reach 30 ft., one target. Hit 12d6+17 (59) piercing damage.

Stomps Melee weapon

attack: +9 to hit, reach 30 ft., one target. Hit 4d6+17 (31) bludgeoning damage.

Tail Slap Melee weapon

attack: +9 to hit, reach 30 ft., one target. Hit 4d6+17 (31) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GRYPH



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Underground			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Flock (2-8x), or Throng (9-20x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	10	39	85	157
Speed	30 ft. Fly 50 ft. (Good)			
Size, Type, Alignment	Small monstrosity, neutral evil	Small monstrosity, neutral evil	Small monstrosity, neutral evil	Medium monstrosity, neutral evil
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14

Special Abilities & Qualities

Implant Eggs Once per day, a gryph can implant eggs into a helpless target or a target it is grappling. As a full-round action, the gryph extends an ovipositor from its abdomen and penetrates the victim's flesh by making a successful sting attack (+5 melee). On a hit, the ovipositor deals 1 point of damage and implants 1d4 eggs in the victim. The eggs draw nutrients from the target's flesh, and give the target the sickened condition. The eggs grow swiftly, hatching in a mere 1d4 minutes into ravenous gryph chicks that immediately burrow out of the victim's body. This deals 2 points of Constitution damage per gryph chick, after which the hatchlings immediately take wing and fly away (if needed, use game statistics for a bat familiar to represent a hatchling). Removing implanted eggs requires a DC 20 Heal check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against gryph egg implantation, remove disease, heal, or similar effects destroy any implanted gryph eggs. Ability damage suffered from this effect may only be restored via restoration or more powerful healing magic.

	☒ 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 1d1 (2) slashing 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 1d1 (2) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d1 (2) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GUECUBU



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

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	50	103	166	216
Speed	30 ft. Burrow 15 ft.			
Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 18 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 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	Cold, all physical attacks except bludgeoning			
Immunities	diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft.
Languages	Abysal, Common			
Challenge	6	11	15	19
Special Abilities & Qualities	Broken Ground The ground in a 30-foot radius around a guecubu ripples and shudders unnaturally. This transforms the area surrounding a guecubu into difficult terrain. A guecubu can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a magic circle against chaos or a magic circle against evil.			
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			

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

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

Special Abilities & Qualities

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 21

Misfortune A creature struck by a guecubu must make a Wisdom save or become permanently cursed with misfortune. The victim of this curse suffers disadvantage on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already suffering from this curse, the victim must make a Wisdom save or be staggered for 1 round. This is a curse effect.

Standard Actions

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

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

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage.

Slams Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

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

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



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

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	41	63	123	226
Speed	40 ft. Climb 20 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 14 (+2)	DEX 14 (+2)	DEX 10 (+0)	DEX 12 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Undercommon			
Challenge	6	10	15	19
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GUG SAVANT



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Controller / 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	51	76	132	241
Speed	40 ft. Climb 20 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 14 (+2)	DEX 14 (+2)	DEX 10 (+0)	DEX 12 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 16 (+3)	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Undercommon			
Challenge	7	11	15	19
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
	Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>invisibility (1/day)</i>			
Spellcasting	-			
Possessions	-			

GULPER PLANT



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	16	54	115	191
Speed	20 ft. Climb 10 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	12
Special Abilities & Qualities	Freeze The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on checks to hide in plain sight as this kind of inanimate object.			
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Vine Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Vine Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Vine Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Vine Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



HAG (ANNIS)



Low

Moderate

Advanced

Elite

Terrain	Cold Marshes
Rarity	Rare
Role	Brute / Elite
Organization	Solitary or Coven (3 hags of any kind)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	80	131	206	310
Speed	40 ft.			
Size, Type, Alignment	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 21 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	7	11	15	19
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 4d6	Damage 2d6
	Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



HAG (BLOOD)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary or Coven (3 hags of any kind)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	22	53	92	202
Speed	30 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small monstrosity, neutral evil	Small monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, 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 19 (+4)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 19 (+4)
	INT 12 (+1)	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron and magic			
Immunities	Charm, diseased, Fear, Fire, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Common, Giant, Infernal			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	<p>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.</p> <p>Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered in this manner can be restored via restoration or more powerful healing magic.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Reflex DC 15 Damage 4d6 Detonate A blood hag in fiery form can explode in a 30-foot-radius burst that deals fire damage (Dexterity save halves). Using this ability returns a blood hag to her normal form.	Saving Throw Reflex DC 16 Damage 6d6	Saving Throw Reflex DC 17 Damage 8d6	Saving Throw Reflex DC 19 Damage 12d6
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 1d6	Saving Throw Dexterity DC 16 Damage 2d6	Saving Throw Dexterity DC 17 Damage 3d6	Saving Throw Dexterity DC 19 Damage 5d6
	Fiery Form As a standard action, a blood hag who has removed her skin by using mask evil can assume the form of a flying ball of fire for up to 12 rounds. After leaving fiery form, a blood hag must wait 1d4 rounds before assuming it again. A blood hag in this form who enters the same space as another creature stops moving for that round and deals fire damage (Dexterity save negates) to that creature. A blood hag can suppress her heat and dim her light to that of an ember if she chooses, and can pass through openings and cracks as though in gaseous form. A blood hag in fiery form retains her AC and also has immunity to nonmagical attacks and effects. A successful targeted dispel magic spell or 20 points of cold damage returns her from her fiery form to her normal form. A blood hag can assume fiery form a number of times per day equal to her Charisma modifier.			
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d4+4 (9) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage. Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.
Special Actions	Mask of Evil During the day, a blood hag “wears her skin,” giving her the appearance of a young woman. When so disguised, the blood hag can’t use her bite, claws, or fiery form ability. At night, she bursts out of her skin and returns to her monstrous form. The hag regrows her skin each dawn. While a blood hag is wearing her skin, her alignment is masked as though by a constant undetectable alignment spell.			
Legendary Actions	-			
Innate Spellcasting	<i>sleep (3/day); detect magic (at will); inflict wounds (at will); scorching ray (at will); spider climb (self only) (at will)</i>			
Spellcasting	-			
Possessions	-			

HAG (GREEN)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Marshes			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Coven (3 hags of any kind)			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	22	47	113	192
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 18 (+4)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 9 ft.	Passive Perception +14, Darkvision 9 ft.	Passive Perception +17, Darkvision 9 ft.	Passive Perception +18, Darkvision 9 ft.
Languages	Aklo, Common, Giant			
Challenge	5	9	13	17

Special Abilities & Qualities

Mimicry A green hag can imitate the sounds of almost any animal found near its lair.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Weakness A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a Constitution save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack-this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a Constitution save or take 2d4 points of Strength damage. Ability damage suffered from this effect may be recovered with restoration or more powerful healing magic.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>alter self (at will); dancing lights (at will); invisibility (at will); pass without trace (at will); pyrotechnics (at will); tongues (at will); tree shape (at will); water breathing (at will)</i>			
Spellcasting	-			
Possessions	-			

HAG (NIGHT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Evil-Aligned Plane
Rarity	Rare
Role	Skirmisher / Elite
Organization	Solitary, Mounted (1+), or Coven (3 hags of any type)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	18 (natural armor)	18 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	40	90	160	246
Speed	30 ft.			

Size, Type, Alignment	Small fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
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Ability Scores / Saves	STR	15 (+2)	STR	18 (+4)	STR	20 (+5)	STR	22 (+6)
	DEX	17 (+3)	DEX	17 (+3)	DEX	18 (+4)	DEX	18 (+4)
	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)	CON	22 (+6)
	INT	16 (+3)	INT	16 (+3)	INT	18 (+4)	INT	18 (+4)
	WIS	14 (+2)	WIS	14 (+2)	WIS	17 (+3)	WIS	17 (+3)
	CHA	15 (+2)	CHA	15 (+2)	CHA	18 (+4)	CHA	18 (+4)

Saving Throws	-	-	-	-
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Resistances all physical attacks except cold iron and magic

Immunities Charm, Cold, diseased, Fear, Fire, unconscious

Vulnerabilities -

Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages Abyssal, Celestial, Common, Infernal

Challenge	4	8	12	16
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Special Abilities & Qualities

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

Change Shape A night hag can assume the appearance of any humanoid creature.

Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Disease Bite-injury; save Constitution; onset immediate; frequency 1/day; effect 1d6 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect can be restored via restoration or more powerful healing magic.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Dream Haunting A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution damage upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag. Ability damage suffered from this effect may be recovered via restoration or more powerful healing magic.

Special Abilities & Qualities

Heartstone All night hags carry a heartstone, a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity; once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides advantage on all saving throws. A night hag that loses this charm can no longer use etherealness or soul bind until it finds a replacement gemstone.

Standard Actions

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+4 (10) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) slashing damage.

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

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

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

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.

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

Legendary Actions

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Innate Spellcasting

sleep (at will); detect evil and good (at will); detect magic (at will); etherealness (at will); invisibility (at will); magic missile (at will); ray of enfeeblement (at will); soul bind (at will)

Spellcasting

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Possessions

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HAG (SEA)



	Low	Moderate	Advanced	Elite
Terrain	Any Aquatic			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary or Coven (3 hags of any kind)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	41	78	149	216
Speed	30 ft. Swim 40 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throws DC 15	Saving Throws DC 16	Saving Throws DC 18	Saving Throws DC 20
	Evil Eye Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a Wisdom save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a Constitution save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a Constitution save or perish. The evil eye is a mind-affecting fear effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Horrific Appearance The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a Constitution save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Claws Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	Claws Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) 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 2d6+10 (17) slashing damage.
Special Actions	-			
Special Actions	-			
Special Actions	-			
Special Actions	-			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



HAG (WINTER)



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests or Plains			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Patrol (1+), or Coven (3 hags of any type)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	35	73	143	234
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)	STR 20 (+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 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Cold, Fire			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo, Common, Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 16 Damage 2d6	Saving Throw Dexterity DC 17 Damage 3d6	Saving Throw Dexterity DC 19 Damage 4d6	Saving Throw Dexterity DC 20 Damage 6d6
	Breat Weapon 30' Cone of Cold; cold damage, save Dexterity halves damage, usable with Recharge 2. You are immune to your own breath weapon. A creature that fails to save against the hag's breath weapon are blinded in addition to any damage taken. Those that successfully save take half damage and are not blinded.			
Special Abilities & Qualities	Ice Staff Once per week, a winter hag can perform an hour-long ritual to create a staff made of black ice that is as hard as steel and functions as a +2 quarterstaff. A winter hag holding her ice staff can use cone of cold once per day as a spell-like ability. The staff melts after 1 week.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Icewalking** This ability works like the spider climb spell, but the surfaces the hag climbs must be icy. The hag can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.**Snow Vision** A winter hag can see perfectly well in snowy conditions and doesn't take any penalties on Perception checks while in snow.**Special Abilities & Qualities****Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Quarterstaff** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (5) bludgeoning damage.**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.**Quarterstaff** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.**Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.**Quarterstaff** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+11 (14) bludgeoning damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.**Quarterstaff** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.**Legendary Actions**

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Innate Spellcasting*alter self (1/day); charm monster (3/day); chill metal (at will); control weather (windy or cold weather only) (3/day); detect magic (at will); fog cloud (at will); invisibility (self only) (3/day); major image (3/day); pass without trace (at will); see invisibility (at will); wall of ice (1/day)***Spellcasting Possessions**

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HAND OF THE INHERITOR



	Low	Moderate	Advanced	Elite
Terrain	Any Good-Aligned Plane			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary or Squad (1x+)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	72	110	206	396
Speed	50 ft. Fly 150 ft. (Good)			
Size, Type, Alignment	Medium celestial, lawful good	Medium celestial, lawful good	Large celestial, lawful good	Huge celestial, lawful good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 26 (+8)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 18 (+4)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	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 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except evil			
Immunities	Acid, Cold, Petrification			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
Languages	Celestial, Common, Draconic, Infernal, Truespeech			
Challenge	8	12	18	26

Special Abilities & Qualities

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

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

Special Abilities & Qualities

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

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**

Aura of Courage You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains advantage on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Special Abilities & Qualities

Divine Trigger The Hand of the Inheritor can activate any paladin spell from a spell trigger item as if he were an 18th-level paladin.

Standard Actions

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

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

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

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

Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Holy Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.

Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d6+16 (20) bludgeoning damage.

Holy Longsword Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+16/19-00 (23) slashing damage.

Special Actions

4x/day
4d6 healed

8x/day
8d6 healed

12x/day
12d6 healed

16x/day
16d6 healed

Lay on Hands You can heal wounds (your own or those of others) by touch. Each day you can use this ability 22 times per day. With one use of this ability, you can heal 13d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 13d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

Special Actions

Protective Aura Against attacks made or effects created by evil creatures, this ability provides disadvantage to all attacks against its AC and advantage on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level 26).

Legendary Actions

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Innate Spellcasting

aid (at will); blade barrier (1/day); cure wounds (3/day); death ward (1/day); detect evil and good (at will); dispel evil and good (1/day); dispel magic (at will); flame strike (3/day); heal (1/day); magic weapon (at will); plane shift (at will); power word stun (3/day); raise dead (3/day); lesser restoration (at will); protection from energy (3/day); see invisibility (3/day)

Spellcasting

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Possessions

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HALF-FIEND MINOTAUR



	Low	Moderate	Advanced	Elite
Terrain	Temperate Ruins or Underground			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	28	64	121	208
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)	CON 21 (+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	Acid, all physical attacks except magic			
Immunities	poisoned			
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	Giant			
Challenge	3	6	10	14
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d8
	Smite Good Once per day, as a swift action, the half-fiend can inflict extra damage on good targets. The smite persists until target is dead or the half-fiend rests.			

**Low****Moderate****Advanced****Elite****Standard Actions****Greataxe** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) 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 1d4+6 (8) slashing damage.**Gore** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.**Greataxe** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9/x3 (20) slashing damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.**Gore** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) piercing damage.**Greataxe** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13/x3 (24) slashing 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.**Gore** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.**Greataxe** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11/x3 (22) slashing damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.**Claw** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.**Gore** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.**Legendary Actions**

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Innate Spellcasting*contagion (1/day); darkness (3/day); (3/day); poison (3/day)***Spellcasting**

-

Possessions

Greataxe

HANGMAN TREE



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests, Hills, Marshes, or Plains			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Grove (1+)			
Treasure	Half Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	32	81	142	245
Speed	10 ft.			
Size, Type, Alignment	Large plant, neutral evil	Huge plant, neutral evil	Huge plant, neutral evil	Gargantuan plant, neutral evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)	CON 23 (+6)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-			
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	Vulnerability to Electricity			
Senses	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.
Languages	Sylvan			
Challenge	4	8	12	16
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).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 15 Hallucinatory Spores Once per day as a standard action, a hangman tree can release a cloud of spores in a 50-foot-radius spread. Creatures in the area must make a Wisdom save or believe the hangman tree to be a perfectly ordinary tree - or at worst, a treant or some other friendly tree-like creature. An affected creature becomes passive for 2d6 minutes and refuses to attack the hangman tree during this time. An affected creature can attempt a new Wisdom save each round that the tree attacks an ally - if a hallucinating creature is attacked by the tree, it gains advantage on its Wisdom save to see through the hallucination. This is a mind-affecting compulsion effect.	Saving Throw Wisdom DC 17 Strangle An opponent grappled by the creature cannot speak or cast spells with verbal components.	Saving Throw Wisdom DC 19 Vines A hangman tree's vines are primary attacks that deal bludgeoning damage. When a hangman tree grapples a foe with its vines, the tree does not gain the grappled condition. A hangman tree that uses swallow whole transfers a pinned creature from a vine to inside its trunk.	Saving Throw Wisdom DC 21 Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure
Special Abilities & Qualities	Damage 2d6 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.	Damage 3d6	Damage 5d6	Damage 7d6
Standard Actions	Vine Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+7 (10) bludgeoning damage.	Vine Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+7 (10) bludgeoning damage.	Vine Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+10 (14) bludgeoning damage.	Vine Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+12 (19) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

HARIONAGO



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

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	62	105	148	216
Speed	30 ft.			
Size, Type, Alignment	Small undead, neutral evil	Small undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 13 (+1)	STR 13 (+1)	STR 17 (+3)	STR 21 (+5)
	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 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Common, Elvish, Sylvan			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 21

Infectious Laughter As a full-round action, a harionago can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a Wisdom saving thrown or be affected as the hideous laughter spell (CL 14th), except that a laughing creature is considered helpless to the harionago. A creature that successfully saves against a harionago's scornful laughter can't be affected by that same harionago's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature.

Standard Actions**Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.**Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.**Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.**Hair Barb** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.**Hair Barb** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.**Hair Barb** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.**Hair Barb** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6/19-00 (8) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*charm monster (1/day); feather fall (3/day); levitate (3/day); ray of enfeeblement (3/day); charm monster (3/day); vampiric touch (3/day)***Spellcasting**

-

Possessions

-

HARPY



	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Flight (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	33	51	100	166
Speed	20 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
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 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
	<p>Captivating Song A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a Wisdom saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.</p>			

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

**Standard
Actions**

Morningstar Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/bludgeoning damage.

Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.

Morningstar Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/bludgeoning damage.

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

Morningstar Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing/bludgeoning damage.

Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.

Morningstar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing/bludgeoning damage.

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

Spellcasting

-

Possessions

Morningstar



Illustration 5: Harpy

HAVERO



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

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	128	206	501	638
Speed	20 ft. Fly 60 ft. (Clumsy)			
Size, Type, Alignment	Gargantuan aberration, neutral evil	Gargantuan aberration, neutral evil	Gargantuan aberration, neutral evil	Gargantuan aberration, neutral evil
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 24 (+7)	STR 27 (+8)
	DEX 14 (+2)	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)
	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 22 (+6)	WIS 22 (+6)	WIS 24 (+7)	WIS 26 (+8)
	CHA 22 (+6)	CHA 22 (+6)	CHA 25 (+7)	CHA 27 (+8)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks			
Immunities	Cold			
Vulnerabilities	Light Sensitivity			
Senses	Passive Perception +20, Darkvision 120 ft.	Passive Perception +21, Darkvision 120 ft.	Passive Perception +26, Darkvision 120 ft.	Passive Perception +27, Darkvision 120 ft.
Languages	-			
Challenge	10	16	34	38
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
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>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.</p>			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Special Abilities & Qualities

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 21

Saving Throw
Wisdom DC 26

Saving Throw
Wisdom DC 27

Alien Mind Anyone who attempts to link minds with a havero (such as via detect thoughts or telepathy) risks the trauma associated with tapping into its raw alien thoughts. Such an act forces the character to make a Wisdom save. Those who fail are permanently affected by a feeblemind spell (CL 20th).

Standard Actions

Grasping Tentacle Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Grasping Tentacle Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Grasping Tentacle Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Grasping Tentacle Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+15 (26) bludgeoning damage.

Pincer Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+10 (20) bludgeoning damage.

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

Pincer Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+12 (26) bludgeoning damage.

Pincer Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+15 (33) bludgeoning damage.

Special Actions

Appendages A havero can alter the shape of any of its hundreds of squirming appendages, specializing them into a variety of tentacular tools. A havero has 20 appendage points, which it can spend as a full-round action to create a number of specialized appendages not exceeding this point total. As another full-round action, it can withdraw its tentacles back into itself, dissolving them and regaining the points spent to create them. If one of a havero's tentacles is destroyed in combat, it immediately regains the points used to create it. For example, a havero could use its 20 points to create 6 slashing tentacles, a grasping tentacle, and an incorporeal tentacle; 4 incorporeal tentacles; 20 reaching tentacles; or any other number of tentacles whose sum total is 20 points. Haveros typically manifest the following tentacles, although some might have the ability to create more. The point cost of each tentacle is listed after each name.

Tentacle (1): Grants the following attack tentacle +31 (2d6+14).

Ocular Tentacle (2): Grants +8 bonus on Perception checks per ocular tentacle.

Slashing Tentacle (2): Grants the following attack claw +31 (2d6+14/18–20).

Armored Tentacle (3): Increases the havero's total natural armor bonus by +2 per armored tentacle.

Grasping Tentacle (3): Grants the following attack tentacle +31 (2d6+14); constrict (2d6+14), grab.

Reaving Tentacle (3): Grants the following attack tentacle +31 (2d6+14), rend 4d6+21; requires two reaving tentacles, both of which must hit the same target in the same round in order to rend.

Acid-Spewer (4): 30-ft. cone, damage 6d6 acid, Reflex DC 36 half; each additional 4 points spent adds +6d6 acid damage and 10 feet to the cone's length.

Poison Stinger (4): Grants the following attack sting +31 (2d6+14 plus poison);

Havero poison: Sting – injury; save Fort DC 37; frequency 1/round for 6 rounds; effect 1d6 Wisdom damage; cure 3 consecutive saves.

Incorporeal Tentacle (5): Grants the following attack incorporeal touch +31 (2d6 negative energy plus 1d10 Charisma damage, can attack targets through walls and other solid barriers).

Vorpal Tentacle (10): Grants the following attack pincer +31 (4d6+14/19-20/x2; on a successful critical hit, target is beheaded as per the vorpal weapon quality)."



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