

Aquiline: Bestiary of the Realm

Volume **4**

Hawk to Moth



A Fantasy Roleplaying Supplement

by J. Evans Payne



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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

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

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Dedication

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

Foreward

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

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

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

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

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

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

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

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

Plus it was just damned cool.

There was just one problem.

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

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

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

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

But it irked me still.

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

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

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

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

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

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

Here’s hoping it brings your gaming group joy.

J. Evans Payne

Malvern, Pennsylvania

July 2019

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About Infinium Game Studio

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

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

Values and Key Differences

Plays Well With Everyone

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

Comprehensive and Immersive

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

Everything You Need

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

Maps: Where Are We, Again?

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

Pervasive Maps

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

Prepared for Anything

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

Thoroughness: But What If...?

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

Flexible

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

Reusable

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

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

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

FlexTale

What is FlexTale?

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

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



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

Dynamic Content

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

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

FlexTables

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

A Traditional RPG Lookup Table


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

Table 1: Traditional Lookup Table

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

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

The FlexTable Difference

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

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

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

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

Contexts

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

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

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

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

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

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


FlexTable 1: Sample Treasure Chest Contents

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




represent the soured atmosphere.

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

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

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

Indifferent.

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

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



Introduction

What Is This Book?

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

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

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

Strengths

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

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

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

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

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

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

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

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

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

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

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

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

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

When to Use This Book

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

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

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

What This Book is NOT

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

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

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

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

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

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

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

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

“Impossibles”: Some monsters are completely, entirely,

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

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

Weaknesses: When NOT to Use This Book

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

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

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

How to Use This Book

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

you!

With FTEG

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

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

With IGS Adventures

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

With Other Published Adventure Content

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

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

With Homebrew Content

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

Rarity

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

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

Occurrences

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

Challenge Rating

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

impossible to create CR-compliant listings for each monster.

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

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

Common Creature Features

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

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

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

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

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

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

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

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

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

drink, require rest, breathe, and so on.

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

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

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

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

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

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

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

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

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

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

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

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


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

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


Notes & Conventions

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

Player Descriptive Text


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

GM-Only Notes

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

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

Designer's Soapbox

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


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


Quests

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

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

Quest: Rats in the Cellar (example)

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


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

 **Locations:** Bar.

 **Key NPCs:** Bartender.

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

 **Description:**

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


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

Obstacles

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

Locked Secret Door (example)

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


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

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

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

Skill Checks

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

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



Skill Challenges



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

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

Falling Timbers (example)


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

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

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

Rewards

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

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


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


Secret Closet Chest

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

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

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

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

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

Traps


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

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


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

Acid Arrow Chest Trap


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

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


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

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

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

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

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

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


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

Items

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

Adventurer's Chronicle (example)

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

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

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

NPCs and Monsters

Crunch time!

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

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

game system you are playing.

Variable Challenge

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

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

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

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

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

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

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

Experience Points and Reward Nuggets

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

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

I Want Candy

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

However, I also gave out candy for good roleplaying,

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

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

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

Candy as XP

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

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

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

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

Namely: to have fun!


Reward Stars: The Formalized Approach

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

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

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

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

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

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

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

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

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

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

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

Stay In Character... Or Else

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

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

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

Converting Reward Stars to XP

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

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

XP reward.

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

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

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

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

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

Table 2: Converting Reward Stars to XP

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

“Quadded” Stat Blocks

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

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

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

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

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

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

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

Quadded Challenge Blocks

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

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

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

Locked Secret Wooden Door

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

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

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

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


The Campaign World

Overview

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



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

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

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

What You Need to Know

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

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

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

High Ability, Low Tech

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

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

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

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

Religion

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

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

Tribute

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

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

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

to the gods themselves.

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

FlexAI

What is FlexAI?

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

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

Summary vs. Full Version

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

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

How to Use FlexAI

Sanity Checks & Rerolls

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


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

Three Tiers of Complexity

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

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

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

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

Behavior Common Concepts

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

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

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

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

Combat Outcomes







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

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

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

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








Table 3: Combat Outcomes


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

Combat Targeting

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

Table 4: Combat Targeting Summary

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

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

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

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

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

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

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

Simple AI Rules

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

Advantages & When to Use

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

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







Limitations

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

Simple AI Outcome Table

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

Table 5: Simple AI Outcomes

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

Simple AI Targets

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

Table 6: Simple AI Targeting

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

Full AI Rules

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

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

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

Advantages & When to Use


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

Limitations

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

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

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

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

FlexContent

Combat Stances

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





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





Combat Stance Summary

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

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

Table 9: Combat Stances

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

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

When to Apply Each Stance

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

FlexAI & FlexTable Listing

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

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

Advanced AI Rules

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


Advantages & When to Use

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

Limitations

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

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

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

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


Surges & Lulls

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

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

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

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

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

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

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

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


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

Combat Surges

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

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

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

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

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

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

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

Types of Surge

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

Attack Surges

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

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

Damage

The creature's attacks inflict additional damage.

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

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

Init

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

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

Move

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

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

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

Impact / Impact Dice

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

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

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

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



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

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

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

DC

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

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

Range

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

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

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

AC

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

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

Combat Surge Summary

Table 10: Combat Surges

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

Combat Lulls

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

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

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

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

Types of Lull

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

Combat Lull Summary

Table 11: Combat Lulls

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

AI FlexTables

Full Edition vs. Bestiary


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

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

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

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

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

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

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

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

Brute / Fresh



Contexts

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

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

FlexTable 2: Brute Role; Fresh Stance: Action

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

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

FlexTable 3: Brute Role; Fresh Stance: Targeting

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

Soldier / Fresh



Contexts

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

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

FlexTable 4: Soldier Role; Fresh Stance: Action

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

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

FlexTable 5: Soldier Role; Fresh Stance: Targeting

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

Artillery / Fresh



Contexts

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

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

FlexTable 6: Artillery Role; Fresh Stance: Action

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

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

FlexTable 7: Artillery Role; Fresh Stance: Targeting

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

Skirmisher / Fresh



Contexts

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

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

FlexTable 8: Skirmisher Role; Fresh Stance: Action

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

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

FlexTable 9: Skirmisher Role; Fresh Stance: Targeting

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

Lurker / Fresh



Contexts

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

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

FlexTable 10: Lurker Role; Fresh Stance: Action

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

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

FlexTable 11: Lurker Role; Fresh Stance: Targeting

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

Controller / Fresh



Contexts

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

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

FlexTable 12: Controller Role; Fresh Stance: Action

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

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

FlexTable 13: Controller Role; Fresh Stance: Targeting

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

Leader / Fresh



Contexts

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

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

FlexTable 14: Leader Role; Fresh Stance: Action

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

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

FlexTable 15: Leader Role; Fresh Stance: Targeting

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

Monster Reference

Crunch and Fluff


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

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

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

HAWK



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	3	21	63	116
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.	Talons Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

HAWK (CELESTIAL)



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	7	24	56	113
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage Bonus +1	Damage Bonus +6	Damage Bonus +10	Damage Bonus +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Talons Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.

HAWK (FIENDISH)



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	8	33	80	137
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage Bonus +1	Damage Bonus +6	Damage Bonus +10	Damage Bonus +14
	Smite Good 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.			
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Talons Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.

HEDGEHOG



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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	4	15	34	95
Speed	20 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 4 (-3)	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Armor Bonus +1 Grapple Damage 1d2	Armor Bonus +2 Grapple Damage 1d3	Armor Bonus +4 Grapple Damage 1d4	Armor Bonus +6 Grapple Damage 2d4
	Spiny Defense As a move action, a hedgehog can roll itself up into a spiny ball. While rolled up, it gains an enhancement bonus to its existing natural armor, and any creature attempting to grapple the hedgehog takes piercing damage on making a grapple check. While rolled up, a hedgehog cannot take any action other than leaving this state. The hedgehog can leave this state as a move action.			
Standard Actions	-			

HELL HOUND



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Any (Hell)
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Pack (3-12x)
Treasure	Incidental

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	26	51	126	211
Speed	40 ft.			

Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
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Ability Scores / Saves	STR	11 (+0)	STR	12 (+1)	STR	16 (+3)	STR	18 (+4)
	DEX	11 (+0)	DEX	11 (+0)	DEX	15 (+2)	DEX	14 (+2)
	CON	13 (+1)	CON	13 (+1)	CON	17 (+3)	CON	19 (+4)
	INT	4 (-3)	INT	4 (-3)	INT	8 (-1)	INT	8 (-1)
	WIS	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	-
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Immunities	Fire
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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	Infernal, Cannot Speak
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Challenge	4	8	12	16
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Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.			
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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 1d6	Damage 2d4	Damage 2d6	Damage 2d10
	Breath Weapon 10-ft. cone, usable with Recharge 2, fire damage, Dexterity save halves damage.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Standard Actions

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

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+2 (9) piercing damage.

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+6 (16) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-

HELL HOUND (NESSIAN)



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

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor, chain barding)	18 (natural armor, chain barding)	19 (natural armor, chain barding)	19 (natural armor, chain barding)
Hit Points	62	116	196	266
Speed	30 ft.			
Size, Type, Alignment	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)	STR 23 (+6)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Infernal, Cannot Speak			
Challenge	8	12	16	20
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.			
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 21
	Damage 4d6	Damage 8d6	Damage 10d6	Damage 12d6
	Breath Weapon 30-ft. cone, usable with Recharge 2, fire damage, Dexterity save halves damage.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8/19-00 (15) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+11/19-00 (22) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+11/19-00 (22) piercing damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

HELLCAT



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Hell)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Pack (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	34	83	166	269
Speed	40 ft.			
Size, Type, Alignment	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 18 (+4)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-			
Resistances	Fire, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Infernal, Cannot Speak, Telepathy 100 ft.			
Challenge	4	9	13	17
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.			
Special Abilities & Qualities	Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.			

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

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

Standard Actions

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

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4/19-00 (3) slashing damage.

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

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

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) slashing damage.

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

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10/19-00 (17) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

HELLWASP SWARM



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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	25	73	129	223
Speed	Fly 40 ft. (Good)			
Size, Type, Alignment	Tiny vermin, lawful evil	Tiny vermin, lawful evil	Tiny vermin, lawful evil	Tiny vermin, lawful evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 3 (-4)	STR 3 (-4)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 20 (+5)
	CON 8 (-1)	CON 12 (+1)	CON 17 (+3)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	Fire, all physical attacks except good			
Immunities	Critical Hits, Flanking, Weapon Damage			
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	Infernal			
Challenge	6	12	16	20
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Inhabit A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time as a full-round action. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage. When a hellwasp swarm inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under the swarm's control. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using dominate monster. Hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour. A hellwasp-inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside. A swarm can attempt a Disguise check to conceal its inhabitation of a host, with disadvantage if currently inhabiting a Small host. A remove disease or heal spell cast on an inhabited victim forces the hellwasp swarm to abandon its host. Ability damage suffered from this effect may only be restored via restoration or more powerful healing magic.

Special Abilities & Qualities

Saving Throw
Constitution DC 12

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Poison Swarm-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d6 Dex damage; cure 2 consecutive saves. Ability damage suffered from this effect may only be restored via restoration or more powerful healing magic.

Standard Actions

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

Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6+0 (10) bludgeoning damage.

Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 4d6+0 (14) bludgeoning damage.

Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 6d6+0 (21) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

HERD ANIMAL (ANTELOPE)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Herd (3-50x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	35	83	157
Speed	60 ft.	60 ft.	65 ft.	65 ft.
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 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 +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	1	6	10	14
Standard Actions	Gore Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Gore Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Gore Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.	Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.

HERD ANIMAL (CAMEL)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	8	33	80	159
Speed	50 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 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	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
	Spit Once per hour, a camel can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must make a Constitution save or be sickened for 1d4 rounds.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+6 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12 (16) piercing damage.
	Spit Ranged weapon attack: +3 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.	Spit Ranged weapon attack: +3 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.	Spit Ranged weapon attack: +4 to hit, one target. Hit 1d1+0 (1) bludgeoning damage.	Spit Ranged weapon attack: +3 to hit, one target. Hit 1d1-8 (8) bludgeoning damage.

HERD ANIMAL (AUROCHS)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	21	57	113	194
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 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 +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Stampede A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 1d6+4	Saving Throw Dexterity DC 16 Damage 1d6+8	Saving Throw Dexterity DC 18 Damage 2d6+10	Saving Throw Dexterity DC 20 Damage 4d6+14
	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	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

HERD ANIMAL (BISON)



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	44	75	151	236
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 21 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 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 +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Stampede A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 16 Damage 1d6+8	Saving Throw Dexterity DC 17 Damage 1d6+12	Saving Throw Dexterity DC 19 Damage 3d6+14	Saving Throw Dexterity DC 21 Damage 5d6+16
	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	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+19 (33) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

HERD ANIMAL (ELK)



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Herd (3-50x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	12	38	86	158
Speed	55 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 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Hooves Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Gore Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Hooves Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. Hooves Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage. Hooves Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

HERD ANIMAL (GIRAFFE)



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Herd (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	20	48	108	185
Speed	50 ft.			
Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 20 (+5)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 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	4	8	12	16
Standard Actions	<p>Hoof Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+2 (6) bludgeoning damage.</p>	<p>Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+2 (9) bludgeoning damage.</p>	<p>Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>	<p>Hoof Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+10 (20) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+5 (16) bludgeoning damage.</p>

HERD ANIMAL (RAM)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	9	34	77	137
Speed	40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.	Gore Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.

HERD ANIMAL (STAG)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Herd (3-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	13	42	99	182
Speed	50 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Gore Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage. Hoof Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Gore Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Hoof Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

HERD ANIMAL (STORVAL AUROCHS)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Cold Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	38	82	135	188
Speed	40 ft.			
Size, Type, Alignment	Huge beast, unaligned			
Ability Scores / Saves	STR 22 (+6)	STR 23 (+6)	STR 23 (+6)	STR 23 (+6)
	DEX 10 (+0)	DEX 10 (+0)	DEX 10 (+0)	DEX 10 (+0)
	CON 20 (+5)	CON 20 (+5)	CON 20 (+5)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15

Special Abilities & Qualities

Stampede A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 17 Damage 1d6+6	Saving Throw Dexterity DC 18 Damage 1d6+12	Saving Throw Dexterity DC 19 Damage 2d6+14	Saving Throw Dexterity DC 20 Damage 4d6+18
	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	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+20 (27) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+21 (32) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+21 (32) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+21 (32) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



HIPPOCAMPUS



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or School (3-16x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	10	48	119	204
Speed	5 ft. Swim 60 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 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	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 17 (+3)	WIS 17 (+3)	WIS 19 (+4)	WIS 19 (+4)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Water Dependency A hippocampus can survive out of the water for 24 minutes. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.			

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

HIPPOCAMPUS (DIVINE)



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or School (3-16x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	12	36	82	148
Speed	5 ft. Swim 80 ft.			
Size, Type, Alignment	Large animal, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge companion, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Water Dependency A hippocampus can survive out of the water for 24 minutes. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing 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: +7 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Tail Slap Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

HIPPOCAMPUS (GIANT)



Low

Moderate

Advanced

Elite

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

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	42	105	185	281
Speed	5 ft. Swim 60 ft.			
Size, Type, Alignment	Large animal, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 9 (-1)	DEX 5 (-3)	DEX 9 (-1)	DEX 7 (-2)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	10	14	18
Special Abilities & Qualities	Water Dependency A hippocampus can survive out of the water for 24 minutes. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+7 (10) piercing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+7 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+9 (14) piercing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+11 (18) piercing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+5 (12) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

HIPPOCAMPUS (POLAR)



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Herd (3-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	15	72	115	189
Speed	5 ft. Swim 60 ft.			
Size, Type, Alignment	Large animal, unaligned	Large animal, unaligned	Large animal, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 12 (+1)	DEX 10 (+0)
	CON 17 (+3)	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Water Dependency A hippocampus can survive out of the water for 24 minutes. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.			

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



HIPPOGRIFF

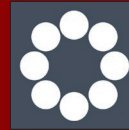


	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills or Plains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Flight (7-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	22	42	102	181
Speed	40 ft. Fly 100 ft. (Average)			
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 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15

Standard Actions	Low	Moderate	Advanced	Elite
Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+2 (6) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +2 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 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage.
Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+2 (6) slashing damage.	Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.	Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+7 (14) slashing damage.

HIPPOTAMUS



	Low	Moderate	Advanced	Elite
Terrain	Warm Rivers			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Bloat (3-20x)			
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	16	51	113	205
Speed	40 ft.			

Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)

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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Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 20
	Damage 1d6	Damage 1d6+4	Damage 2d6+6	Damage 3d6+8

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Special Abilities & Qualities	Sweat A hippo's reddish sweat protects it from nonlethal damage from hit environments, and grants it advantage on saving throws against nonmagical disease.			
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Standard Actions	Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+6 (15) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d8+10 (24) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+13 (31) piercing damage.
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HIPPOTAMUS (BEHEMOTH)



	Low	Moderate	Advanced	Elite
Terrain	Warm Rivers			
Rarity	Common			
Role	Brute / Elite			
Organization	Solitary			
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	47	75	124	241
Speed	50 ft.			

Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
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Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)

Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	6	10	14	18
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Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 21
	Damage 2d6	Damage 2d6+8	Damage 3d6+12	Damage 4d6+14

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Special Abilities & Qualities	Sweat A hippo's reddish sweat protects it from nonlethal damage from hit environments, and grants it advantage on saving throws against nonmagical disease.			
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Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+13 (27) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+13 (27) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+13/19-00 (31) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 12d6+21/19-00 (63) piercing damage.
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HIPPOPOTAMUS (PYGMY)



	Low	Moderate	Advanced	Elite
Terrain	Warm Rivers			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Bloat (3-20x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	11	42	102	158
Speed	30 ft.			
Size, Type, Alignment	Medium animal, unaligned	Medium animal, unaligned	Medium animal, unaligned	Large animal, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	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 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.



HIVE LARVA SWARM



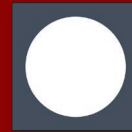
	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Hive (1-20x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	24	51	101	151
Speed	10 ft. Climb 10 ft.			
Size, Type, Alignment	Tiny aberration, unaligned	Tiny aberration, unaligned	Tiny aberration, unaligned	Tiny aberration, unaligned
Ability Scores / Saves	STR 7 (-2)	STR 7 (-2)	STR 11 (+0)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 14 (+2)	CON 14 (+2)	CON 18 (+4)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Corrosive Blood A hive creature's blood is highly caustic. Every time the hive creature is damaged by a piercing or slashing weapon, the attacking creature takes acid damage (or double damage if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way. If the hive creature has the swallow whole ability, it adds this damage to its swallow whole damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 4d6	Saving Throw Dexterity DC 15 Damage 6d6	Saving Throw Dexterity DC 18 Damage 8d6	Saving Throw Dexterity DC 19 Damage 12d6
	Death Throes When a hive creature dies, it exudes a pool of its corrosive blood in the space it occupies. This pool deals acid damage for 3 rounds to objects and creatures in those squares (Dexterity save halves). This acid damages whatever surface it is on, and if it deals enough damage to destroy the surface, the acid falls down to any subsequent floor below and continues to deal damage.			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
Special Abilities & Qualities	Hive Mind Hive creatures have no language of their own, instead communicating simple concepts via pheromone discharge and body language that other creatures with the hive subtype understand. This ability functions within line of sight. If one hive creature is able to act in the surprise round of combat, all other hive creatures in line of sight can also act, and a hive creature isn't flanked unless all hive creatures within line of sight are flanked.			
Standard Actions	Swarm Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.
Special Actions	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Infest A hive larva swarm can enter the body of a single Small or larger helpless living creature. When it does so, a portion of the swarm enters a creature's mouth and gestates for 1d4 minutes. The gestated larvae ravage the host for 24 hours, during which time the infested creature falls unconscious and can't be woken by any means. During this period the larvae are vulnerable to expulsion by remove disease. If successful, the hive larvae die inside of the host, dealing another 1d6 points of acid damage. In some cases, metabolized hive larvae corpses can infect the creature with the hive corruption (see page 24). After 24 hours, the hive larvae achieve symbiosis. The host awakens feeling healthy but hungry. Spells such as diagnose disease and Heal checks used to detect disease no longer detect the hive infestation, and the host creature is now treated as both its original creature type and an aberration for purposes of spells and effects (whichever is worse). A successful DC 25 Knowledge check can identify the symbiosis. If the host dies at this point, the larval infestation dies as well. However, if the host is then returned from the dead, the larvae are returned to life as well. The swarm fully matures 2d12 hours after symbiosis. By this point, there is no way to save the host short of a miracle or wish spell. Each round for 2d12 rounds, the host suffers agonizing pain and must succeed at a Constitution save or be nauseated for 1 round. On each failed save, the host takes 4d6 points of damage as the mature hive creature forcibly separates itself. At the end of the 2d12 rounds, or after the host is slain by the damage, a fully formed hive creature (usually a hive warrior) explodes from within, destroying the host's body.			
Special Actions	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Poison Swarm-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Strength; cure 2 consecutive saves. Ability damage suffered from this effect requires restoration or more potent healing magic to restore.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



HIVE QUEEN



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary or Hive (1+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	50	72	132	267
Speed	50 ft. Climb 20 ft.			
Size, Type, Alignment	Large aberration, neutral evil	Large aberration, neutral evil	Huge aberration, neutral evil	Gargantuan aberration, neutral evil
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 27 (+8)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 21 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 60 ft.
Languages	Aklo (cannot speak), Common (cannot speak)			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
	Damage 2d4	Damage 2d6	Damage 3d8	Damage 4d6

Corrosive Blood A hive creature's blood is highly caustic. Every time the hive creature is damaged by a piercing or slashing weapon, the attacking creature takes acid damage (or double damage if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way. If the hive creature has the swallow whole ability, it adds this damage to its swallow whole damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 2d6	Saving Throw Dexterity DC 15 Damage 4d6	Saving Throw Dexterity DC 18 Damage 8d6	Saving Throw Dexterity DC 21 Damage 14d8
	Death Throes When a hive creature dies, it exudes a pool of its corrosive blood in the space it occupies. This pool deals acid damage for 3 rounds to objects and creatures in those squares (Dexterity save halves). This acid damages whatever surface it is on, and if it deals enough damage to destroy the surface, the acid falls down to any subsequent floor below and continues to deal damage.			
Special Abilities & Qualities	Egg Layer Once per week, a hive queen can lay a cluster of eggs, which hatch into 2d6 hive larvae swarms after 1d4 days.			
Special Abilities & Qualities	Hive Mind Hive creatures have no language of their own, instead communicating simple concepts via pheromone discharge and body language that other creatures with the hive subtype understand. This ability functions within line of sight. If one hive creature is able to act in the surprise round of combat, all other hive creatures in line of sight can also act, and a hive creature isn't flanked unless all hive creatures within line of sight are flanked.			
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+7 (12) piercing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage. Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7/19-00 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) slashing damage. Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9/19-00 (16) piercing damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+9/19-00 (14) slashing damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+15/19-00 (29) piercing damage. Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+15/19-00 (28) slashing damage. Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+7 (21) bludgeoning damage.
Special Actions	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

HIVE WARRIOR



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary or Hive (1-50x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	18	46	108	182
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Small aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid			
Vulnerabilities	-			
Senses	Passive Perception +12, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.
Languages	Aklo (cannot speak)			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 11	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Acid Spit A hive warrior can spray acid as a ranged touch attack out to a maximum range of 20 feet. Creatures struck by this spray takes 1d6 acid damage. Additionally, creatures damaged by a hive warrior's acid spit continue to take the same amount of acid damage for the next 1d3 rounds. A successful Dexterity save halves the initial damage and negates the ongoing damage.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d4**Damage** 1d6**Damage** 2d4**Damage** 2d6

Corrosive Blood A hive creature's blood is highly caustic. Every time the hive creature is damaged by a piercing or slashing weapon, the attacking creature takes acid damage (or double damage if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way. If the hive creature has the swallow whole ability, it adds this damage to its swallow whole damage.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 11

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 19

Damage 2d4**Damage** 2d6**Damage** 3d6**Damage** 4d6

Death Throes When a hive creature dies, it exudes a pool of its corrosive blood in the space it occupies. This pool deals acid damage for 3 rounds to objects and creatures in those squares (Dexterity save halves). This acid damages whatever surface it is on, and if it deals enough damage to destroy the surface, the acid falls down to any subsequent floor below and continues to deal damage.

Special Abilities & Qualities

Hive Mind Hive creatures have no language of their own, instead communicating simple concepts via pheromone discharge and body language that other creatures with the hive subtype understand. This ability functions within line of sight. If one hive creature is able to act in the surprise round of combat, all other hive creatures in line of sight can also act, and a hive creature isn't flanked unless all hive creatures within line of sight are flanked.

Standard Actions

Acid Spit Ranged weapon attack: +4 to hit, one target. Hit 7d4 (8) bludgeoning damage.

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

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

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

Acid Spit Ranged weapon attack: +1 to hit, one target. Hit 7d6 (10) bludgeoning 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.

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

Acid Spit Ranged weapon attack: +3 to hit, one target. Hit 7d8 (12) bludgeoning damage.

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

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

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

Acid Spit Ranged weapon attack: +3 to hit, one target. Hit 14d6 (13) bludgeoning damage.

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

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

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

Special Actions

Rending Mandibles When a hive warrior confirms a critical hit with its bite, it deals equal damage to the creature's armor.

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



HOBGOBLIN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Soldier / Minion			
Organization	Gang (4-9x), Warband (10-24x), or Tribe (25x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (scale mail)	17 (scale mail)	20 (scale mail)	21 (scale mail)
Hit Points	17	70	132	184
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil
Ability Scores / Saves	STR 13 (+1)	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)
	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 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	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, Goblin			
Challenge	1	5	9	13
Special Abilities & Qualities	Sneaky Hobgoblins gain advantage on Stealth checks.			
Special Abilities & Qualities	Bravery You gain a advantage on saves against fear effects.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.</p> <p>Shield Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p> <p>Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p>	<p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.</p> <p>Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p>	<p>Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+9/19-00 (14) slashing damage.</p> <p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p>	<p>Longsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+13/19-00 (18) slashing damage.</p> <p>Shield Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword; longbow; arrows (20x); shield; scale mail			



HODAG



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Marshes			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	11	48	105	193
Speed	30 ft. Burrow 15 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 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common (cannot speak)			
Challenge	4	8	12	16
Special Abilities & Qualities	<p>Toss A hodag charging 20 feet or more that damages a foe with an attack can throw its foe with a special attack. The opponent must be corporeal and at least one size category smaller than the hodag. If the attack roll succeeds, the hodag's opponent is thrown 10 feet through the air in a direction chosen by the hodag and falls prone. The hodag can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of bludgeoning damage, and the creature falls prone in the space adjacent to the obstacle. A hodag can also toss an opponent 10 feet up into the air. The victim lands in the same square it started in, falls prone, and takes 1d6 points of bludgeoning damage.</p>			
Special Abilities & Qualities	<p>Trackless A hodag sweeps its tail behind itself in a way that obscures its tracks. Attempts to track a hodag suffer disadvantage.</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>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p> <p>Tail Slap Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning 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 1d6+4 (8) slashing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+4 (6) bludgeoning 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>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

HOLLOW SERPENT



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

	Low	Moderate	Advanced	Elite
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Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	86	140	217	308
Speed	50 ft. Climb 50 ft.			

Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil	Huge undead, neutral evil
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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	23 (+6)
	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	17 (+3)	WIS	17 (+3)	WIS	17 (+3)	WIS	18 (+4)
	CHA	18 (+4)	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances all physical attacks except magic and silver

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.
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Languages Aklo, Telepathy 100 ft.

Challenge	8	12	20	24
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Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22
	Damage 4d6	Damage 6d6	Damage 8d6	Damage 10d6

Channel Negative Energy As a standard action, a hollow serpent can channel negative energy in a 30-foot burst as an evil cleric. This ability requires no divine focus and inflicts 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.
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d10	Damage 2d10	Damage 4d10	Damage 6d10
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>Saving Throw Constitution DC 17</p> <p>Saving Throw Constitution DC 18</p> <p>Saving Throw Constitution DC 20</p> <p>Saving Throw Constitution DC 21</p> <p>Dessication Aura A cloud of moisture-draining dust fills the air in a 30-foot radius around a hollow serpent. Living creatures within this area must make a Constitution save or take 1d6 points of Strength damage as water is leached from their flesh. Whether or not the save is successful, a creature cannot be affected again by the same hollow serpent's desiccation aura for 24 hours. Creatures without fleshy bodies are immune to this aura, while creatures with the aquatic or water subtypes suffer disadvantage on the saving throw. Ability damage suffered in this manner can only be restored via restoration of more powerful healing magic.</p>			
Standard Actions	Bites Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d8+7 (25) piercing damage.	Bites Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d8+7 (25) piercing damage.	Bites Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d10+7 (29) piercing damage.	Bites Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 12d8+11 (65) piercing damage.
Special Actions	<p>Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's current and maximum hit points by 1d6 points each. If an attack that includes an energy drain scores a critical hit, it inflicts twice the listed reductions. Maximum hit point reductions from this effect remain until 24 hours have passed or until the victim receives restoration or more powerful healing magic.</p>			
Special Actions	<p>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.</p>			
Special Actions	<p>Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p>			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



HOMUNCULUS



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	16	50	69	111
Speed	20 ft. Fly 50 ft. (Good)			
Size, Type, Alignment	Tiny construct, chaotic evil	Tiny construct, chaotic evil	Tiny construct, chaotic evil	Small construct, chaotic evil
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 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 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Cannot Speak, Telepathic Link			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12 Poison Bite-injury; save Constitution; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
Special Abilities & Qualities	Telepathic Link A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

HORSE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	13	43	90	164
Speed	50 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Hoof Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Hoof Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.	Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.

HORSE (PONY)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	10	34	75	141
Speed	40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Hoof Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Hoof Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Hoof Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Hoof Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.



HOUND OF TINDALOS



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary or Pack (2-12x)
Treasure	None

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	39	87	150	236
Speed	40 ft., Air Walk			

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	11 (+0)	STR	15 (+2)	STR	18 (+4)	STR	20 (+5)
	DEX	20 (+5)	DEX	18 (+4)	DEX	20 (+5)	DEX	19 (+4)
	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	18 (+4)	WIS	18 (+4)	WIS	20 (+5)	WIS	20 (+5)
	CHA	14 (+2)	CHA	14 (+2)	CHA	17 (+3)	CHA	17 (+3)

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

Immunities psychic, poisoned

Vulnerabilities -

Senses	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +20, Darkvision 120 ft.	Passive Perception +21, Darkvision 120 ft.
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Languages Aklo

Challenge	5	10	14	18
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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.

Special Abilities & Qualities **Angled Entry** Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use teleport (self only) once per round as a swift action and plane shift (self only) 3/day as a standard action (caster level 10th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 15**Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 18**Saving Throw**
Wisdom DC 20**Ohterworldly Mind** Any non-fiend attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of psychic damage and must make a Wisdom save or become confused for 2d4 rounds. This is a mind-affecting effect.**Special Abilities & Qualities****Saving Throw**
Constitution DC 15**Saving Throw**
Constitution DC 16**Saving Throw**
Constitution DC 18**Saving Throw**
Constitution DC 20**Damage** 2d6**Damage** 3d6**Damage** 5d6**Damage** 7d6**Ripping Gaze** Slashing damage, 30 feet, Constitution save negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours.**Standard Actions****Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10+1 (6) piercing damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+5 (16) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d6+8 (22) piercing damage.**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.**Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+5 (12) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+8 (18) slashing damage.**Legendary Actions**

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Innate Spellcasting*wind walk (at will); (fog cloud (at will)); haste (3/day); invisibility (at will); locate creature (at will); scrying (3/day); slow (3/day)***Spellcasting**

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Possessions

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HOUSE SPIRIT (DOMOVOI)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Gathering (2-6x)			
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	22	45	96	179
Speed	20 ft.			

Size, Type, Alignment	Tiny fey, chaotic good	Tiny fey, chaotic good	Tiny fey, chaotic good	Small fey, chaotic good
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Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except cold iron			
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Immunities	-			
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Vulnerabilities	-			
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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, Sylvan			
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Challenge	5	9	13	17
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Special Abilities & Qualities **Change Shape** A domovoi can assume the appearance of a cat or dog, but retains most of its own physical qualities.

Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
	Telekinesis A domovoi defends itself and its home through telekinesis. This ability functions as the spell Telekinesis, usable at will, with a caster level of 17. A domovoi can use the ability on objects weighing up to 50 pounds. If a domovoi attempts to hurl a creature with this ability, that creature can resist the effect with a successful Wisdom save. This ability is a standard action with Recharge 2.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Club Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.</p> <p>Club Ranged weapon attack: +2 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Club Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.</p> <p>Club Ranged weapon attack: +3 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Club Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d3+3 (5) bludgeoning damage.</p> <p>Club Ranged weapon attack: +4 to hit, one target. Hit 1d3+3 (5) bludgeoning damage.</p>	<p>Club Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.</p> <p>Club Ranged weapon attack: +4 to hit, one target. Hit 1d4+7 (10) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	<i>augury (1/week); invisibility (at will); mage hand (at will); mending (at will); prestidigitation (at will); reduce person (3/day); sleep (3/day)</i>			
Possessions	Club			

HOUSE SPIRIT (DVOROVOI)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Gathering (2-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	11	42	96	161
Speed	30 ft.			
Size, Type, Alignment	Tiny fey, chaotic good	Small fey, chaotic good	Small fey, chaotic good	Medium fey, chaotic good
Ability Scores / Saves	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except 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, Speak with Animals			
Challenge	3	7	11	15
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Pitchfork Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (5) bludgeoning damage.</p> <p>Pitchfork Ranged weapon attack: +4 to hit, one target. Hit 1d8 (8) bludgeoning damage.</p>	<p>Pitchfork Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p> <p>Pitchfork Ranged weapon attack: +2 to hit, one target. Hit 1d8+2 (6) bludgeoning damage.</p>	<p>Pitchfork Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p> <p>Pitchfork Ranged weapon attack: +4 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.</p>	<p>Pitchfork Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.</p> <p>Pitchfork Ranged weapon attack: +3 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>break (3/day); charm animal (at will); entangle (1/day); hide from animals (at will); invisibility (at will); reduce person (3/day); speak with animals (at will)</i>			
Spellcasting	-			
Possessions	Pitchfork			

HOUSE SPIRIT (OVINNIK)



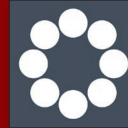
	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	20	44	96	174
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Small fey, chaotic neutral
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 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Fire, all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	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 Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	Luck Touch With a claw attack or touch attack, an ovinnik can alter a creature's luck. If the target fails a Wisdom save, it either gains advantage or suffers disadvantage (ovinnik's choice) on its next three d20 rolls. The target can choose to automatically fail the saving throw, but must choose before it knows whether the touch will be beneficial or harmful.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Claw Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d2+1 (2) slashing damage.	Claw Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>divination (1/month); produce flame (at will)</i>			
Spellcasting	-			
Possessions	-			



HOWLER



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Abyss)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pack (2-4x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	48	87	143	208
Speed	60 ft.			
Size, Type, Alignment	Large fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 20 (+5)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+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	Abyssal, Cannot Speak			
Challenge	5	9	13	17

Special Abilities & Qualities

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

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

Wisdom DC 14

Saving Throw

Wisdom DC 16

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 21

Howl A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a Wisdom save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. **Howler Howl: Curse**; save Constitution negates; frequency 1/hour; effect 1 Wisdom damage; cure 1 save. Ability damage suffered in this manner may be restored via restoration or more potent healing magic.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 14

Saving Throw

Dexterity DC 16

Saving Throw

Dexterity DC 18

Saving Throw

Dexterity DC 21

Pain Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a Dexterity save or a quill breaks off in its flesh, causing the target to become sickened until the quill is removed. Removing one quill requires a DC 15 Medicine check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim.

Special Abilities & Qualities

Quill Defense Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes piercing damage from the howler's quills and suffers from the howler's pain attack.

Standard Actions

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

Quills Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+2 (4) piercing damage.

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

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

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

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

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HUECUVA



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	21	43	83	115
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 17 (+3)	STR 19 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-			
Resistances	all physical attacks except magic or silver			
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	3	7	11	15

Special Abilities & Qualities **Aura of Faithlessness** The huecuva and all undead creatures within 30 feet receive advantage on saves made to resist channeled energy and positive energy/eneration effects.

Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17
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Disease Filth fever: Injury; save Constitution; onset 1d3 days; frequency 1/day; effect 1d3 Dexterity damage and 1d3 Strength damage; cure 2 consecutive saves. Ability damage suffered from this condition is repairable only via restoration or more potent healing magic.

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Special Abilities & Qualities

False Humanity During the day, a huecuva is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. This effect functions similarly to disguise self-if a creature interacts directly with a huecuva, it can attempt a Wisdom save to see through the illusion. Regardless, the huecuva's scent never changes-it always exudes a faint stench of grave dust and decay. Creatures with the scent ability receive advantage on any saving throw made to see through this illusion. At night (regardless of whether the huecuva itself knows night has fallen) this illusion fades and reveals the creature for what it truly is.

Standard Actions

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

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

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

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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HULDRA



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests or Mountains			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Family (3-9x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	14	41	90	15
Speed	30 ft.			
Size, Type, Alignment	Small fey, chaotic neutral	Medium fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
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 18 (+4)
	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Charm, Compulsion			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Giant, Sylvan			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Lashing Tail A huldra's tail slap is a primary attack. In addition, each time a huldra damages a creature with her tail slap, she deals 1d4 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A successful Constitution save negates the Charisma damage. A long rest will restore ability damage suffered from this effect.			

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

Wisdom DC 15

Saving Throw

Wisdom DC 16

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 19

Manipulate Luck Once per day, a huldra can manipulate another creature's luck by spending a full-round action, during which the huldra must remain in physical contact with the target creature. When the huldra uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains advantage on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck suffers disadvantage on all saving throws, attack rolls, and skill checks. A successful Wisdom save negates the effect. Huldras cannot be the target of this ability. This effect lasts for 24 hours and is a curse effect.

Special Abilities & Qualities

Regeneration You are difficult to kill. You heal damage at 3 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of 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

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.

Tail Slap 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+8 (12) bludgeoning damage.

Tail Slap Melee weapon attack: +4 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+13 (18) bludgeoning damage.

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

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+17 (24) bludgeoning damage.

Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Legendary Actions

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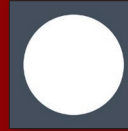
Innate Spellcasting*charm person (3/day); monster (3/day); sleep (1/day); pass without trace (at will)***Spellcasting**

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Possessions

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HUMBABA



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

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	96	151	324	439
Speed	40 ft.			
Size, Type, Alignment	Gargantuan monstrosity, chaotic neutral			
Ability Scores / Saves	STR 20 (+5) DEX 17 (+3) CON 20 (+5) INT 9 (-1) WIS 19 (+4) CHA 18 (+4)	STR 22 (+6) DEX 17 (+3) CON 20 (+5) INT 9 (-1) WIS 19 (+4) CHA 18 (+4)	STR 28 (+9) DEX 14 (+2) CON 22 (+6) INT 9 (-1) WIS 19 (+4) CHA 18 (+4)	STR 30 (+10) DEX 17 (+3) CON 24 (+7) INT 13 (+1) WIS 21 (+5) CHA 20 (+5)
Saving Throws	-			
Resistances	-			
Immunities	Blindness, Fire, Sonic			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 120 ft., Truesight	Passive Perception +18, Darkvision 120 ft., Truesight	Passive Perception +21, Darkvision 120 ft., Truesight	Passive Perception +23, Darkvision 120 ft., Truesight
Languages	Abyssal, Common, Giant			
Challenge	8	12	22	26

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

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw DC 18

Saving Throw DC 19

Saving Throw DC 23

Saving Throw DC 25

Prismatic Aura As a standard action once per day, a humbaba can activate its prismatic aura. Doing so causes brilliant light to radiate from the humbaba to a radius of 30 feet. Each round at the start of the humbaba's turn, roll 1d8 and consult the table of prismatic spray effects to determine the color and effect of the light (reroll results of 8). If a creature begins its turn in the prismatic aura's area, it must make the appropriate saving throw against that effect. Once activated, a humbaba's prismatic aura lasts for 7 rounds.

Special Abilities & Qualities

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

Standard Actions

Longsword Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 6d6+12/19-00 (33) slashing damage.

Rock Ranged weapon attack: +3 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.

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

Longsword Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 6d6+15/19-00 (36) slashing damage.

Rock Ranged weapon attack: +3 to hit, one target. Hit 1d8+15 (20) bludgeoning damage.

Slams Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

Longsword Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+15/19-00 (36) slashing damage.

Rock Ranged weapon attack: +3 to hit, one target. Hit 1d8+22 (26) bludgeoning damage.

Slams Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+15 (24) bludgeoning damage.

Longsword Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+18/19-00 (39) slashing damage.

Rock Ranged weapon attack: +5 to hit, one target. Hit 1d8+27 (32) bludgeoning damage.

Slams Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+18 (32) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

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Spellcasting

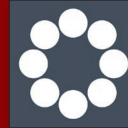
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Possessions

Longsword



HUNGERER



	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Feast (2-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	108	162	348	525
Speed	10 ft. Fly 60 ft. (Clumsy)			
Size, Type, Alignment	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)
	DEX 14 (+2)	DEX 14 (+2)	DEX 14 (+2)	DEX 10 (+0)
	CON 21 (+5)	CON 21 (+5)	CON 21 (+5)	CON 23 (+6)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except cold iron and piercing			
Immunities	Acid, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 90 ft.	Passive Perception +19, Darkvision 90 ft.	Passive Perception +19, Darkvision 90 ft.	Passive Perception +22, Darkvision 90 ft.
Languages	Abyssal, Common, Giant, Thassilonian			
Challenge	8	12	21	25
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 23	Saving Throw Constitution DC 26
	Devastating Bite A hungerer's bite deals x4 damage on a successful critical hit. If this damage is enough to reduce a victim to negative hit points, the victim must succeed at a Constitution save to avoid being decapitated, bitten in half, or otherwise instantly killed by the horrific wound.			
Special Abilities & Qualities	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 23	Saving Throw Dexterity DC 26
	Damage 1d6	Damage 2d4	Damage 2d6	Damage 3d6
Vile Spew Whenever a hungerer takes damage, the resulting wound spews a great gout of vile blood and acid. Any creature adjacent to a hungerer when it is wounded takes acid damage (Dexterity save negates).				

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

Wisdom Drain A hungerer inflicts 2 points of Wisdom damage each time it strikes a foe with its bite or claw attacks. Ability damage suffered via this effect can be recovered via restoration or more potent healing magic.

Standard Actions

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

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

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

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

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

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+12 (26) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+12 (22) slashing damage.

Legendary Actions

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Innate

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Spellcasting

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Spellcasting

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Possessions

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HUNGRY FLESH



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Cluster (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	13 (natural armor)	14 (natural armor)	15 (natural armor)
Hit Points	56	99	166	248
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 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 3 (-4)	DEX 3 (-4)	DEX 7 (-2)	DEX 6 (-2)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 60 ft.	Passive Perception +10, Blindsight 60 ft.	Passive Perception +12, Blindsight 60 ft.	Passive Perception +12, Blindsight 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	<p>Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.</p> <p>Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p>			
Special Abilities & Qualities	Damage 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).			

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

Constitution DC 16

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Disease Tumor Infestation: Injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d2 Constitution damage and 1d2 Charisma damage; cure 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later.

Special Abilities & Qualities

Monstrous Growth A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains +2 Strength, +2 Constitution, and +2 to its attack and damage rolls. These effects stack with themselves each time the hungry flesh gains another 5 growth points. When it stops gaining growth points, a hungry flesh loses a single application of this effect for each hour that passes.

Standard Actions

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

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

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

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

Special Actions

Reactive Regeneration Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Special Actions

Regeneration You are difficult to kill. You heal damage at 3 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of 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.

Special Actions

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 19

Saving Throw
Constitution DC 21

Slime Trail A hungry flesh leaves behind a trail of slime that acts as a grease spell. Any living creature that touches this slime with bare flesh must succeed at a Constitution save or contract tumor infestation. The slime dries up after 1 minute.

Innate Spellcasting

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Spellcasting

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Possessions

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HUNGRY FOG



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

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	13 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	23	69	126	213
Speed	Fly 15 ft. (Perfect)			
Size, Type, Alignment	Large ooze, unaligned	Huge ooze, unaligned	Huge ooze, unaligned	Gargantuan ooze, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)
	DEX 6 (-2)	DEX 2 (-4)	DEX 6 (-2)	DEX 4 (-3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+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	Cold, all physical attacks except magic			
Immunities	Acid, Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, Sonic, 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 Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
	Bewitching Brume Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a Wisdom save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mindaffecting fear effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Enveloping Mists A hungry fog can engulf foes simply by moving over them; a creature engulfed may choose either a Dexterity saving throw to avoid the effect, or make an opportunity attack against this creature. A creature engulfed by a hungry fog does not gain the pinned condition and may move normally-such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes.	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
Special Abilities & Qualities	Gaseous A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It cannot manipulate objects.			
Standard Actions	Touch Melee weapon attack: -4 to hit, reach 10 ft., one target. Hit 6d4+0 (15) bludgeoning damage.	Touch Melee weapon attack: -2 to hit, reach 15 ft., one target. Hit 6d6 (9) bludgeoning damage.	Touch Melee weapon attack: +0 to hit, reach 15 ft., one target. Hit 6d8+2 (29) bludgeoning damage.	Touch Melee weapon attack: +3 to hit, reach 20 ft., one target. Hit 12d6+4 (46) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



HYAKUME



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary or Enclave (2-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	72	120	213	355
Speed	30 ft.			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil	Huge aberration, neutral evil
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 20 (+5)
	DEX 20 (+5)	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 22 (+6)	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)
Saving Throws	-	-	-	-
Resistances	Electricity			
Immunities	Cold			
Vulnerabilities	Light Sensitivity			
Senses	Passive Perception +17, Darkvision 90 ft.	Passive Perception +19, Darkvision 90 ft.	Passive Perception +20, Darkvision 90 ft.	Passive Perception +22, Darkvision 90 ft.
Languages	Common, Undercommon, Telepathy 60 ft.			
Challenge	8	13	19	23
Special Abilities & Qualities	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 24
	Drain Memory Once per day as a standard action, a hyakume can make a touch attack with either its hands or one of its eye probes to drain a target of its memories. The target loses the majority of memories relating to life and identity, and the hyakume can control the creature as if it were subject to a charm monster spell until those memories are regained (Wisdom save negates). The hyakume absorbs the memories and can store and use them. It can store the memories of a number of creatures equal to its Intelligence bonus at one time. This is a mind-affecting effect.			

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

Eye Probe Once per day as a full-round action, a hyakume can detach up to six of its eyes and send them on missions. An eyeball has AC 22, hp 5, and a fly speed of 60 ft. with perfect maneuverability. A hyakume can see through all of its eye probes, and can make drain memory attacks with them. If a hyakume's eyeball is destroyed, the hyakume takes 5 points of damage. An eye probe can't stray farther than 1 mile from a hyakume or the eye is destroyed (dealing 5 points of damage).

Special Abilities & Qualities

Saving Throw
Constitution DC 19

Saving Throw
Constitution DC 21

Saving Throw
Constitution DC 22

Saving Throw
Constitution DC 24

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

Special Abilities & Qualities

Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

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.

Transfer Memories Once per day as a standard action, a hyakume can touch a willing creature with either its hand or one of its eye probes to transfer memories it has stored to the creature touched. This is a mind-affecting effect.

Standard Actions

Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+3 (10) bludgeoning damage.

Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+3 (10) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 3d6+4 (14) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 6d6+8 (29) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

ice storm (3/day); divination (1/day); modify memory (at will)

Spellcasting

-

Possessions

-

HYDRA



Low

Moderate

Advanced

Elite

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

Low

Moderate

Advanced

Elite

Armor Class	15 (natural armor)	16 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	43	83	144	226
Speed	20 ft. Swim 20 ft.			

Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, 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	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	7 (-2)	CHA	7 (-2)	CHA	11 (+0)	CHA	11 (+0)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +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	-
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Challenge	5	9	13	16
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Special Abilities & Qualities **Fast Healing** A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points 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 **Hydra Traits** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

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

Regenerate Head When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Standard Actions

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

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

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

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

HYDRA (CRYOHYDRA)



Low

Moderate

Advanced

Elite

Terrain	Cold Marshes or Glaciers
Rarity	Rare
Role	Controller / Normal
Organization	Solitary
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	41	73	135	208
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 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 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Fast Healing A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points 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**

Hydra Traits A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Special Abilities & Qualities

Regenerate Head When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 16

Damage 1d6**Saving Throw**

Dexterity DC 17

Damage 2d6**Saving Throw**

Dexterity DC 19

Damage 3d6**Saving Throw**

Dexterity DC 21

Damage 5d6

Breath Weapon 15' Cone of Cold: cold damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Standard Actions

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

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

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

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

HYDRA (PYROHYDRA)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Desert or Volcanic Mountains			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary			
Treasure	Standard			

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	15 (natural armor)	16 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	43	77	141	192
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 19 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Fast Healing A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points 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

Hydra Traits A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Special Abilities & Qualities

Regenerate Head When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Special Abilities & Qualities

Saving Throw

Dexterity DC 16

Damage 1d6

Saving Throw

Dexterity DC 17

Damage 2d6

Saving Throw

Dexterity DC 19

Damage 3d6

Saving Throw

Dexterity DC 21

Damage 5d6

Breath Weapon 15' Cone of Fire: fire damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Standard Actions

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

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

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

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



HYENA



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	9	31	82	143
Speed	50 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	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+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.

HYENA (DIRE)



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Pack (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	27	49	101	136
Speed	50 ft.			
Size, Type, Alignment	Large beast, unaligned			
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage.



HYPNALIS



	Low	Moderate	Advanced	Elite
Terrain	Any (Ethereal Plane)			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Nest (3-7x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	29	65	117	193
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aklo			
Challenge	3	7	11	15
Special Abilities & Qualities	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>Ghost Touch Fangs A hypnalis's bite attack may strike incorporeal creatures as if they were corporeal creatures.</p>			

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

Phasing A hypnalis can shift from the Ethereal Plane to the Material Plane as a free action and shift back again as a move action (or part of a move action). The ability is otherwise identical to ethereal jaunt (CL 15th).

Special Abilities & Qualities**Saving Throw**

Fortitude DC 12

Saving Throw

Fortitude DC 15

Saving Throw

Fortitude DC 17

Saving Throw

Fortitude DC 18

Poison If a hypnalis poisons an ethereal creature while on the Ethereal Plane (including creatures under the effects of spells or effects that grant ethereality such as ethereal jaunt), the creature is immediately forced onto the Material Plane and takes Constitution damage. Creatures on the Material Plane are affected by this poison as normal. Hypnalis Venom: Bite injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Constitution damage and effects listed above; cure 2 consecutive saves. Ability damage suffered from this effect may be restored via restoration or more powerful healing magic.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.

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

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

IGUANA (MARINE)

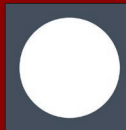


	Low	Moderate	Advanced	Elite
Terrain	Warm Swamps or Rivers			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Bask (3-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	9	38	83	164
Speed	20 ft. Swim 40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 13 (+1)	CON 13 (+1)	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: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.



IJIRAQ



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests or Plains			
Rarity	Rare			
Role	Artillery / 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	29	45	95	197
Speed	30 ft.			
Size, Type, Alignment	Small fey, chaotic neutral	Small fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 14 (+2)	STR 19 (+4)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 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	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Disorienting Gaze An ijiraq can level an icy stare at a creature within 30 feet. That creature suffers disadvantage on Perception checks and Survival checks for 24 hours (Constitution save negates). An ijiraq can use this ability while in the shape of an elk.			
Special Abilities & Qualities	Hide in Plain Sight An ijiraq can use the Stealth skill even while being observed. As long as it's standing in terrain covered in ice or snow, an ijiraq can hide itself from view in the open without actually hiding behind anything. An ijiraq can't use this ability while flying, and the ability has no effect when the ijiraq isn't in icy terrain.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

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

Standard Actions

Javelin Ranged weapon attack: +5 to hit, one target. Hit 1d6+1 (4) bludgeoning damage.

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 1d6+1 (4) slashing damage.

Gore Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d10+1 (6) piercing damage.

Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+1 (4) bludgeoning damage.

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

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

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

Javelin Ranged weapon attack: +1 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.

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

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d4+3 (8) slashing damage.

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

Javelin Ranged weapon attack: +3 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7 (18) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+7 (21) piercing damage.

Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+7 (21) piercing damage.

Legendary Actions

-

Innate Spellcasting

control winds (3/day); cure wounds (3/day); dimension door (at will); fly (at will); hallucinatory terrain (at will); ice storm (3/day); sleet storm (3/day)

Spellcasting

-

Possessions

Javelin (4x)

IKU-TURSO



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Water or Underground			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Cell (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	42	102	180	284
Speed	20 ft. Swim 60 ft.			
Size, Type, Alignment	Small aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 22 (+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 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased			
Vulnerabilities	Light Blindness			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.
Languages	Aklo, Aquan, Undercommon			
Challenge	6	12	16	16
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
	<p>Disease An iku-turso's bite inflicts a strange, supernatural disease called tursas. This disease causes the victim's skin to grow painfully scaly, causes strange hallucinations, and eventually transforms the victim into an iku-turso. Tursas: Bite-injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d3 Wisdom damage and 1d6 Charisma damage; cure 2 consecutive saves. As long as a victim suffers any ability damage from tursas, it gains the ability to breathe water. A creature reduced to 0 Charisma by this disease transforms into a fully grown and healthy iku-turso- it immediately forgets its previous life and abilities and seeks out the nearest iku-turso community to join it. A wish or miracle can reverse this transformation. Ability damage suffered to this effect may be recovered via restoration or more potent healing magic.</p>			

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

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

Special Abilities & Qualities**Saving Throw**

Wisdom DC 15

Saving Throw

Wisdom DC 17

Saving Throw

Wisdom DC 19

Saving Throw

Wisdom DC 22

Light Lure As a standard action, an iku-turso can call forth a few small points of light, functioning like a dancing lights spell (CL equals the iku-turso's HD) except as described here. Creatures within 100 feet of one of these lights must make a Wisdom save upon sighting them or be compelled to approach them by the safest and most direct path. A creature that successfully saves is immune to the same iku-turso's light lure for 24 hours. If a subject of this effect has to move through hazardous terrain to reach the lights, that subject receives another saving throw to end the effect before entering the hazardous terrain. This effect ends once the character reaches the light or takes any form of damage. This is a visual mindaffecting charm effect.

Standard Actions

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

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

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

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

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

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11 (22) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

-

IMMORTAL ICHOR



	Low	Moderate	Advanced	Elite
Terrain	Any Ruins or Underground			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary or Cult (1+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	89	154	281	439
Speed	20 ft. Fly 20 ft. (Average)			

Size, Type, Alignment	Small ooze, neutral evil	Small ooze, neutral evil	Medium ooze, neutral evil	Large ooze, neutral evil
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Ability Scores / Saves	STR	14 (+2)	STR	14 (+2)	STR	17 (+3)	STR	21 (+5)
	DEX	18 (+4)	DEX	18 (+4)	DEX	15 (+2)	DEX	18 (+4)
	CON	18 (+4)	CON	18 (+4)	CON	20 (+5)	CON	24 (+7)
	INT	18 (+4)	INT	18 (+4)	INT	18 (+4)	INT	20 (+5)
	WIS	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 Cold, all physical attacks

Immunities Acid, Immunity to Bludgeoning Damage, Critical Hits, Electricity, Flanking, psychic, paralyzed, Immunity to Piercing Damage, poisoned, Polymorph, unconscious, Sneak Attacks, stunned

Vulnerabilities -

Senses	Passive Perception +16, Blindsight 60 ft.	Passive Perception +18, Blindsight 60 ft.	Passive Perception +19, Blindsight 60 ft.	Passive Perception +21, Blindsight 60 ft.
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Languages Abyssal (cannot speak), Aklo (cannot speak), Infernal (cannot speak), Undercommon (cannot speak), Telepathy 100 ft.

Challenge	8	14	20	24
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Special Abilities & Qualities

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

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**

Corrupt Ally Any creature charmed by an immortal ichor takes 1d6 points of Wisdom damage per day. When a charmed creature's Wisdom damage equals its Wisdom score, it becomes completely subservient to the immortal ichor (as dominate monster, except it even obeys self-destructive orders) and loses the Wisdom damage it has taken from this ability. A subservient ally who is killed rises the next round as a juju zombie under the immortal ichor's control. If the ichor is killed, these zombies are immediately destroyed. Ability damage suffered from this effect may only be restored via restoration or more powerful healing magic.

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

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 6d4+4 (19) bludgeoning damage.

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 6d4+4 (19) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 6d6+5 (26) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 12d6+9 (51) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

charm monster (3/day); charm person (at will); control undead (3/day); detect thoughts (at will); insect plague (3/day); mind spike (3/day); telekinesis (at will)

Spellcasting

-

Possessions

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IMP



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	7	43	89	163
Speed	20 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Small fiend, lawful evil
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	Fire, 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	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
Challenge	2	6	10	14
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 15
	Poison Sting - injury; save Constitution; frequency 1/round for 5 minutes; effect 1d2 Dexterity damage; cure 1 save. Ability damage suffered from this effect may be recovered following a long rest or any magical healing.			

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

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

Special Abilities & Qualities

See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness.

Standard Actions

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

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

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

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

Legendary Actions

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Innate Spellcasting

augury (1/day); commune (six questions) (1/week); detect magic (at will); invisibility (self only) (at will); suggestion (1/day)

Spellcasting

-

Possessions

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INCUTILIS



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Pair, or Colony (3-12x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	24	45	95	149
Speed	5 ft. Climb 5 ft. Swim 60 ft.			
Size, Type, Alignment	Tiny aberration, lawful evil	Tiny aberration, lawful evil	Tiny aberration, lawful evil	Small aberration, lawful evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aklo, Aquan, Telepathy 30 ft.			
Challenge	4	8	12	16

Special Abilities & Qualities

Puppetmaster As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a zombie-like creature under the incutilis's control. This zombie isn't treated as being undead, and is immune to spells and effects that affect only undead (including damage from positive energy). The incutilis is attached to this zombie typically by the head occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but suffers disadvantage on the attack roll. Killing the incutilis destroys the zombie.

**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

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

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

Tentacle Melee weapon attack: +5 to hit, reach 0 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

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

Legendary Actions

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Innate Spellcasting

-

Spellcasting

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Possessions

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INEVITABLE (ARBITER)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Flock (3-14x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	17	44	96	177
Speed	20 ft. Fly 50 ft. (Average)			
Size, Type, Alignment	Tiny monstrosity, lawful neutral	Tiny monstrosity, lawful neutral	Tiny monstrosity, lawful neutral	Small monstrosity, lawful neutral
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 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14

Special Abilities & Qualities

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

Constant Vigilance An arbiter gains advantage to recognize and disbelieve illusions created by creatures with the chaotic subtype or possessing the chaotic descriptor.

Locate Inevitable An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, the better to help it report back to its superiors. It cannot sense the range to this inevitable.

Special Abilities & Qualities

Constructed Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Constitution save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

Special Abilities & Qualities

Saving Throw
Dexterity DC 13
Damage 1d6

Saving Throw
Dexterity DC 14
Damage 2d6

Saving Throw
Dexterity DC 17
Damage 3d6

Saving Throw
Dexterity DC 19
Damage 4d6

Electrical Burst An arbiter can release electrical energy from its body in a 10-foot-radius burst that deals electricity damage (Dexterity save halves). Immediately following such a burst, the arbiter becomes stunned for 24 hours.

Special Abilities & Qualities

Regeneration You are difficult to kill. You heal damage at 2 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

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

Standard Actions

Short sword Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3/19-00 (4) slashing damage.

Short sword Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3/19-00 2 slashing damage.

Short sword Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3/19-00 2 slashing damage.

Short sword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+8/19-00 (10) slashing damage.

Legendary Actions

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Innate Spellcasting

command (3/day); commune (1/week); protection from chaos (3/day)

Spellcasting Possessions

-

Short sword



Illustration 1: Inevitable

INEVITABLE (KOLYARUT)



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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	52	90	166	30
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, lawful neutral	Small monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 23 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 14 (+2)	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)
Saving Throws	-			
Resistances	all physical attacks except chaotic			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
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	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.			

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

Constructed Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Constitution save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

Special Abilities & Qualities

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

Special Abilities & Qualities

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

Standard Actions

Sword, Bastard Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+8/19-00 (14) slashing damage.

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

Sword, Bastard Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+8/19-00 (14) slashing damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) bludgeoning damage.

Sword, Bastard Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+8/19-00 (14) slashing damage.

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

Sword, Bastard Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+13/19-00 (22) slashing damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10 (24) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

disguise self (at will); enervation (at will); fear (at will); hold monster (3/day); hold person (at will); invisibility (self only) (at will); locate creature (at will); suggestion (at will); vampiric touch (at will)

Spellcasting

-

Possessions

Bastard sword

INEVITABLE (LHAKSHARUT)



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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	131	174	327	510
Speed	Fly 60 ft. (Perfect)			

Size, Type, Alignment	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral	Gargantuan monstrosity, lawful neutral
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Ability Scores / Saves	STR	20 (+5)	STR	20 (+5)	STR	22 (+6)	STR	27 (+8)
	DEX	15 (+2)	DEX	15 (+2)	DEX	11 (+0)	DEX	13 (+1)
	CON	18 (+4)	CON	18 (+4)	CON	20 (+5)	CON	24 (+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	17 (+3)	CHA	17 (+3)	CHA	17 (+3)	CHA	19 (+4)

Saving Throws	-			
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Resistances	all physical attacks except chaotic			
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Immunities	diseased, Energy Spells, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
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Languages	-			
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Challenge	8	12	22	26
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Special Abilities & Qualities

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

Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Multiweapon Mastery A lhaksharut never takes penalties on its attack rolls when fighting with multiple weapons.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Constructed Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Constitution save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

Special Abilities & Qualities

Energy Bolt A lhaksharut can fire bolts of elemental energy from two of its six arms - it never wields weapons in these hands. These attacks have a range increment of 100 feet and deal energy damage of the inevitable's choice (acid, cold, electricity, or fire, chosen for each bolt as it is thrown). It can throw two bolts of energy as a standard action, and cannot attack with these hands when it makes weapon or slam attacks with its other limbs.

Special Abilities & Qualities

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

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

Standard Actions

Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12/19-00 (22) slashing damage.

Morningstar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing/bludgeoning damage.

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

Spear Ranged weapon attack: +2 to hit, one target. Hit 3d6+9/x3 (20) piercing damage.

Energy Bolt Ranged weapon attack: +2 to hit, one target. Hit 10d4 (9) bludgeoning damage.

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

Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+14/19-00 (24) slashing damage.

Morningstar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+14 (24) piercing/bludgeoning damage.

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

Spear Ranged weapon attack: +1 to hit, one target. Hit 3d6+10/x3 (20) piercing damage.

Energy Bolt Ranged weapon attack: +1 to hit, one target. Hit 10d4 (9) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

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

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

Spear Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+17/x3 (28) piercing damage.

Spear Ranged weapon attack: +1 to hit, one target. Hit 3d6+12/x3 (22) piercing damage.

Energy Bolt Ranged weapon attack: +1 to hit, one target. Hit 10d6 (11) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+10 (19) bludgeoning damage.

Longsword Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+17/19-00 (31) slashing damage.

Morningstar Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+9 (23) piercing/bludgeoning damage.

Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+15 (33) bludgeoning damage.

Energy Bolt Ranged weapon attack: +3 to hit, one target. Hit 20d6 (16) bludgeoning damage.

Spear Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24/x3 (38) piercing damage.

Spear Ranged weapon attack: +3 to hit, one target. Hit 4d6+17/x3 (31) piercing damage.

Legendary Actions

-

Innate Spellcasting

detect magic (at will); disintegrate (3/day); dispel magic (at will); imprisonment (1/day); plane shift (3/day); scrying (3/day); sending (at will); true seeing (at will); wall of force (3/day)

Spellcasting

-

Possessions

Longsword (2x); morningstar (2x); spear (4x)

INEVITABLE (MARUT)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Patrol (3-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	22 (natural armor)
Hit Points	84	119	224	380
Speed	30 ft., Air Walk			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 16 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 23 (+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 19 (+4)	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except chaotic			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, 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	-			
Challenge	6	10	16	20

Special Abilities & Qualities

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

Constructed Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Constitution save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

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

Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of 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.

Special Abilities & Qualities

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 19

Saving Throw
Constitution DC 22

Damage 1d6

Damage 2d6

Damage 3d6

Damage 5d6

Fists of Lightning and Thunder A marut's fists strike with the power of a thunderstorm. For any given slam attack, a marut can choose whether the attack uses lightning or thunder. A lightning attack deals additional electricity damage, and the resulting flash blinds the target for 2d6 rounds (Constitution save negates the blindness). A thunder attack deals additional sonic damage, and the resulting thunderclap deafens the target for 2d6 rounds (Constitution save negates the deafness).

Special Abilities & Qualities

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

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

Standard Actions

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

Slam Melee weapon attack: +7 to hit, reach 5 ft., one target.
Hit 1d10+15 (20) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target.
Hit 2d6+12 (19) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target.
Hit 4d6+16 (30) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

wind walk (at will); chain lightning (1/day); circle of death (1/day); command (at will); dimension door (at will); earthquake (1/week); fear (at will); inflict wounds (at will); locate creature (at will); plane shift (1/week); true seeing (at will); wall of force (3/day)

Spellcasting

-

Possessions

-

INEVITABLE (ZELEKHUT)



	Low	Moderate	Advanced	Elite
Terrain	Any Land (Lawful plane)			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	64	113	174	254
Speed	50 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except chaotic			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18

Special Abilities & Qualities

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

Constructed Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Constitution save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

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

Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of 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.

Special Abilities & Qualities

Electricity Damage 1d6 **Electricity Damage** 2d4 **Electricity Damage** 2d6 **Electricity Damage** 3d6

Chains A zelehut's arms end in long lengths of barbed metal. These chains deal slashing damage and electricity damage with each hit.

Special Abilities & Qualities

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

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

Standard Actions

Chain Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.

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

Chain Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d6+10 (20) bludgeoning damage.

Chain Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+12 (26) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

dispel magic (at will); fear (at will); geas (1/day); hold monster (3/day); hold person (at will); locate creature (at will); true seeing (at will)

Spellcasting

-

Possessions

-

INVISIBLE STALKER



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	76	133	215	303
Speed	30 ft. Fly 30 ft. (Perfect)			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	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	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Auran, Common			
Challenge	7	11	15	19
Special Abilities & Qualities	Natural Invisibility This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to effects that magically purge invisibility. Against foes that cannot pinpoint it, the invisible stalker gains advantage on Stealth checks when moving or when standing still.			
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 5 ft., one target. Hit 3d6+4 (14) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+6 (16) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) bludgeoning damage.

IOUN WYRD



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	25	60	73	112
Speed	Fly 30 ft. (Average)			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 12 (+1)
	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 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	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.
Languages	Common (cannot speak)			
Challenge	1	6	10	14
Special Abilities & Qualities	Ioun Affinity An ioun wyrd may integrate 8 ioun stones into its body. Because an ioun wyrd sees all ioun stones as equal and gains no benefits from them, the wyrd's ioun stones can be swapped out by any creature the wyrd trusts.			
Special Abilities & Qualities	Share Iouns A character with an ioun wyrd familiar gains the benefits of its ioun stones as long as he's within 30 feet of the ioun wyrd.			
Standard Actions	Slam Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) bludgeoning damage.	Slam Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 2d6+0 (7) 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 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.

IRMINSUL



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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	126	204	294	439
Speed	10 ft.			
Size, Type, Alignment	Huge plant, chaotic neutral	Huge plant, chaotic neutral	Gargantuan plant, chaotic neutral	Gargantuan plant, chaotic neutral
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 8 (-1)	DEX 8 (-1)	DEX 4 (-3)	DEX 6 (-2)
	CON 20 (+5)	CON 21 (+5)	CON 23 (+6)	CON 27 (+8)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 20 (+5)	WIS 21 (+5)	WIS 21 (+5)	WIS 23 (+6)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	Cold, psychic, paralyzed, poisoned, Polymorph, unconscious, Sonic, stunned			
Vulnerabilities	-			
Senses	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +19, Blindsight 120 ft., Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +20, Blindsight 120 ft., Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +22, Blindsight 120 ft., Darkvision 60 ft., Tremorsense 120 ft.
Languages	Common (cannot speak), Druidic (cannot speak), Elvish, Sylvan (cannot speak), Telepathy 100 ft.			
Challenge	6	10	14	18

Special Abilities & Qualities

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 24
<p>Planar Portal Within the split of an irminsul's trunk swirls a large planar portal, a permanent gate that links one plane to another. An irminsul controls whether or not specific creatures can pass through its portal, which grants entrance to a specific location on the linked plane. Those attempting to breach a barred portal must succeed at a Constitution save or be ejected and teleported to a random location on the current plane. If the trespasser successfully saves, it takes 6d6 points of damage and is sickened for 1 minute.</p>			

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

Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of 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.

Special Abilities & Qualities

See Alignment An irminsul ios bound to a specific plane, which determines its own alignment. It can see the alignment of creatures that it shares an alignment with.

Special Abilities & Qualities

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

Standard Actions

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 5d4+9 (22) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 5d4+9 (22) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 5d6+8 (26) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 10d6+13 (48) bludgeoning damage.

Special Actions

-

Special Actions

-

Special Actions

-

Special Actions

-

Legendary Actions

-

Innate Spellcasting

telekinesis (at will)

Spellcasting

-

Possessions

-

IRON COBRA



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	20	44	60	97
Speed	40 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

**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

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

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+3 (8) piercing damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

IRON COBRA (ADAMANTINE)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	18	76	116	178
Speed	40 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

**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

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

Adamantine Bite

Adamantine Bite This creature's natural attacks count as adamantine for the purposes of overcoming resistance.

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+3 (8) piercing damage.

Bite Melee weapon

attack: +6 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

IRON COBRA (COLD IRON)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	11	33	57	67
Speed	40 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

**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

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. **Black Adder Venom:** Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

Cold Iron Bite

Cold Iron Bite This creature's natural attacks count as cold iron for the purposes of overcoming resistance.

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+3 (8) piercing damage.

Bite Melee weapon

attack: +6 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

IRON COBRA (DARKWOOD)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	17	39	62	109
Speed	40 ft. Swim 30 ft. Climb 20 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13
Special Abilities & Qualities	Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.			



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

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

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+3 (8) piercing damage.

Bite Melee weapon

attack: +6 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

-

Possessions

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IRON COBRA (MITHRAL)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	13	34	53	83
Speed	70 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

**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

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

Mithral Bite

Mithral Bite This creature's natural attacks count as mithral for the purposes of overcoming resistance.

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+3 (8) piercing damage.

Bite Melee weapon

attack: +6 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.

Legendary Actions

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Innate Spellcasting

-

Spellcasting

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Possessions

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ISITIQ



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Gang (2-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	7	28	68	91
Speed	5 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 12 (+1)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 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 +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common (cannot speak)			
Challenge	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
	Daze An isitoq's nerves form grotesque wings. Any creature struck by the creature's wings must succeed at a Wisdom save or be dazed for 1 round as the target's mind is flooded with images of the last seconds of the isitoq's existence as a living creature. This is a mind-affecting fear effect.			
Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16
	Tears of Anguish As a full-round action, an isitoq can make a ranged touch attack to squirt tears into the eyes of a creature within 30 feet. If the target fails a Dexterity saving throw, it experiences the effect of the isitoq's daze ability.			

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

Visual Sensor An isitoq's creator or master can see through its eye at a range of 60 feet, using the eye's normal vision and darkvision. The following spells have a 5% chance per caster level of the isitoq's creator of operating through the isitoq: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the creator is 15th level or higher, the following spells have the same chance of functioning through the isitoq: read magic and tongues.

Standard Actions

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

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

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

Wing Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d1+0 (1) bludgeoning damage.

Slam Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.

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

Slam Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d4+4 (6) bludgeoning damage.

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

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

-

Possessions

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ISOPOD (GIANT)



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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	4	30	72	134
Speed	20 ft. Swim 10 ft.			

Size, Type, Alignment	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Small vermin, unaligned
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Ability Scores / Saves	STR 3 (-4)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 7 (-2)	DEX 7 (-2)	DEX 11 (+0)	DEX 9 (-1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)

Saving Throws	-	-	-	-
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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 +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	Curl As a standard action, a giant isopod can curl into a ball, increasing its natural armor bonus by +2 but preventing it from taking any move actions. Uncurling is also a standard action.			
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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: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.
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Illustration 2: Jabberwock

JABBERWOCK



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Forests			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	Triple			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	103	242	454	642
Speed	40 ft. Fly 80 ft. (Poor)			

Size, Type, Alignment	Large dragon, chaotic evil	Large dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil
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Ability Scores / Saves	STR	20 (+5)	STR	22 (+6)	STR	26 (+8)	STR	30 (+10)
	DEX	19 (+4)	DEX	19 (+4)	DEX	17 (+3)	DEX	18 (+4)
	CON	20 (+5)	CON	22 (+6)	CON	24 (+7)	CON	28 (+9)
	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	14 (+2)
	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	-	-	-	-
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Resistances	Acid, all physical attacks except vorpal			
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Immunities	Fire, Magical unconscious, paralyzed			
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Vulnerabilities	<p>Fear of Vorpal Weapons A jabberwock knows that a vorpal weapon can kill it swiftly. As soon as it takes damage from a vorpal weapon, a jabberwock becomes shaken for 1 round. If it is hit by a critical threat from a vorpal weapon, whether or not the critical hit is confirmed, the jabberwock is staggered for 1 round.</p> <p>Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure</p>			
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Senses	Passive Perception +18, Blindsight 120 ft., Darkvision 120 ft., Truesight	Passive Perception +18, Blindsight 120 ft., Darkvision 120 ft., Truesight	Passive Perception +21, Blindsight 120 ft., Darkvision 120 ft., Truesight	Passive Perception +26, Blindsight 120 ft., Darkvision 120 ft., Truesight
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Languages	Aklo, Common, Draconic, Gnomish, Sylvan			
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Challenge	8	16	26	30
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Special Abilities & Qualities	<p>Eye Rays The jabberwock can project beams of fire from its eyes as a ranged touch attack as a standard action, with a range increment of 60 feet. It projects two beams, and can target different creatures with these beams if it wishes as long as both targets are within 30 feet of each other. A creature that takes damage from an eye beam suffers burn.</p>			
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Special Abilities & Qualities	<p>Fast Healing You regain hit points at 15 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.</p>			
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Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 21

Saving Throw
Wisdom DC 25

Saving Throw
Wisdom DC 28

Frightful Presence Your very presence unsettling to foes. Opponents within range may become frightened or shaken. The range is 60 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Abilities & Qualities

Planar Acclimation A jabberwock is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10/18-00/x3 (24) piercing damage.

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

Eye Ray Ranged weapon attack: +5 to hit, one target. Hit 15d4 (12) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+17 (24) bludgeoning damage.

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+15/17-00/x3 (29) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) slashing damage.

Eye Ray Ranged weapon attack: +4 to hit, one target. Hit 15d4 (12) bludgeoning damage.

Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+25 (32) bludgeoning damage.

Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+15 (18) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+13/17-00/x3 (31) piercing damage.

Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+13/19-00 (24) slashing damage.

Eye Ray Ranged weapon attack: +5 to hit, one target. Hit 15d6/19-00 (14) bludgeoning damage.

Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+19 (28) bludgeoning damage.

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

Bite Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 12d6+18/17-00/x3 (60) piercing damage.

Claw Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 6d6+18/19-00 (39) slashing damage.

Eye Ray Ranged weapon attack: +7 to hit, one target. Hit 30d6/19-00 (21) bludgeoning damage.

Tail Slap Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+27 (45) bludgeoning damage.

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

Special Actions

Whiffing A jabberwock's wings and violent motions create a significant amount of wind whenever it makes a full attack action. These winds surround the monster to a radius of 30 feet, and are treated as severe winds - ranged attacks suffer disadvantage when targeting a jabberwock while it is whiffing, and Medium creatures must make a DC 10 Strength check to approach the creature. Small or smaller creatures in this area that fail a DC 15 Strength check are blown away.

Special Actions

Saving Throw DC 18
Damage 8d6

Saving Throw DC 21
Damage 14d6

Saving Throw DC 25
Damage 20d6

Saving Throw DC 28
Damage 24d8

Burble A jabberwock can burble with Recharge 2 as a standard action. This blast of strange noises and shouted nonsense in the various languages known to the jabberwock (and invariably some languages it doesn't know) affects all creatures within a 60-foot-radius spread - these creatures must make a Wisdom save or become confused for 1d4 rounds. Alternatively, the jabberwock can focus its burble attack to create a 60-foot line of sonic energy that deals sonic damage (Dexterity save for half). The confusion effect is mind-affecting; both are sonic effects.

Special Actions

Saving Throw
Dexterity DC 18
Damage 2d6

Saving Throw
Dexterity DC 21
Damage 4d6

Saving Throw
Dexterity DC 25
Damage 6d6

Saving Throw
Dexterity DC 28
Damage 8d6

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.

JACKALWERE



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Hunt (1-2x+), or Pack (2-5x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (leather & natural armor)	16 (leather & natural armor)	17 (leather & natural armor)	18 (leather & natural armor)
Hit Points	26	62	117	182
Speed	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 13 (+1)	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)
	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 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)
Saving Throws	-			
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	3	7	11	15

Special Abilities & Qualities

Change Shape A jackalwere has three forms. Its natural form is that of a jackal, but it can also take the form of a human or a human-jackal hybrid. A jackalwere's human form is fixed-it cannot assume different human forms. A jackalwere can use its sleep gaze in any of its forms. In jackal form, it functions as a dog. In its hybrid form, a jackalwere can make a bite attack as a secondary attack, while in human form it lacks its bite attack entirely. A jackalwere can shift into any of its three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and its jackal form.

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

Wisdom DC 13

Saving Throw

Wisdom DC 14

Saving Throw

Wisdom DC 17

Saving Throw

Wisdom DC 19

Sleep Gaze Sleep for 3 minutes (a standard action rouses the creature, as does damage), 30 feet, Wisdom save negates. A creature that succeeds at the saving throw cannot be affected by the same jackalwere's sleep gaze for 24 hours. This is a sleep effect.

Standard Actions

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

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

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

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.

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

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

Battleaxe Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8/x3 (12) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Battleaxe; leather armor

JACK O' LANTERN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests, Hills, or Plains (Pumpkin Patches)			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary or Patch (2-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	15	46	84	150
Speed	15 ft.			

Size, Type, Alignment	Medium plant, neutral evil	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil
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Ability Scores / Saves	STR	13 (+1)	STR	14 (+2)	STR	18 (+4)	STR	20 (+5)
	DEX	5 (-3)	DEX	5 (-3)	DEX	9 (-1)	DEX	7 (-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	5 (-3)	CHA	5 (-3)	CHA	9 (-1)	CHA	9 (-1)

Saving Throws	-	-	-	-
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Resistances	Fire			
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Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +11, 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.
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Languages	-			
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Challenge	2	6	10	14
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Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18
	Damage 1d6	Damage 1d8	Damage 1d10	Damage 2d8

Breath Weapon 20' Cone of Fire: Fire damage, Dexterity save halves damage, usable with Recharge 2. You are immune to your own breath weapon.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 12 Damage 1d6 Explode One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10 feet of an exploding jack-o'-lantern must succeed at a Dexterity save or take fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun.	Saving Throw Dexterity DC 13 Damage 2d4	Saving Throw Dexterity DC 16 Damage 2d6	Saving Throw Dexterity DC 18 Damage 2d10
Special Abilities & Qualities	Saving Throw Will DC 12 Fear Aura Any creature within 30 feet of a jack-o'-lantern must succeed at a Wisdom save or be shaken for 2d6 minutes. If the save is successful, the creature is immune to that jack-o'-lantern's fear aura for 24 hours. This is a vision-based mind-affecting fear effect.	Saving Throw Will DC 13	Saving Throw Will DC 16	Saving Throw Will DC 18
Special Abilities & Qualities	Pumpkin Form A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and has advantage on Stealth checks to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack-o'-lantern can use this ability as a full-round action and end it as a free action.			
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage. Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage. Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.
Special Actions	Saving Throw Dexterity DC 12 Strangling Ensure A jack-o'-lantern's slam attack entangles the target in its vines for 2d4 rounds unless the target succeeds at a Dexterity save. The target can attempt to burst these entangling vines before the duration expires with a successful Strength check as a full-round action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack-o'-lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action.	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

JELLYFISH (CRIMSON)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Oceans			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pack (2-4x), or Bloom (5-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	43	83	141	222
Speed	Swim 20 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
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 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except piercing or slashing			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one-eighth of your space when squeezing.			
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Poison Tentacles - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage lost via this effect can be restored via a long rest.	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Standard Actions	Tentacle Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	Tentacle Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Tentacle Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

JELLYFISH (DEATH'S HEAD)



	Low	Moderate	Advanced	Elite
Terrain	Any Oceans			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pack (2-5x), or Bloom (6-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	13	55	110	179
Speed	Swim 20 ft.			

Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
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Ability Scores / Saves	STR	10 (+0)	STR	12 (+1)	STR	17 (+3)	STR	19 (+4)
	DEX	15 (+2)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)
	CON	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)
	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)
	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)	WIS	12 (+1)
	CHA	1 (-5)	CHA	1 (-5)	CHA	3 (-4)	CHA	3 (-4)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except piercing or slashing			
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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 +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
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Languages	-			
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Challenge	2	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.			
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Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Poison Tentacle-injury; save Constitution; frequency 1/ round for 6 rounds; effect 1 Constitution damage and 1 Charisma damage; cure 2 consecutive saves. If a creature fails two consecutive saving throws, its jaw locks, its tongue swells, and its lips pull back, making speech impossible. This condition ends when the Charisma damage is healed, which happens following a long rest.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
Standard Actions	Tentacles Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Tentacles Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Tentacles Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Tentacles Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

JELLYFISH (GIANT)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any Oceans			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pack (2-5x), or Bloom (6-12x)			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	14 (natural armor)	14 (natural armor)	14 (natural armor)	15 (natural armor)
Hit Points	40	89	137	207
Speed	Swim 20 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)
	DEX 17 (+3)	DEX 13 (+1)	DEX 14 (+2)	DEX 12 (+1)
	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except piercing or slashing			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one-eighth of your space when squeezing.			
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Poison Tentacles - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage lost via this effect can be restored via a long rest.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Standard Actions	Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Tentacle Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

JELLYFISH (SAPPHIRE)



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Oceans			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pack (2-3x), or Bloom (4-7x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	68	90	141	245
Speed	Swim 30 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)
	DEX 18 (+4)	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except piercing or slashing			
Immunities	Electricity, psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	6	9	12	16
Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one-eighth of your space when squeezing.			
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			

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

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 21

Poison Tentacles - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage and 1d4 Dexterity damage; cure 2 consecutive saves. Ability damage lost via this effect can be restored via a long rest.**Special Abilities & Qualities****Saving Throw** DC 16**Damage** 4d6**Saving Throw** DC 17**Damage** 6d6**Saving Throw** DC 18**Damage** 8d6**Saving Throw** DC 21**Damage** 12d6**Electricity Blast** As a standard action with Recharge 1, a sapphire jellyfish can discharge a 20-foot-radius blast of electricity, dealing electricity damage (Dexterity save for half). Any creature that takes damage from this electricity must also make a Constitution save to avoid being staggered for 1d4 rounds.**Standard Actions****Tentacles** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage.**Tentacles** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage.**Tentacles** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) bludgeoning damage.**Tentacles** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+12 (22) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

JELLYFISH (VAMPIRE)



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Oceans			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pack (2-3x), or Bloom (4-7x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	13 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	95	160	239	378
Speed	Swim 20 ft.			
Size, Type, Alignment	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 14 (+2)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	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 piercing or slashing			
Immunities	psychic			
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	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one-eighth of your space when squeezing.			
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 18 Poison Tentacles - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage lost via this effect can be restored via a long rest.	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 24
Standard Actions	Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.	Tentacle Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Tentacle Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+16 (30) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



JELLYFISH (WHALER)



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Oceans			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pack (2-4x), or Bloom (5-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	11 (natural armor)	13 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	89	132	323	434
Speed	Swim 20 ft.			

Size, Type, Alignment	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
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Ability Scores / Saves	STR 21 (+5)	STR 22 (+6)	STR 28 (+9)	STR 30 (+10)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)
	CON 20 (+5)	CON 20 (+5)	CON 24 (+7)	CON 26 (+8)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except piercing or slashing			
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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 +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
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Languages	-			
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Challenge	8	12	20	24
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Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.			
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Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 18 Poison Tentacles - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage lost via this effect can be restored via a long rest.	Saving Throw Constitution DC 19	Saving Throw Constitution DC 23	Saving Throw Constitution DC 25
Standard Actions	Tentacle Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Tentacle Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Tentacle Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+16 (25) bludgeoning damage.	Tentacle Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 3d8+18 (32) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

JELLYFISH SWARM



	Low	Moderate	Advanced	Elite
Terrain	Any Aquatic			
Rarity	Common			
Role	Lurker / Elite			
Organization	Solitary or Bloom (2-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	18	67	116	189
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Speed	Swim 20 ft.			
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Size, Type, Alignment	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned
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Ability Scores / Saves	STR	1 (-5)	STR	1 (-5)	STR	3 (-4)	STR	7 (-2)
	DEX	15 (+2)	DEX	11 (+0)	DEX	16 (+3)	DEX	15 (+2)
	CON	4 (-3)	CON	8 (-1)	CON	12 (+1)	CON	16 (+3)
	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)
	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)	WIS	12 (+1)
	CHA	1 (-5)	CHA	1 (-5)	CHA	4 (-3)	CHA	4 (-3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	Critical Hits, Flanking, psychic, Weapon Damage			
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Vulnerabilities	-			
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Senses	Passive Perception +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	6	12	16	20
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Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			

Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	Poison Swarm - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 2 consecutive saves. Ability damage suffered from this effect is recovered following a long rest.			

Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 6d6 (9) bludgeoning damage.
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JERBOA



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Burrow (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	4	9	40	90
Speed	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 4 (-3)	STR 9 (-1)
	DEX 14 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 10 ft., one target. Hit 2d6 (7) piercing damage.

JINMENJU



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills or Mountains			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	46	76	155	266
Speed	10 ft.			
Size, Type, Alignment	Large plant, unaligned	Large plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 9 (-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	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.
Languages	Common			
Challenge	5	9	13	17

Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 22
Enticing Head-Fruits	Any creature that begins its turn within 5 feet of a jinmenju must succeed at a Wisdom save or be magically compelled to immediately grab a head-fruit and eat it. This is a mind-affecting compulsion effect. A creature that successfully saves is immune to that jinmenju's enticing head-fruits for 24 hours. Anyone who takes a bite out of one suffers from the following effect. [Head-Fruit Poison] Head-fruit ingested; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Wisdom damage and confused for 1 round; cure 2 consecutive saves. Ability damage suffered from this effect can be restored only via restoration or more potent healing magic.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 22**Intoxicating Stench** Once per day as a swift action, a jinmenju can cause its fruits to emit an unnaturally sweet aroma in a 60-foot spread for 6 rounds. All creatures within the area must succeed at a Wisdom save each round or be captivated. A captivated creature takes no actions except to approach the jinmenju via the most direct route possible. If this path leads it into a dangerous area or the jinmenju attacks it, the captivated creature receives a new saving throw. This is a mind-affecting effect.**Special Abilities & Qualities****Saving Throw**
Wisdom DC 16**Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 22**Unsettling Drone** A jinmenju emits a low, persistent hum that unnerves living creatures that hear it. Those within 30 feet of it must succeed at a Wisdom save or become shaken until they leave the affected area and for 1d4 rounds thereafter. A creature that successfully saves is immune to that jinmenju's unsettling drone for 24 hours.**Standard Actions****Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9/19-00 (14) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9/19-00 (14) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12/19-00 (19) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+19/19-00 (33) piercing damage.**Legendary Actions**

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Innate*modify memory (jinmenju) (at will)***Spellcasting****Spellcasting**

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Possessions

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JOCTA (AIR)



	Low	Moderate	Advanced	Elite
Terrain	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Gang (1+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	12	36	81	135
Speed	10 ft.			
Size, Type, Alignment	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Small fiend, chaotic evil
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 9 (-1)	STR 13 (+1)
	DEX 12 (+1)	DEX 12 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-			
Resistances	Acid			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aquan, Auran, Common, Ignan, Terran			
Challenge	2	6	10	14

Special Abilities & Qualities **Size Change** Can change from its normal size into one size category smaller, or back, at will as a free action.

Standard Actions	Melee Touch Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.
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Innate Spellcasting *mage hand (at will); mending (at will)*

JOCTA (EARTH)



	Low	Moderate	Advanced	Elite
Terrain	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Gang (1+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	15	39	78	134
Speed	10 ft.			

Size, Type, Alignment	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Small fiend, chaotic evil
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Ability Scores / Saves	STR	4 (-3)	STR	4 (-3)	STR	8 (-1)	STR	12 (+1)
	DEX	12 (+1)	DEX	13 (+1)	DEX	17 (+3)	DEX	17 (+3)
	CON	8 (-1)	CON	8 (-1)	CON	12 (+1)	CON	16 (+3)
	INT	7 (-2)	INT	7 (-2)	INT	11 (+0)	INT	11 (+0)
	WIS	12 (+1)	WIS	12 (+1)	WIS	16 (+3)	WIS	16 (+3)
	CHA	10 (+0)	CHA	10 (+0)	CHA	14 (+2)	CHA	14 (+2)

Saving Throws	-			
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Resistances	Acid			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Aquan, Auran, Common, Ignan, Terran			
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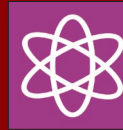
Challenge	2	6	10	14
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Special Abilities & Qualities	Size Change Can change from its normal size into one size category smaller, or back, at will as a free action.			
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Standard Actions	Melee Touch Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.
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Innate Spellcasting	<i>mage hand (at will); mending (at will)</i>			
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JOCTA (FIRE)



	Low	Moderate	Advanced	Elite
Terrain	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Gang (1+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	10	26	63	113
Speed	10 ft.			
Size, Type, Alignment	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Small fiend, chaotic evil
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 12 (+1)
	DEX 12 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 17 (+3)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-			
Resistances	Acid			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aquan, Auran, Common, Ignan, Terran			
Challenge	2	6	10	14

Special Abilities & Qualities **Size Change** Can change from its normal size into one size category smaller, or back, at will as a free action.

Standard Actions	Melee Touch Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.
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Innate Spellcasting *mage hand (at will); mending (at will)*

JOCTA (WATER)



	Low	Moderate	Advanced	Elite
Terrain	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary or Gang (1+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	9	31	70	129
Speed	10 ft.			
Size, Type, Alignment	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Tiny fiend, chaotic evil	Small fiend, chaotic evil
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 14 (+2)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 15 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-			
Resistances	Acid			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aquan, Auran, Common, Ignan, Terran			
Challenge	2	6	10	14

Special Abilities & Qualities **Size Change** Can change from its normal size into one size category smaller, or back, at will as a free action.

Standard Actions	Melee Touch Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Melee Touch Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.
Innate Spellcasting	<i>mage hand (at will); mending (at will)</i>			

JOROGUMO



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountain Valleys			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary or Cult (2-6x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	55	99	161	281
Speed	30 ft. Climb 50 ft. Swim 40 ft.			
Size, Type, Alignment	Small monstrosity, neutral evil	Small monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 12 (+1)	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron and magic			
Immunities	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	Aklo, Common, Sylvan			
Challenge	6	10	14	16

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

Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Constitution DC 18	Constitution DC 19	Constitution DC 20	Constitution DC 22
Poison	Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d6 Wisdom damage; cure 3 saves. Ability damage suffered from this effect may be recovered via resotation or more potent healing magic.			

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

Spider Legs A jorogumo's spider legs can emerge or retract as a free action. When a jorogumo's spider legs are present, she gains advantage on Climb checks.

Special Abilities & Qualities**Saving Throw** DC 18**Saving Throw** DC 19**Saving Throw** DC 20**Saving Throw** DC 22

Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Athletics check or burst the web with a Strength check. Attempts to burst a web by those caught in it are made at disadvantage. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing are made at advantage if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Standard Actions

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+6 (8) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.

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 1d6+6 (10) slashing damage.

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

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

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

-

JUBJUB BIRD



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate or Warm Forests			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary or Pair			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	10 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	83	126	249	394
Speed	50 ft. Fly 20 ft. (Poor)			

Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)	STR 30 (+10)
	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	Acid			
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Vulnerabilities	-			
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Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	8	12	20	24
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Special Abilities & Qualities	Adaptive Defense When first encountered, a jubjub bird has no energy resistance. When damaged by an attack that causes cold, electricity, fire, or sonic damage, it gains resistance to that energy type until the end of its next turn. If an attack causes more than one type of energy damage, the jubjub bird gains resistance to all the types of energy damage dealt.			
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Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
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Special Abilities & Qualities	Deadly Bite A jubjub bird applies 1.5 times its Strength modifier to damage dealt by its bite attack. A successful critical hit decapitates and instantly slays a Large or smaller victim (Constitution save negates decapitation; creatures without a head are immune to this effect) and deals triple normal damage regardless of the decapitation result.			
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☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

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

Special Abilities & Qualities

Planar Acclimation A jubjub bird is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Standard Actions

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

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) piercing damage.

Talons Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+15 (18) slashing damage.

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

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

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

Talons Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+18 (28) slashing damage.

Special Actions

Saving Throw
Constitution DC 16

Shriek With Recharge 1 as a standard action, a jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread must succeed at a Constitution save or be stunned for 1d4 rounds. This is a sonic effect.

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 23

Special Actions

Saving Throw
Constitution DC 16

Damage 2d6

Saving Throw
Constitution DC 17

Damage 3d6

Saving Throw
Constitution DC 20

Damage 4d6

Saving Throw
Constitution DC 23

Damage 6d6

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

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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JUGGERNAUT (FIRE, SUN)



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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	80	106	153	201
Speed	30 ft.			
Size, Type, Alignment	Huge construct, unaligned	Huge construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)	STR 29 (+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 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantite			
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	7	11	15	19
Special Abilities & Qualities	Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 3d6
Special Abilities & Qualities	Flaming Burst The juggernaut's slam attack inflicts additional fire damage, and twice that amount on a critical hit. Its vicious trample attack deals this additional fire damage as well.			

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

Soul-Powered When a juggernaut kills a creature with at least 5 Hit Dice and an alignment two or more steps away from the juggernaut's alignment, it gains a kill point. Add its current total kill points as a bonus on its attack rolls, combat maneuver checks, caster level checks, and skill checks. Add half its current total kill points as a bonus to its natural armor and spell resistance. The juggernaut loses 1 kill point every 24 hours.

Special Abilities & Qualities

Saving Throw Dexterity 13
Damage 4d6

Saving Throw Dexterity 14
Damage 6d6

Saving Throw Dexterity 15
Damage 8d6

Saving Throw Dexterity 16
Damage 12d6

Vicious 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: +6 to hit, reach 15 ft., one target.
Hit 4d4+10 (20)
bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target.
Hit 4d4+15 (25)
bludgeoning damage.

Slam Melee weapon attack: +8 to hit, reach 20 ft., one target.
Hit 4d6+13 (27)
bludgeoning damage.

Slam Melee weapon attack: +8 to hit, reach 30 ft., one target.
Hit 8d6+17 (45)
bludgeoning damage.

Legendary Actions

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Innate Spellcasting*daylight (3/day); lightning bolt (3/day)***Spellcasting**

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Possessions

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JULUNGALI



	Low	Moderate	Advanced	Elite
Terrain	Any Land or Water			
Rarity	Rare			
Role	Solider / 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	183	291	411	513
Speed	40 ft. Burrow 40 ft. Fly 20 ft. (Average) Swim 90 ft.			
Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 22 (+6)	STR 26 (+8)
	DEX 15 (+2)	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)
	CON 19 (+4)	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Fire, all physical attacks except epic and magic			
Immunities	Acid, Cold, Electricity, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 60 ft.
Languages	Celestial, Druidic, Sylvan, Telepathy 100 ft.			
Challenge	8	16	22	26

Special Abilities & Qualities

Compression 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.

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.

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

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

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 2d8**Damage** 2d3**Damage** 2d5**Damage** 2d7**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Special Abilities & Qualities****Saving Throw**
Wisdom DC 17**Saving Throw**
Wisdom DC 19**Saving Throw**
Wisdom DC 22**Saving Throw**
Wisdom DC 24**Fascination Aura** Any creature within 100 feet of the julunggali who can see it must succeed at a Wisdom save or be fascinated as long as it remains within range. A creature that saves against the julunggali's aura is immune to it for 24 hours.**Special Abilities & Qualities****Change Shape** You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+10 (24) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+15 (29) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+15 (29) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+14 (32) piercing damage.**Slam** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+10 (20) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+15 (25) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d4+15 (25) bludgeoning damage.**Slam** Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+14 (28) bludgeoning damage.**Special Actions****Saving Throw**
Constitution DC 17**Saving Throw**
Constitution DC 19**Saving Throw**
Constitution DC 22**Saving Throw**
Constitution DC 24**Poison** A julunggali has three different poisons. Each time it bites, it decides which poison to inject. Julunggali Venom: Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d6 Constitution damage or 1d6 Dexterity damage or age one age category (julunggali's choice); cure 2 consecutive saves. Ability damage suffered via this effect can only be recovered via restoration or more potent healing magic.**Special Actions****Saving Throw** DC 17
Damage 2d8**Saving Throw** DC 19
Damage 4d8**Saving Throw** DC 22
Damage 6d8**Saving Throw** DC 24
Damage 8d8**Swallow Whole** If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.**Legendary Actions**

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Innate Spellcasting*bestow curse (at will); bless (at will); control water (at will); control weather (cause or dispel rain only) (3/day); create food and water (at will); haste (3/day); heal (3/day); move earth (at will); lesser restoration (at will); polymorph (3/day); prismatic wall (3/day); raise dead (3/day); slow (3/day); water breathing (at will)***Spellcasting Possessions**

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JYOTI



	Low	Moderate	Advanced	Elite
Terrain	Any (Positive Energy Plane)			
Rarity	Rare			
Role	Solider / Elite			
Organization	Solitary, Pair, or Flight (3-8x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	53	107	189	284
Speed	30 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	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 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	Acid			
Immunities	diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aquan, Auran, Common, Ighan, Terran			
Challenge	7	11	15	16
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 5d6	Saving Throw Dexterity DC 17 Damage 6d6	Saving Throw Dexterity DC 19 Damage 8d6	Saving Throw Dexterity DC 21 Damage 10d6
	Breath Weapon A jyoti's breath weapon is a focused burst of searing fire infused with enervating/positive energy. Undead in the area take damage using d8's instead of d6's.			
Special Abilities & Qualities	Divine Aversion Jyoti dislike deities and are never divine spellcasters. Jyoti gain a advantage on saves against divine magical effects.			
	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**

Damage 1d4

Damage 1d6

Damage 2d4

Damage 2d6

Positive Energy A jyoti's natural weapons and any weapon it wields strike incorporeal creatures as if they were corporeal. In addition, any weapon (natural or manufactured) a jyoti uses deals additional fire damage on a hit.

Special Abilities & Qualities

Positive Energy Affinity A jyoti can exist comfortably on the Positive Energy Plane, and does not benefit (or suffer) from that plane's overwhelming infusions of life-giving energies. Whenever a jyoti is subjected to a magical healing effect, that effect functions at its full potential, as if all dice rolled result at their maximum possible values.

Standard Actions

Spear Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) piercing damage.

Spear Ranged weapon attack: +6 to hit, one target. Hit 1d8x3 (1) piercing damage.

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

Spear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.

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

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Spear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.

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

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Spear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.

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

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Legendary Actions

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Innate Spellcasting

aid (3/day); cure wounds (3/day); daylight (3/day); dimension door (3/day); mage armor (at will); lesser restoration (3/day); lightning bolt (3/day)

Spellcasting

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Possessions

Spear (2x)

KAKAPO



	Low	Moderate	Advanced	Elite
Terrain	Warm Jungles			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Family (3-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	5	27	64	122
Speed	30 ft. Climb 10 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Glide Though it cannot fly, a kakapo can spread its wings midfall to glide safely to the ground without taking damage. For every 10 feet it falls, a kakapo can move 5 feet horizontally in midair. For instance, a kakapo falling a vertical distance of 20 feet can move 10 feet horizontally.			
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 2d6/19-00 (8) piercing damage.

Low

Moderate

Advanced

Elite

Legendary
Actions -

Innate -

Spellcasting -

Spellcasting -

Possessions -

KAUKEN-TAKA



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Patrol (1x+), or Gang (1d3 Patrols)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	51	80	193	327
Speed	30 ft.			
Size, Type, Alignment	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil	Gargantuan fiend, chaotic evil
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 16 (+3)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 19 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	Critical Hits, Flanking, poisoned, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal			
Challenge	8	12	21	25
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
	Consume Flesh Once per round, when a kakuen-taka kills or reduces a creature to negative hit points with its swarm attack, it automatically attempts to consume the target's flesh as a free action (Constitution save negates). If the target fails its save, its body is destroyed and the kakuen-taka gains the benefits of a death knell spell. This is a death attack.			

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

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC

Create Carrionstorm As a full-round action at sunrise, a Kakuen-Taka can create 1d4 Carrionstorms with a blinding poison in addition to their swarm attack. Injury Constitution 1/round 6 rounds, effect permanent blindness, cure 2 consecutive saves.

Special Abilities & Qualities**Saving Throw**

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 22

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

Standard Actions

Slam Melee weapon attack: -5 to hit, reach 10 ft., one target. Hit 5d4+0 (12) bludgeoning damage.

Slam Melee weapon attack: -5 to hit, reach 10 ft., one target. Hit 5d4+0 (12) bludgeoning damage.

Slam Melee weapon attack: +0 to hit, reach 15 ft., one target. Hit 5d6 (8) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 10d6+4 (39) bludgeoning damage.

Special Actions**Saving Throw**

Wisdom DC 13

Saving Throw

Wisdom DC 14

Saving Throw

Wisdom DC 19

Saving Throw

Wisdom DC 22

Dimensional Snare Any creature affected by the kakuen-taka's swarm attack must succeed at a Wisdom save or be affected by dimensional anchor for 1 round.

Special Actions

Flesh Mansion As a standard action, the swarm can abandon its flesh mansion (which falls inert in its square), inhabit an empty flesh mansion, hide within its flesh mansion (gaining cover against all opponents but still being able to use its swarm attack), or stop hiding within the flesh mansion. If the flesh mansion is destroyed, the swarm can create another by performing a ritual that requires 1 hour and the corpse of a Huge creature.

Special Actions

Fleshy Shield A newly created flesh mansion has 150 hit points. The swarm takes only half damage from all attacks that deal hit point damage, with the remainder taken by the flesh mansion. When the flesh mansion reaches 0 hit points, it is destroyed and the swarm functions like a normal swarm

Special Actions**Damage** 2d6**Damage** 4d6**Damage** 5d6**Damage** 7d6

Swarm Attack On contact, creatures who are at least partially within one or more of the squares the Kauken-Taka occupies automatically suffer piercing damage, plus dimensional snare and distraction effects.

Special Actions**Saving Throw**

Dexterity DC 13

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 19

Saving Throw

Dexterity DC 22

Damage 3d6**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.

Innate

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Spellcasting

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Spellcasting

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Possessions

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KAMADAN



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Pair, or Pack (3-9x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	41	70	120	205
Speed	40 ft.			
Size, Type, Alignment	Large monstrosity, neutral evil	Large monstrosity, neutral evil	Large monstrosity, neutral evil	Huge monstrosity, neutral evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	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 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Breath Weapon A kamadan can exhale a cone of gas that makes living creatures fall asleep for 5 minutes (Constitution save negates). Slapping or wounding awakens a creature put to sleep by this attack, but normal noise does not. This is a sleep effect.			

	☒ 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>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d3+3 (5) slashing damage.</p> <p>Snakes Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+4 (6) slashing damage.</p> <p>Snakes Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+6 (8) slashing damage.</p> <p>Snakes Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+8 (12) slashing damage.</p> <p>Snakes Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) bludgeoning damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

KAMI (JINUSHIGAMI)



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

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	103	208	349	516
Speed	50 ft. Burrow 40 ft. Earth Glide 40 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 25 (+7)
	DEX 20 (+5)	DEX 22 (+6)	DEX 20 (+5)	DEX 21 (+5)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 25 (+7)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 19 (+4)	WIS 19 (+4)	WIS 19 (+4)	WIS 21 (+5)
	CHA 20 (+5)	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except bludgeoning and cold iron			
Immunities	Bleed, psychic, Petrification, Polymorph Effects			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +21, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +23, Darkvision 60 ft., Tremorsense 60 ft., Truesight
Languages	Common, Terran, Telepathy 300 ft.			
Challenge	8	16	24	28

Special Abilities & Qualities **Fast Healing** As long as a kami is within 120 feet of its ward, it gains fast healing. You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Manipulate Terrain A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive advantage on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting disadvantage on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.

Special Abilities & Qualities

Merge with Ward As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Special Abilities & Qualities

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

Standard Actions

Quarterstaff Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+12 (16) bludgeoning damage.	Quarterstaff Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d6+12 (16) bludgeoning damage.	Quarterstaff Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d6+14 (18) bludgeoning damage.	Quarterstaff Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 1d6+16 (20) bludgeoning damage.
Slams Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+10 (19) bludgeoning damage.	Slams Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d8+10 (19) bludgeoning damage.	Slams Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d10+9 (20) bludgeoning damage.	Slams Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d8+13 (40) bludgeoning damage.

Special Actions

Regional Ward A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

Special Actions

Ward A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Legendary Actions

-

Innate Spellcasting

-

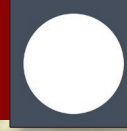
Spellcasting

-

Possessions

Quarterstaff

KAMI (JINUSHIGAMI, ELDER GLACIER)


 Low

 Moderate

 Advanced

 Elite

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

 Low

 Moderate

 Advanced

 Elite

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	20 (natural armor)	21 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	105	213	481	615
Speed	50 ft. Burrow 40 ft. Earth Glide 40 ft.			
Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 24 (+7)	STR 27 (+8)
	DEX 22 (+6)	DEX 24 (+7)	DEX 22 (+6)	DEX 24 (+7)
	CON 20 (+5)	CON 20 (+5)	CON 24 (+7)	CON 26 (+8)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)	CHA 26 (+8)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except bludgeoning and cold iron			
Immunities	Bleed, psychic, Petrification, Polymorph Effects			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +23, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +25, Darkvision 60 ft., Tremorsense 60 ft., Truesight
Languages	Common, Terran, Telepathy 300 ft.			
Challenge	8	16	24	28
Special Abilities & Qualities	Fast Healing As long as a kami is within 120 feet of its ward, it gains fast healing. You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Manipulate Terrain A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive advantage on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting disadvantage on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.

Special Abilities & Qualities

Merge with Ward As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Special Abilities & Qualities

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

Standard Actions

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

Slams Melee weapon attack: +4 to hit, reach 20 ft., one target.
Hit 2d8+12 (21)
bludgeoning damage.

Slams Melee weapon attack: +7 to hit, reach 30 ft., one target.
Hit 2d10+12 (23)
bludgeoning damage.

Slams Melee weapon attack: +9 to hit, reach 30 ft., one target.
Hit 4d8+15 (33)
bludgeoning damage.

Special Actions

Regional Ward A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

Special Actions

Ward A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Special Actions

Glacier Kami An elder jinushigami associated with a vast glacier, be it one that carves mountains or runs along a polar coastline, appears as a humanoid made of blocks of ice. These kami have the cold subtype instead of the earth subtype (and thus gain immunity to cold and vulnerability to fire), and can use cone of cold and wall of ice as spell-like abilities three times per day each.

Innate Spellcasting

-

Spellcasting

-

Possessions

-

KAMI (JINUSHIGAMI, ELDER GREAT REEF)



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

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	105	213	481	615
Speed	50 ft. Burrow 40 ft. Earth Glide 40 ft.			
Size, Type, Alignment	Gargantuan monstrosity, unaligned			
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 24 (+7)	STR 27 (+8)
	DEX 22 (+6)	DEX 24 (+7)	DEX 22 (+6)	DEX 24 (+7)
	CON 20 (+5)	CON 20 (+5)	CON 24 (+7)	CON 26 (+8)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)	CHA 26 (+8)
Saving Throws	-			
Resistances	Acid, all physical attacks except bludgeoning and cold iron			
Immunities	Bleed, psychic, Petrification, Polymorph Effects			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +23, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +25, Darkvision 60 ft., Tremorsense 60 ft., Truesight
Languages	Common, Terran, Telepathy 300 ft.			
Challenge	8	16	24	28

Special Abilities & Qualities **Fast Healing** As long as a kami is within 120 feet of its ward, it gains fast healing. You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

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

Manipulate Terrain A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive advantage on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting disadvantage on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.

Special Abilities & Qualities

Merge with Ward As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Special Abilities & Qualities

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

Standard Actions

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

Slams Melee weapon attack: +4 to hit, reach 20 ft., one target.
Hit 2d8+12 (21)
bludgeoning damage.

Slams Melee weapon attack: +7 to hit, reach 30 ft., one target.
Hit 2d10+12 (23)
bludgeoning damage.

Slams Melee weapon attack: +9 to hit, reach 30 ft., one target.
Hit 4d8+15 (33)
bludgeoning damage.

Special Actions

Regional Ward A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

Special Actions

Ward A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Special Actions

Great Reef Kami An elder jinushigami whose domain contains a sizable coral reef of considerable age appears as a humanoid constructed of living coral draped with seaweed. Great reef kami have the water subtype instead of the earth subtype, gain the aquatic subtype (and the amphibious special quality), gain a swim speed of 60 ft., and gain the ability to use tsunami once per day as a spell-like ability.

Innate Spellcasting

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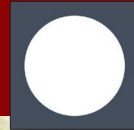
Spellcasting

-

Possessions

-

KAMI (JINUSHIGAMI, ELDER MOUNTAIN)



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

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	20 (natural armor)	21 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	105	213	481	615
Speed	50 ft. Burrow 40 ft. Earth Glide 40 ft.			
Size, Type, Alignment	Gargantuan monstrosity, unaligned			
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 24 (+7)	STR 27 (+8)
	DEX 22 (+6)	DEX 24 (+7)	DEX 22 (+6)	DEX 24 (+7)
	CON 20 (+5)	CON 20 (+5)	CON 24 (+7)	CON 26 (+8)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)	CHA 26 (+8)
Saving Throws	-			
Resistances	Acid, all physical attacks except bludgeoning and cold iron			
Immunities	Bleed, psychic, Petrification, Polymorph Effects			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +23, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +25, Darkvision 60 ft., Tremorsense 60 ft., Truesight
Languages	Common, Terran, Telepathy 300 ft.			
Challenge	8	16	24	28

Special Abilities & Qualities **Fast Healing** As long as a kami is within 120 feet of its ward, it gains fast healing. You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Manipulate Terrain A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive advantage on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting disadvantage on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.

Special Abilities & Qualities

Merge with Ward As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Special Abilities & Qualities

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

Standard Actions

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

Slams Melee weapon attack: +4 to hit, reach 20 ft., one target.
Hit 2d8+12 (21)
bludgeoning damage.

Slams Melee weapon attack: +7 to hit, reach 30 ft., one target.
Hit 2d10+12 (23)
bludgeoning damage.

Slams Melee weapon attack: +9 to hit, reach 30 ft., one target.
Hit 4d8+15 (33)
bludgeoning damage.

Special Actions

Regional Ward A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

Special Actions

Ward A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Special Actions

Mountain Kami When an elder jinushigami's ward includes the tallest peak in a range or region, it gains the use of flesh to stone and wall of stone three times per day each.

Innate

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Spellcasting

-

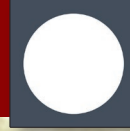
Spellcasting

-

Possessions

-

KAMI (JINUSHIGAMI, ELDER VOLCANO)



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

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	105	213	481	615
Speed	50 ft. Burrow 40 ft. Earth Glide 40 ft.			
Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 24 (+7)	STR 27 (+8)
	DEX 22 (+6)	DEX 24 (+7)	DEX 22 (+6)	DEX 24 (+7)
	CON 20 (+5)	CON 20 (+5)	CON 24 (+7)	CON 26 (+8)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 22 (+6)	CHA 22 (+6)	CHA 24 (+7)	CHA 26 (+8)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except bludgeoning and cold iron			
Immunities	Bleed, psychic, Petrification, Polymorph Effects, Fire			
Vulnerabilities	Cold			
Senses	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +23, Darkvision 60 ft., Tremorsense 60 ft., Truesight	Passive Perception +25, Darkvision 60 ft., Tremorsense 60 ft., Truesight
Languages	Common, Terran, Telepathy 300 ft.			
Challenge	8	16	24	28
Special Abilities & Qualities	Fast Healing As long as a kami is within 120 feet of its ward, it gains fast healing. You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Manipulate Terrain A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive advantage on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting disadvantage on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.

Special Abilities & Qualities

Merge with Ward As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Special Abilities & Qualities

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

Standard Actions

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

Slams Melee weapon attack: +4 to hit, reach 20 ft., one target.
Hit 2d8+12 (21)
bludgeoning damage.

Slams Melee weapon attack: +7 to hit, reach 30 ft., one target.
Hit 2d10+12 (23)
bludgeoning damage.

Slams Melee weapon attack: +9 to hit, reach 30 ft., one target.
Hit 4d8+15 (33)
bludgeoning damage.

Special Actions

Regional Ward A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

Special Actions

Ward A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Special Actions

Volcano Kami An elder jinushigami that includes in its ward an active volcano appears as a humanoid made of equal parts molten rock and solid stone. A volcano kami has the fire subtype instead of the earth subtype (and thus gains immunity to fire and vulnerability to cold), can use fireball three times per day as a spell-like ability, and can use wall of lava (Advanced Player's Guide 255) once per day as a spell-like ability.

Innate Spellcasting

-

Spellcasting

-

Possessions

-

KAMI (KODAMA)



Low

Moderate

Advanced

Elite

Terrain	Any Forest
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Group (3-7x), or Grove (8-16x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	47	79	158	242
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron			
Immunities	Bleed, psychic, Petrification, Polymorph Effects			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Common, Telepathy 100 ft.			
Challenge	6	10	14	18

Special Abilities & Qualities

Fast Healing As long as a kami is within 120 feet of its ward, it gains fast healing. You regain hit points at 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Abilities & Qualities

Merge with Ward As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 15 Distracting Gaze Gaze attack, range 30 feet, effect Staggered for 1d4 rounds, Wisdom save negates. This is a mind-affecting effect that requires the kodama to be visible to those it wishes to affect.	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
Special Abilities & Qualities	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Standard Actions	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+2 (4) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.
Special Actions	Ward A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

KAMI (SHIKIGAMI)



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	22	41	93	141
Speed	30 ft.			
Size, Type, Alignment	Tiny monstrosity, lawful neutral	Tiny monstrosity, lawful neutral	Tiny monstrosity, lawful neutral	Tiny monstrosity, lawful neutral
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 10 (+0)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 14 (+2)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron			
Immunities	Bleed, psychic, Petrification, Polymorph Effects			
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, Telepathy 300 ft.			
Challenge	3	7	11	15

Special Abilities & Qualities **Fast Healing** As long as a kami is within 120 feet of its ward, it gains fast healing. You regain hit points at 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Abilities & Qualities **Merge with Ward** As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Ward A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Standard Actions -

Legendary Actions -

Innate Spellcasting -

Spellcasting -

Possessions -

KAMI (TOSHIGAMI)



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

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	73	116	219	365
Speed	60 ft. 30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small celestial, neutral good	Small celestial, neutral good	Medium celestial, neutral good	Large celestial, neutral good
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 13 (+1)	STR 19 (+4)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 19 (+4)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron and evil			
Immunities	Bleed, psychic, Petrification, Polymorph Effects			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft., Truesight	Passive Perception +15, Darkvision 60 ft., Truesight	Passive Perception +17, Darkvision 60 ft., Truesight	Passive Perception +20, Darkvision 60 ft., Truesight
Languages	Common, Telepathy 100 ft.			
Challenge	8	12	20	24
Special Abilities & Qualities	Fast Healing As long as a kami is within 120 feet of its ward, it gains 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	Telepathy You can mentally communicate with any other creature within 300 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 18 Touch of Ages When a toshigami hits a target with a touch attack or any melee weapon, the target must succeed at a Constitution save to avoid being magically aged. When a toshigami strikes a foe, it must decide whether it wishes to physically increase the target's age or mentally reduce the target's age. If it increases the target's physical age, the target takes 1 point of Strength, Dexterity, and Constitution damage. If it decreases the target's mental age, the target takes 1 point of Intelligence, Wisdom, and Charisma damage. Combined with the toshigami's numerous attacks, this can quickly devastate a target, but once a target succeeds at its saving throw against the touch of ages, it can no longer be affected by this ability for 1 round. This is a magical aging effect, but does not actually alter the victim's true age-it merely simulates the creeping effect of age on the flesh or the reversion to an increasingly infantile state of mind. Ability damage suffered via this effect can be restored via restoration or more powerful healing magic.	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 23
Special Abilities & Qualities	Merge with Ward As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.			
Standard Actions	Quarterstaff Melee weapon attack: -3 to hit, reach 5 ft., four targets. Hit 1d6+2 (4) bludgeoning damage.	Quarterstaff Melee weapon attack: -3 to hit, reach 5 ft., four targets. Hit 1d6+3 (5) bludgeoning damage.	Quarterstaff Melee weapon attack: +1 to hit, reach 5 ft., four targets. Hit 1d6+5 (8) bludgeoning damage.	Quarterstaff Melee weapon attack: +5 to hit, reach 10 ft., four targets. Hit 1d6+9 (12) bludgeoning damage.
Special Actions	Ward A kami has a specific ward-a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Quarterstaff			

KAMI (ZUISHIN)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Warband (3-8x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	49	131	210	305
Speed	Fly 30 ft. (Perfect)			
Size, Type, Alignment	Small celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good	Large celestial, lawful good
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron			
Immunities	Bleed, psychic, Petrification, Polymorph Effects			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Common, Telepathy 100 ft.			
Challenge	6	13	17	21
Special Abilities & Qualities	Fast Healing As long as a kami is within 120 feet of its ward, it gains 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	Telepathy You can mentally communicate with any other creature within 300 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Merge with Ward As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Special Abilities & Qualities

Ward A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Standard Actions

Composite Longbow
Ranged weapon attack: +6 to hit, one target.
Hit 1d8x3 (1) piercing damage.

Composite Longbow
Ranged weapon attack: +6 to hit, one target.
Hit 1d8x3 (1) piercing damage.

Composite Longbow
Ranged weapon attack: +5 to hit, one target.
Hit 1d8x3 (1) piercing damage.

Halberd Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+15/x3 (24) slashing damage.

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

Halberd Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7/x3 (12) slashing damage.

Halberd Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10/x3 (16) slashing damage.

Composite Longbow
Ranged weapon attack: +5 to hit, one target.
Hit 1d8x3 (1) piercing damage.

Special Actions

Healing Arrow As a free action, a zuishin can infuse an arrow it fires to carry any of the following effects: breath of life, cure light wounds, heal, neutralize poison, remove curse, remove disease, or restoration. Using one of these effects consumes a use of the same spell-like ability. The zuishin must make a touch attack to deliver the effect to the target—the target takes no damage from the arrow.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Composite longbow; halberd



Low

Moderate

Advanced

Elite

Terrain	Any Lake or River
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Bale (3-6x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	21	64	119	185
Speed	20 ft. Swim 40 ft.			
Size, Type, Alignment	Small monstrosity, chaotic neutral	Small monstrosity, chaotic neutral	Small monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 14 (+2)	STR 17 (+3)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	Acid			
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	Aquan, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	<p>Head Bowl The basin atop a kappa's head contains water from its home river or lake. The water is emptied only if the kappa willingly tips its head or a creature pinning the kappa forces it to do so (requiring a grapple check while pinned). If the water is emptied, the kappa becomes immobile and staggered. It can still take actions, but it cannot move from the spot on its own. If the emptied head bowl is refilled with water, the kappa recovers from this condition immediately. This replacement water doesn't have to be from the kappa's home, but the kappa refills its head bowl from there at its first opportunity.</p>			
Special Abilities & Qualities	<p>Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.</p>			

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

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

KAPRE



Low

Moderate

Advanced

Elite

Terrain	Warm and Temperate Forests
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	44	77	126	253
Speed	50 ft. Climb 30 ft.			
Size, Type, Alignment	Large plant, chaotic neutral	Large plant, chaotic neutral	Huge plant, chaotic neutral	Gargantuan plant, chaotic neutral
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 24 (+7)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 20 (+5)
	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	all physical attacks except slashing			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
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, Speak with Plants			
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 21
	Blow Smoke Smoke constantly drifts from a kapre's mouth, and as a standard action it can exhale a 30-foot cone of smoke. Any creature in the area must succeed at a Constitution save or be nauseated for 1 round. This is a poison effect.			
Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 21
	Confounding Aura A magical aura surrounds a kapre, confusing and distracting its foes. Within a kapre's aura, the DC of all Survival checks is increased by 15, and creatures trained in Survival are no longer able to automatically determine true north. On top of this, any creature within a kapre's aura must succeed at a Wisdom saving throw when it enters the area or suffer disadvantage on concentration checks, initiative checks, and skill checks. A kapre can suppress this aura at will.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Tree Meld A kapre can meld with any tree, similar to how the spell meld with stone functions. It can remain melded with a tree as long as it wishes.

Standard Actions

-

Legendary Actions

-

Innate

invisibility (at will); speak with plants (at will)

Spellcasting

Spellcasting

-

Possessions

-

KAPROSUCHUS



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	13	52	114	189
Speed	30 ft.			
Size, Type, Alignment	Medium animal, unaligned	Medium animal, unaligned	Medium animal, unaligned	Large animal, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 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 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Tail Slap Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

KARKINOI



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Water			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Gang (2-6x), or Tribe (3-18x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	14 (natural armor ⁷)	16 (natural armor ⁸)	18 (natural armor ⁸)
Hit Points	32	73	136	233
Speed	30 ft. Swim 40 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	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 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	Water Dependency			
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	Damage 1d6	Damage 1d8	Damage 1d10	Damage 2d6
Special Abilities & Qualities	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p>Sideways Scuttle When a karkinoi takes a 5-foot step, it can move up to 10 feet instead of 5 feet as long as it does so in a straight line. It can do this whether it is walking or swimming.</p>			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

K

Special Abilities & Qualities

Water Dependency A karkinoi can survive out of the water for 1 hour per point of Constitution. Beyond this limit, it runs the risk of suffocation, as if it were drowning.

Standard Actions

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+6/19-00 (12) slashing damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+8/19-00 (17) slashing damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12 (16) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+11/19-00 (24) slashing damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

KARUMZEK



	Low	Moderate	Advanced	Elite
Terrain	Any (Axis)			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Swarm (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	33	63	130	197
Speed	40 ft. Climb 20 ft.			
Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)	STR 22 (+6)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good			
Immunities	poisoned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Abyssal, Infernal, Undercommon			
Challenge	5	9	13	17
Special Abilities & Qualities	Change Shape Diminutive spider (as Vermin Shape II).			
Special Abilities & Qualities	Deft Limbs A karumzek's front pair of feet are as nimble and dexterous as human hands. It takes a karumzek half the normal amount of time to create alchemical items.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Poison Injury; Save Constitution; Frequency 1/round for 6 rounds; Effect 1d3 Strength, Dexterity or Constitution damage (karumzek's choice); Cure 2 consecutive saves. Ability damage suffered from this effect is restored following a long rest.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Sense Poison As a free action, a karumzek can detect if a creature within 15 feet of it is poisoned. It can attempt to determine the exact type of poison, as if using Detect Poison.			
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+3 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+9 (620) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9/19-00 (20) piercing damage.
Special Actions	Saving Throw DC 14	Saving Throw DC 15	Saving Throw DC 18	Saving Throw 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.			
Innate Spellcasting	<i>invisibility (self only) (3/day); (3/day); prestidigitation (at will); vomit swarm (/day)</i>			
Spellcasting	-			
Possessions	-			

KASATHA


Low
Moderate
Advanced
Elite

Terrain	Warm Deserts
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Band (2-6x), Sect (2-20x), or Tribe (20-60x)
Treasure	Incidental

Low
Moderate
Advanced
Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (breastplate)	18 (breastplate)	20 (breastplate)	21 (breastplate)
Hit Points	11	48	88	156
Speed	20 ft.			
Size, Type, Alignment	Medium humanoid, lawful good	Medium humanoid, lawful good	Medium humanoid, lawful good	Large humanoid, lawful good
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 20 (+5)
	DEX 10 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+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	Passive Perception +11	Passive Perception +17	Passive Perception +18
Languages	-			
Challenge	1	6	10	14

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Warhammer Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p> <p>Shield Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d419-00 (210) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d419-00 (210) piercing damage.</p>	<p>Warhammer Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p> <p>Shield Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d419-00 (210) piercing damage.</p> <p>Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d419-00 (210) piercing damage.</p>	<p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> <p>Warhammer Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p> <p>Crossbow, Light Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d419-00 (210) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d419-00 (210) piercing damage.</p>	<p>Warhammer Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11/x3 (18) bludgeoning damage.</p> <p>Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p> <p>Light Crossbow Ranged weapon attack: +2 to hit, one target. Hit 2d6/19-00 (7) piercing damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8/19-00 (12) piercing damage.</p> <p>Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d6+8/19-00 (12) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-	<p>Paladin (CL 6): <i>true strike; cure wounds; healing token; instant armor; bless; create food and water; detect charm; divine favor; grace</i></p>	<p>Paladin (CL 10): <i>archon's trumpet; true strike; cure wounds; healing token; instant armor; bless; create food and water; detect charm; divine favor; grace</i></p>	<p>Paladin (CL 14): <i>archon's trumpet; true strike; cure wounds; healing token; instant armor; bless; create food and water; detect charm; divine favor; grace</i></p>
Possessions	Warhammer; breastplate; shield; light crossbow; crossbow bolts (10x); dagger			



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Pair, or Tribe (3-36x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	28	60	110	193
Speed	40 ft. Climb 20 ft.			
Size, Type, Alignment	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 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 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	-			
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	Kech			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	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>Longbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p>	<p>Longbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing 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>Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longbow; arrows (20x)			

KELPIE



Low

Moderate

Advanced

Elite

Terrain	Any Water
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary or Shoal (2-5x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	16	44	100	158
Speed	40 ft. Swim 40 ft.			
Size, Type, Alignment	Small fey, neutral evil	Medium fey, neutral evil	Medium fey, neutral evil	Large fey, neutral evil
Ability Scores / Saves	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 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 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Fire			
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, Common, Sylvan, Telepathy (1 mile, other moonflowers only)			
Challenge	4	7	11	15
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	<p>Captivating Lure Once per day, a kelpie can use a powerful mental attack to lure in a single creature within 60 feet. The target must make a Wisdom saving throw or become captivated by the kelpie, thinking it is a desirable woman in mortal danger or (if in hippocampus or horse form) a valuable steed. A victim under the effects of the captivating lure moves toward the kelpie using the most direct means available. If the path leads it 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; the victim does not consider water a dangerous area, and will enter the water even if it cannot swim or breathe. A captivated creature can take no actions other than to move toward the kelpie and defend itself, even if it is drowning. A victim within 5 feet of the kelpie simply stands and offers no resistance to its attacks. This effect continues as long as the kelpie is alive and the victim is within 1 mile of the kelpie. This is a mind-affecting charm effect.</p>			

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

Telepathy You can mentally communicate with any other creature within 1 mile that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special Abilities & Qualities

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

Standard Actions

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+2 (6) bludgeoning damage.

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

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

KELPIE'S WRATH (HERALD OF THE PIRATE QUEEN)



	Low	Moderate	Advanced	Elite
Terrain	Any Water			
Rarity	Rare			
Role	Controller / 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	102	178	301	410
Speed	Swim 60 ft.			
Size, Type, Alignment	Gargantuan monstrosity, chaotic neutral	Gargantuan monstrosity, chaotic neutral	Gargantuan monstrosity, chaotic neutral	Gargantuan monstrosity, chaotic neutral
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)	STR 30 (+10)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)
	CON 20 (+5)	CON 21 (+5)	CON 23 (+6)	CON 25 (+7)
	INT 7 (-2)	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except lawful			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, 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	Common, Telepathy 200 ft.			
Challenge	8	12	18	22
Special Abilities & Qualities	<p>Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.</p> <p>Fighter Training The herald counts its Hit Dice as fighter levels for the purpose of qualifying for feats and other abilities.</p> <p>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.</p>			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Damage 1d4 per 5'

Damage 1d6 per 5'

Damage 2d4 per 5'

Damage 2d6 per 5'

Keelhaul If the herald hits a creature with two or more incorporeal touch attacks in 1 round, it can perform one additional attack roll as a free action without provoking an attack of opportunity. If successful, the herald may make a normal move action. If the herald moves the target into or through a square adjacent to it (including over or under itself), the target takes slashing or bludgeoning damage (herald's choice) for every 5 feet of this movement. If this movement results in the target being underwater, the target must hold its breath or begin to drown. Alternatively, if the herald can reposition the target to the center of its space, it can attempt to force the target into its cargo hold and snap the doors shut, holding the target in place as the swallow whole ability. The herald can hold up to four Medium or smaller creatures or one Large creature with this ability.

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.

Special Abilities & Qualities

Rush Once per minute for 1 round, the herald can move at a swim speed of 150 feet, even downward.

Standard Actions

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

Incorporeal Touch Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+15 (26) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+17 (28) bludgeoning damage.

Special Actions

Summon Draugr Once per day, can Summon 11-20 draugr 100% as a standard action.

Legendary Actions

-

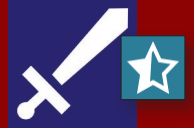
Innate Spellcasting

charm person (3/day); cloudkill (3/day); commune with nature (at will); control winds (3/day); dancing lights (at will); fog cloud (3/day); major image (3/day); plane shift (3/day); seeming (3/day); telekinesis (at will); teleport (3/day); water breathing (3/day)

Spellcasting Possessions

-

KHAEI



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Gang (3-5x), or Village (6-30x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	21	43	115	195
Speed	20 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Undercommon			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Lost Time As a touch attack, a khaei can touch a creature and prematurely age it. The creature touched must succeed at a Constitution save or take 1d4 points of Constitution damage and be permanently aged 1d10 years. This effect also deals 1d4 points of damage to the khaei. Ability damage lost to this effect may only be recovered via restoration or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Club Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.</p> <p>Club Ranged weapon attack: -1 to hit, one target. Hit 1d4 (4) bludgeoning damage.</p> <p>Sling Ranged weapon attack: -1 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Club Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.</p> <p>Club Ranged weapon attack: -1 to hit, one target. Hit 1d4 (4) bludgeoning damage.</p> <p>Sling Ranged weapon attack: -1 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Club Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Club Ranged weapon attack: +3 to hit, one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Sling Ranged weapon attack: +3 to hit, one target. Hit 1d3+2 (4) bludgeoning damage.</p>	<p>Club Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.</p> <p>Club Ranged weapon attack: +1 to hit, one target. Hit 1d4+5 (8) bludgeoning damage.</p> <p>Sling Ranged weapon attack: +1 to hit, one target. Hit 1d3+5 (7) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>blur (at will); dancing lights (at will)</i>			
Spellcasting	-			
Possessions	Club			

KIRIN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	47	110	179	262
Speed	60 ft. Fly 120 ft. (Good)			
Size, Type, Alignment	Medium monstrosity, lawful good	Large monstrosity, lawful good	Large monstrosity, lawful good	Huge monstrosity, lawful good
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 20 (+5)	DEX 18 (+4)	DEX 21 (+5)	DEX 20 (+5)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)	WIS 20 (+5)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Abyssal, Auran, Celestial, Common, Draconic			
Challenge	5	9	13	17
Standard Actions	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Hooves Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage. Hooves Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage. Hooves Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage. Hooves Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.



Low



Moderate



Advanced



Elite

H

Legendary -

Actions

Innate -

Spellcasting

Spellcasting

*Sorcerer (Arcane) Spells
(CL 7)*

*Sorcerer (Arcane) Spells
(CL 10)*

*Sorcerer (Arcane) Spells
(CL 13)*

*Sorcerer (Arcane) Spells
(CL 17)*

sleet storm; acid arrow; blur; alarm; burning hands; cause fear; charm person; acid splash; create food and water; light

Possessions -

KOALA



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

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	14 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	4	26	70	131
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 4 (-3)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 9 (-1)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Claw Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.	Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.	Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.

KOBOLD



	Low	Moderate	Advanced	Elite
Terrain	Temperate Underground or Deep Forest			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Gang (2-4x), Nest (5-30x+), or Tribe (31-300x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	4	21	65	127
Speed	30 ft.			

Size, Type, Alignment	Small humanoid, lawful evil	Small humanoid, lawful evil	Small humanoid, lawful evil	Medium humanoid, lawful evil
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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	8 (-1)	CON	8 (-1)	CON	12 (+1)	CON	16 (+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	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	Dazzled in Bright Light			
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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	Draconic, Dwarven, Gnomish			
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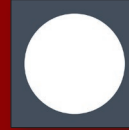
Challenge	1	5	9	13
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Standard Actions	<p>Longspear Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0/x3 (4) piercing damage.</p> <p>Sling Ranged weapon attack: +1 to hit, one target. Hit 1d3+0 (2) bludgeoning damage.</p>	<p>Longspear Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Sling Ranged weapon attack: +0 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Longspear Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage.</p> <p>Sling Ranged weapon attack: +4 to hit, one target. Hit 1d3+2 (4) bludgeoning damage.</p>	<p>Longspear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+9/x3 (12) piercing damage.</p> <p>Sling Ranged weapon attack: +2 to hit, one target. Hit 1d3+4 (6) bludgeoning damage.</p>
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Spellcasting	-			
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Possessions	Longspear; sling; sling bullets (20x)			
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KONGAMATO



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Tropical Forests			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary or Pair			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	93	140	249	386
Speed	40 ft. Fly 160 ft. (Average)			
Size, Type, Alignment	Large dragon, unaligned	Large dragon, unaligned	Huge dragon, unaligned	Gargantuan dragon, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 29 (+9)
	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 7 (-2)	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except magic			
Immunities	Magical unconscious, paralyzed			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Draconic			
Challenge	8	12	21	24
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	Piercing Beak A kongamato's beak is extremely hard and adept at breaking objects. When attempting to damage an item, a kongamato's beak attack does double damage and is treated as if it were adamantine for the purposes of overcoming the object's hardness.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

K

Special Abilities & Qualities

Damage 1d4

Damage 2d4

Damage 3d6

Damage 6d6

Wailing Dive When a kongamato makes a charge while flying, the creature's body becomes infused with energy, causing its bite to deal extra sonic damage on that attack.

Standard Actions

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

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

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

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

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

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+15 (18) slashing damage.

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

Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+15 (18) bludgeoning damage.

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

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+12 (16) slashing damage.

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

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

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+17 (31) piercing damage.

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

Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

Wings Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

-

KORIR-KOKEMBE



Low

Moderate

Advanced

Elite

Terrain	Warm Jungles
Rarity	Rare
Role	Controller / Solo
Organization	Solitary or Nest (2-5x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	84	147	209	304
Speed	40 ft. Climb 40 ft. Fly 80 ft. (Clumsy) Swim 40 ft.			
Size, Type, Alignment	Large dragon, unaligned	Huge dragon, unaligned	Huge dragon, unaligned	Gargantuan dragon, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	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 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, Magical unconscious, paralyzed, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Draconic			
Challenge	8	13	17	21
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
	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****H****Special Abilities & Qualities****Saving Throw**

Constitution DC 14

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 22

Disease Injury, save Constitution, onset 1 round, 1d3 Dexterity damage and 1d3 Strength damage per round, cure 2 consecutive saves. Ability damage lost to this effect can be restored via restoration or more potent healing magic.**Special Abilities & Qualities****Saving Throw**

Wisdom DC 14

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 22

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

attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) 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 10 ft., one target. Hit 3d6+13 (24) piercing damage.

Bite Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.

Claw Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 1d10+7 (12) slashing damage.

Claw Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d6+7/19-00 (14) slashing damage.

Claw Melee weapon

attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10/19-00 (20) slashing damage.

Claw Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 4d6+12/19-00 (26) slashing damage.

Tail Slap Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 1d10+7 (12) bludgeoning damage.

Tail Slap Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d6+3 (10) bludgeoning damage.

Tail Slap Melee weapon

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

Tail Slap Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 4d6+6 (20) bludgeoning damage.

Special Actions**Rake** Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.**Legendary Actions**

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Innate Spellcasting*entangle (3/day); freedom of movement (at will); insect plague (3/day)***Spellcasting**

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Possessions

-

KORRED



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Gang (3-6x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	30	50	103	169
Speed	20 ft.	20 ft.	30 ft.	30 ft.
Size, Type, Alignment	Small fey, chaotic neutral	Small fey, chaotic neutral	Small fey, chaotic neutral	Medium fey, chaotic neutral
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
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, Sylvan			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20
	Animated Hair A korred's hair is constantly writhing and twitching. As a free action, a korred can cause its long hair to reach out and interfere with adjacent creatures - tugging at clothes and weapons, tangling feet and arms, tickling, and generally making a nuisance of itself. The korred can select which adjacent targets are affected by its animated hair. These targets must make a successful Dexterity save each round to avoid becoming entangled for 1 round.			
Special Abilities & Qualities	Stone Stride This ability works like tree stride, except it requires loose boulders at least as large as the korred, and only has a range of 30 feet. The korred can use this ability once per round as a standard action.			

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

Constitution DC 14

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Stunning Laugh Three times per day as a standard action, a korred can unleash a strange laugh that stuns all creatures within a 30-foot burst for 1d2 rounds (Constitution save negates). This is a sonic, mind-affecting effect. Fey are immune to this ability.

Standard Actions

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

Club Ranged weapon attack: +4 to hit, one target. Hit 1d4+4 (6) bludgeoning damage.

Rock Ranged weapon attack: +4 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.

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

Club Ranged weapon attack: +4 to hit, one target. Hit 1d4+4 (6) bludgeoning damage.

Rock Ranged weapon attack: +4 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.

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

Club Ranged weapon attack: +5 to hit, one target. Hit 1d4+7 (10) bludgeoning damage.

Rock Ranged weapon attack: +5 to hit, one target. Hit 1d6+10 (14) bludgeoning damage.

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

Club Ranged weapon attack: +3 to hit, one target. Hit 1d4+9 (12) bludgeoning damage.

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

Legendary Actions

-

Innate Spellcasting*rope trick (at will); shatter (at will); stone shape (at will)***Spellcasting**

-

Possessions

Club

KRAKEN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Ocean
Rarity	Rare
Role	Brute / Solo
Organization	Solitary
Treasure	Triple

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	128	178	275	447
Speed	10 ft. Swim 40 ft. Jet 280 ft.			
Size, Type, Alignment	Huge monstrosity, neutral evil	Huge monstrosity, neutral evil	Gargantuan monstrosity, neutral evil	Gargantuan monstrosity, neutral evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 10 (+0)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.	Passive Perception +21, Darkvision 120 ft.
Languages	Aquan, Common			
Challenge	12	16	20	24
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

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

Constitution DC 19

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 22

Saving Throw

Constitution DC 25

Ink Cloud A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. Kraken Ink; Ink cloud-contact; save Constitution; frequency 1/round for 10 rounds; effect 1 Strength damage plus nausea; cure 2 consecutive saves. Ability damage suffered from this effect is recovered following a long rest.

Special Abilities & Qualities

Jet A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Tenacious Grapple A kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

Special Abilities & Qualities

Rend Ship As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes an attack roll opposed by the ship's captain's skill check, but the kraken gets advantage on the check if it is a larger size category than the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Standard Actions**Arm** Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12/19-00 (18) bludgeoning damage.

Bite Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.

Tentacle Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Arm Melee weapon

attack: +4 to hit, reach 15 ft., one target. Hit 1d10+12/19-00 (18) bludgeoning damage.

Bite Melee weapon

attack: +4 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.

Tentacle Melee weapon

attack: +4 to hit, reach 15 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Arm Melee weapon

attack: +5 to hit, reach 20 ft., one target. Hit 2d6+10/19-00 (17) bludgeoning damage.

Bite Melee weapon

attack: +5 to hit, reach 20 ft., one target. Hit 2d8+10 (19) piercing damage.

Tentacle Melee weapon

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

Arm Melee weapon

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

Bite Melee weapon

attack: +7 to hit, reach 30 ft., one target. Hit 4d8+14 (32) piercing damage.

Tentacle Melee weapon

attack: +7 to hit, reach 30 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

control weather (3/day); control winds (1/day); dominate animal (1/day); protection from energy (1/day)

Spellcasting

-

Possessions

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KRENSHAR



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests or Plains
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Pride (6-10x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	36	85	161
Speed	40 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+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 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	Sylvan, Cannot Speak			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
	<p>Skullface As a standard action, a krenshar can pull the skin back from its face, revealing the musculature and bony structures of its skull. This counts as using Intimidate to demoralize an opponent, and is an extraordinary ability. The krenshar can emit a loud screech while peeling back its skin, causing potent fear in a single creature within 100 feet that can see the krenshar. The target creature must make a Wisdom save or become frightened (if the target has 6 or fewer Hit Dice) or shaken (if the target has more than 6 Hit Dice) for 1d4 rounds. A creature that successfully saves cannot be affected again by the same krenshar's skullface ability for 24 hours. This is a sonic, mind-affecting fear effect.</p>			

	☒ 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 1d4 (4) 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 1d6 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.</p>

Legendary Actions -

Innate Spellcasting -

Spellcasting -

Possessions -

KYTON


Low
Moderate
Advanced
Elite

Terrain	Any Land
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Cabal (1+)
Treasure	Incidental

Low
Moderate
Advanced
Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	27	58	122	202
Speed	30 ft.			

Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
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Ability Scores / Saves	STR	9 (-1)	STR	13 (+1)	STR	17 (+3)	STR	19 (+4)
	DEX	18 (+4)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)
	CON	8 (-1)	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)
	INT	9 (-1)	INT	9 (-1)	INT	13 (+1)	INT	13 (+1)
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)
	CHA	10 (+0)	CHA	10 (+0)	CHA	14 (+2)	CHA	14 (+2)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except good and silver			
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Immunities	Cold			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Common, Infernal			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.
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Special Abilities & Qualities	Chain Armor The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.
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Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Wisdom DC 12

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Dancing Chains A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a Wisdom save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks.

Special Abilities & Qualities

Regeneration The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons. You are difficult to kill. You heal damage at 2 points per round, as with fast healing, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Good weapons and spells, or silver weapons 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

Chains Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 2d4 (5) bludgeoning damage.

Chains Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d4+2 (7) bludgeoning damage.

Chains Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d4+5 (10) bludgeoning damage.

Chains Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d4+7 (12) bludgeoning damage.

Special Actions

Saving Throw
Wisdom DC 12

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save. Failure means the target creature is dazed for 1d4 rounds. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect.

Legendary Actions

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Innate Spellcasting

-

Spellcasting

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Possessions

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KYTON (AUGUR)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Shadow)			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Pack (3-5x), or Squad (6-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	9	33	87	160
Speed	20 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Small fiend, lawful evil
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 17 (+3)
	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 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	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	all physical attacks except good or silver			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Infernal (cannot speak)			
Challenge	3	7	11	15
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.			
Special Abilities & Qualities	Damage 1d2	Damage 1d3	Damage 1d4	Damage 1d6
	Bleed You can cause wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.			

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

Regeneration The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons. You are difficult to kill. You heal damage at 2 points per round, as with fast healing, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Good weapons and spells, or silver weapons cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities**Saving Throw**

Wisdom DC 12

Saving Throw

Wisdom DC 13

Saving Throw

Wisdom DC 16

Saving Throw

Wisdom DC 18

Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save. Failure means the target creature is dazed for 1d4 rounds. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect.

Standard Actions

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

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

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

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

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

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KYTON (EREMITE OVERLORD)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any (Plane of Shadow)			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary, Pair, or Cell (3-5x)			
Treasure	Double			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	94	182	347	463
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 26 (+8)	STR 26 (+8)
	DEX 20 (+5)	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)
	CON 20 (+5)	CON 20 (+5)	CON 24 (+7)	CON 26 (+8)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 20 (+5)	CHA 22 (+6)	CHA 24 (+7)	CHA 26 (+8)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and silver			
Immunities	Cold, Fear			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft., Truesight	Passive Perception +19, Darkvision 60 ft., Truesight	Passive Perception +20, Darkvision 60 ft., Truesight	Passive Perception +22, Darkvision 60 ft., Truesight
Languages	Common, Infernal			
Challenge	8	14	20	24

Special Abilities & Qualities

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

Special Abilities & Qualities

Regeneration The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons. You are difficult to kill. You heal damage at 15 points per round, as with fast healing, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Good weapons and spells, or silver weapons cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

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

Constitution DC 18

Saving Throw

Constitution DC 21

Saving Throw

Constitution DC 23

Saving Throw

Constitution DC 25

Evisceration When an eremite grapples a foe, it can quickly eviscerate or otherwise surgically alter its victim by excising a bit of flesh or a part of an internal organ as a swift action, causing the victim to take ability damage-the exact ability score drained is chosen by the eremite. The victim can resist this effect with a Constitution save. Ability damage suffered from this effect can be restored via restoration or more potent healing magic.

Special Abilities & Qualities

Graft Flesh Once per day, an eremite may graft any bit of flesh or bone harvested via its evisceration ability within the previous hour to its own body as a full-round action that provokes an attack of opportunity. Doing so grants the eremite the effects of a heal and a greater restoration spell (caster level 20th).

Standard Actions

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

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

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

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

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

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

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14 (24) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14 (24) slashing damage.

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

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+14 (35) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+14 (35) slashing damage.

Wings Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+7 (21) bludgeoning damage.

Special Actions**Saving Throw**

Constitution DC 18

Saving Throw

Constitution DC 21

Saving Throw

Constitution DC 23

Saving Throw

Constitution DC 25

Pain Any creature struck by an eremite's natural attacks must make a Constitution save or become staggered for 1 round from the pain. As long as a creature is staggered by this effect, it suffers disadvantage on all saving throws made to resist the eremite's spell-like and extraordinary abilities.

Special Actions

Shadow Traveler When an eremite uses plane shift to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an eremite uses shadow walk, it moves at a rate of 100 miles per hour.

Special Actions**Saving Throw**

Wisdom DC 18

Saving Throw

Wisdom DC 21

Saving Throw

Wisdom DC 23

Saving Throw

Wisdom DC 25

Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to an eremite's unnerving gaze becomes paralyzed with fear for 1d4 rounds as it finds itself almost longing to submit its flesh to the kyton. At the end of any round it remains paralyzed in this way, the victim must make a Wisdom save or take 1d4 points of Wisdom damage from encroaching madness. This is a mind-affecting fear effect. Ability damage suffered from this effect remains until removed via restoration magic or more potent magical healing.

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

KYTON (EREMITE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Shadow)			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary, Pair, or Cell (3-5x)			
Treasure	Double			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	22 (natural armor)	22 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	105	167	315	498
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small fiend, lawful evil	Small fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 20 (+5)	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 20 (+5)	CHA 22 (+6)	CHA 24 (+7)	CHA 26 (+8)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and silver			
Immunities	Cold, Fear			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft., Truesight	Passive Perception +18, Darkvision 60 ft., Truesight	Passive Perception +20, Darkvision 60 ft., Truesight	Passive Perception +22, Darkvision 60 ft., Truesight
Languages	Common, Infernal			
Challenge	8	12	20	24

Special Abilities & Qualities

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

Special Abilities & Qualities

Regeneration The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons. You are difficult to kill. You heal damage at 15 points per round, as with fast healing, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Good weapons and spells, or silver weapons cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

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

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 23

Saving Throw

Constitution DC 25

Evisceration When an eremite grapples a foe, it can quickly eviscerate or otherwise surgically alter its victim by excising a bit of flesh or a part of an internal organ as a swift action, causing the victim to take ability damage-the exact ability score drained is chosen by the eremite. The victim can resist this effect with a Constitution save. Ability damage suffered from this effect can be restored via restoration or more potent healing magic.

Special Abilities & Qualities

Graft Flesh Once per day, an eremite may graft any bit of flesh or bone harvested via its evisceration ability within the previous hour to its own body as a full-round action that provokes an attack of opportunity. Doing so grants the eremite the effects of a heal and a greater restoration spell (caster level 20th).

Standard Actions

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

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+12 (18) piercing damage.

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

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+14 (28) piercing damage.

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

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+12 (18) slashing damage.

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 10 ft., one target. Hit 4d6+14 (28) slashing damage.

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

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

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

Wings Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Special Actions**Saving Throw**

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 23

Saving Throw

Constitution DC 25

Pain Any creature struck by an eremite's natural attacks must make a Constitution save or become staggered for 1 round from the pain. As long as a creature is staggered by this effect, it suffers disadvantage on all saving throws made to resist the eremite's spell-like and extraordinary abilities.

Special Actions

Shadow Traveler When an eremite uses plane shift to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an eremite uses shadow walk, it moves at a rate of 100 miles per hour.

Special Actions**Saving Throw**

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 23

Saving Throw

Wisdom DC 25

Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to an eremite's unnerving gaze becomes paralyzed with fear for 1d4 rounds as it finds itself almost longing to submit its flesh to the kyton. At the end of any round it remains paralyzed in this way, the victim must make a Wisdom save or take 1d4 points of Wisdom damage from encroaching madness. This is a mind-affecting fear effect. Ability damage suffered from this effect remains until removed via restoration magic or more potent magical healing.

Innate Spellcasting

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Spellcasting

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Possessions

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KYTON (INTERLOCUTOR)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Shadow)			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Gang (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	34	60	111	223
Speed	40 ft.			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	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 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)
Saving Throws	-			
Resistances	all physical attacks except silver or good			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
Languages	Common, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

K

Special Abilities & Qualities

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

Special Abilities & Qualities

Damage 1d2 **Damage** 1d3 **Damage** 1d4 **Damage** 1d6
Bleed You can cause wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.

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.

Standard Actions

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage. **Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage. **Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage. **Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage.

Special Actions

Surgical Strikes An interlocutor's claws threaten a critical hit on a roll of 19-20. On a successful critical hit, that claw deals twice the bleed damage.

Special Actions

Saving Throw Wisdom DC 16 **Saving Throw** Wisdom DC 17 **Saving Throw** Wisdom DC 19 **Saving Throw** Wisdom DC 22
Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to an interlocutor's unnerving gaze becomes staggered for 1 round as it becomes convinced that it recognizes some of its own body parts entangled in the interlocutor's body.

Legendary Actions

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Innate Spellcasting

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Spellcasting

-

Possessions

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KYTON (LAPIDARIUS)



	Low	Moderate	Advanced	Elite
Terrain	Any (Shadow Plane)			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Choir (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	28	60	118	187
Speed	30 ft.			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 14 (+2)	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 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	all physical attacks except good or silver			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Infernal, Shadowtongue			
Challenge	5	9	13	17

Special Abilities & Qualities

Regeneration The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons. Lampadarii are difficult to kill. They heal damage at 2 points per round, as with fast healing, but cannot die as long as their regeneration is still functioning (although they still fall unconscious when their hit points are below 0). Good weapons and effects or silver weapons cause their regeneration to stop functioning on the round following the attack. During this round, they cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Special Abilities & Qualities

Semi-Incorporeal Some of a lampadarius's body is composed of incorporeal shadow. As a result, it has a 25% chance of taking no damage from any nonmagical attack. It takes only 75% of the damage from magic weapons, spells, spell-like effects, and supernatural effects. However, it takes full damage from incorporeal creatures and effects, force effects, and ghost touch weapons.

Special Abilities & Qualities

Strength Damage A lampadarius's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. Ability damage suffered from this effect is restored following a long rest.

Standard Actions

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

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

Incorporeal Touch Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

Incorporeal Touch 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 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

Special Actions

Saving Throw Constitution DC 14

Saving Throw Constitution DC 15

Saving Throw Constitution DC 18

Saving Throw Constitution DC 20

Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save—the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. The save DC is Charisma-based. A lampadarius can make an opponent feel like its own shadow is attempting to claw its face. Those who fail their saves are shaken for 1d3 rounds. This ability has no effect if there is no light present to create shadows. In dim illumination, the DC increases by 2. This is a mind-affecting fear effect.

Innate Spellcasting

dancing lights (at will); darkness (3/day); detect magic (at will); invisibility (self only) (3/day); levitate (self only) (3/day)

Spellcasting

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Possessions

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KYTON (OSTIARIUS)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Shadow)			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary, Pair, or Synod (5-9x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	13	48	112	170
Speed	30 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 6 (-2)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-			
Resistances	-			
Immunities	Cold, Magic Missile			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Infernal, Telepathy 100 ft.			
Challenge	3	7	11	15
Special Abilities & Qualities	Aligned A creature that succumbs to an ostiarius's unnerving gaze becomes sickened for 1d4 rounds. This is a mind-affecting fear effect			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Regeneration The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons. You are difficult to kill. You heal damage at 2 points per round, as with fast healing, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Good weapons and spells, or silver weapons cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities

Damage 1d4 **Damage** 1d6 **Damage** 2d4 **Damage** 2d6

Bleed You can cause wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.

Special Abilities & Qualities

Shadow Traveler When an ostiarius uses plane shift to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an ostiarius uses shadow walk, it moves at 100 miles per hour.

Standard Actions

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

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

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

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

Special Actions

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

Special Actions

Saving Throw Wisdom DC 15 **Saving Throw** Wisdom DC 16 **Saving Throw** Wisdom DC 18 **Saving Throw** Wisdom DC 19

Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to an ostiarius's unnerving gaze becomes sickened for 1d4 rounds. This is a mind-affecting fear effect.

Legendary Actions

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Innate Spellcasting

calm emotions (at will); darkness (at will); enthrall (at will); major image (at will); plane shift (material plane or plane of shadow only, LE creatures only) (1/day); shield (at will); silence (3/day)

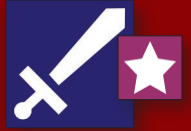
Spellcasting

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Possessions

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KYTON (SACRISTAN)



Low

Moderate

Advanced

Elite

Terrain	Any (Plane of Shadow)
Rarity	Rare
Role	Skirmisher / Elite
Organization	Solitary, Pair, Bodyguard (1d4x+), or Entourage (2d6x+)
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	35	60	116	228
Speed	30 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Small fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 22 (+6)
	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 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	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	all physical attacks except silver or good			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Infernal			
Challenge	4	8	12	16
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.			

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

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

Special Abilities & Qualities

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 21

Shadow Scream Once per hour as a standard action, a sacristan can burst the bonds sealing its mouth and unleash a cacophony of darkness and soul-shaking howls from the pits of the Shadow Plane. The area within 25 feet of the sacristan is affected by deeper darkness. All creatures within the area are deafened for as long as they remain in the area and must succeed at a Wisdom save or be confused. The confusion effect lasts for as long as the creature is in the shadow scream's area of effect and for 1d4 rounds after leaving. Any creature that falls unconscious while under the effects of this confusion effect must succeed at an additional Wisdom save or be afflicted by a random insanity. A sacristan's shadow scream lasts for 3 rounds and remains centered on the kyton even if it moves. The sacristan can end the shadow scream at will. The scream also ends if the sacristan is killed or is affected by the spell dimensional lock, which prevents this ability's use for as long as the spell in effect.

Special Abilities & Qualities

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 21

Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to a sacristan's unnerving gaze becomes staggered for 1 round.

Standard Actions

Spiked Chain Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit +X (0) bludgeoning damage.

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

Spiked Chain Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit +X (0) bludgeoning damage.

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

Spiked Chain Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d4+7 (12) bludgeoning damage.

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

Spiked Chain Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

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

Legendary Actions

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Innate

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Spellcasting

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Spellcasting

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Possessions

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KYTON (TERMAGENT)



Low

Moderate

Advanced

Elite

Terrain	Any (Plane of Shadow)
Rarity	Rare
Role	Soldier / Elite
Organization	Solitary, Pair, or Circle (3-5x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	101	165	280	434
Speed	20 ft. Fly 40 ft. (Clumsy)			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 26 (+8)
	DEX 18 (+4)	DEX 18 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and silver			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
Languages	Common, Infernal, Telepathy 100 ft.			
Challenge	8	12	17	21
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Regeneration The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons. You are difficult to kill. You heal damage at 10 points per round, as with fast healing, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Good weapons and spells, or silver weapons cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities

Damage 1d8 **Damage** 2d4 **Damage** 2d6 **Damage** 2d8
Bleed You can cause wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.

Special Abilities & Qualities

Saving Throw Constitution DC 18 **Saving Throw** Constitution DC 19 **Saving Throw** Constitution DC 22 **Saving Throw** Constitution DC 25
Flux Infusion Poison Injury; save Constitution; frequency 1/round for 10 rounds; effect 1d4 ability damage: randomize among Constitution, Dexterity, or Strength; Cure 2 consecutive saves. Ability damage suffered to this effect may be recovered via a long rest.

Standard Actions

Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.
Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+10 (12) bludgeoning damage.
Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10/19-00 (14) bludgeoning damage.
Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+10 (12) bludgeoning damage.
Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9/19-00 (14) bludgeoning damage.
Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.
Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+13/19-00 (24) bludgeoning damage.
Tentacle Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Special Actions

Saving Throw Dexterity DC 18 **Saving Throw** Dexterity DC 19 **Saving Throw** Dexterity DC 22 **Saving Throw** Dexterity DC 25
Rupture When killed, a termagant explodes in a blast of its flux infusion poison. All living creatures within 15 feet must make a Dexterity save or be poisoned.

Special Actions

Saving Throw Constitution DC 18 **Saving Throw** Constitution DC 19 **Saving Throw** Constitution DC 22 **Saving Throw** Constitution DC 25
Shared Rupture Any creature killed while poisoned by a termagant explodes. All living creatures within 10 feet of the creature must succeed at a Constitution save or be poisoned.

Special Actions

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

Special Actions

Saving Throw Will DC 18 **Saving Throw** Will DC 19 **Saving Throw** Will DC 22 **Saving Throw** Will DC 25
Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to a termagant's unnerving gaze becomes nauseated for 1d4 rounds as its mind attempts to comprehend the horrors it has witnessed.

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

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Possessions

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LAMIA



Low

Moderate

Advanced

Elite

Terrain

Temperate Deserts

Rarity

Rare

Role

Leader / Elite

Organization

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

Treasure

Double

Low

Moderate

Advanced

Elite

Armor Class

17
(natural armor)

17
(natural armor)

18
(natural armor)

18
(natural armor)

Hit Points

24

62

114

210

Speed

60 ft.

Size, Type, Alignment

Medium monstrosity, chaotic evil

Large monstrosity, chaotic evil

Large monstrosity, chaotic evil

Huge monstrosity, chaotic evil

Ability Scores / Saves

STR 12 (+1)

STR 16 (+3)

STR 18 (+4)

STR 20 (+5)

DEX 17 (+3)

DEX 14 (+2)

DEX 17 (+3)

DEX 16 (+3)

CON 8 (-1)

CON 12 (+1)

CON 17 (+3)

CON 19 (+4)

INT 11 (+0)

INT 11 (+0)

INT 15 (+2)

INT 15 (+2)

WIS 15 (+2)

WIS 15 (+2)

WIS 18 (+4)

WIS 18 (+4)

CHA 11 (+0)

CHA 11 (+0)

CHA 15 (+2)

CHA 15 (+2)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +12, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

Passive Perception +20, Darkvision 60 ft.

Languages

Abyssal, Common

Challenge

5

9

13

17

Special Abilities & Qualities

Wisdom Drain A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. Lamias try to use this power early in an encounter to make foes more susceptible to charm monster and suggestion. Ability damage lost to this effect may be recovered following a long rest.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d3+2 (4) slashing damage.</p> <p>Touch Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d1+2 (3) bludgeoning 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: +3 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.</p> <p>Touch Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+6/19-00 (8) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p>Touch Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+8/19-00 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.</p> <p>Touch Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>charm monster (3/day); sleep (1/day); disguise self (at will); major image (3/day); mirror image (1/day); suggestion (3/day)</i>			
Spellcasting	-			
Possessions	Dagger (4x)			



LAMIA MATRIARCH



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Rare
Role	Leader / Elite
Organization	Solitary, Pair, or Cult (3-6x)
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	42	101	167	269
Speed	40 ft. Climb 40 ft. Swim 40 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 18 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	6			
12	16	20	12	16
Special Abilities & Qualities	Wisdom Drain A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. Lamias try to use this power early in an encounter to make foes more susceptible to charm monster and suggestion. Ability damage lost to this effect may be recovered following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 4 slashing damage.</p> <p>Touch Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d1+1 (2) bludgeoning damage.</p>	<p>Scimitar Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+6/15+00 (10) slashing damage.</p> <p>Touch Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Scimitar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+8/15+00 (12) slashing damage.</p> <p>Touch Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Scimitar Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12/15+00 (19) slashing damage.</p> <p>Touch Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>charm monster (at will); sleep (3/day); dream (3/day); major image (3/day); mirror image (1/day); suggestion (3/day)</i>			
Spellcasting	<i>Sorcerer Spells (CL 8): haste; invisibility; cure wounds; divine favor; mage armor; magic missile; dancing lights; detect magic; mage hand; mending; prestidigitation</i>			
Possessions	Scimitar (2x)			



LAMMASU



L

	Low	Moderate	Advanced	Elite
Terrain	Temperate Deserts			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	46	107	172	262
Speed	30 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Medium monstrosity, lawful good	Large monstrosity, lawful good	Large monstrosity, lawful good	Huge monstrosity, lawful good
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Celestial, Common			
Challenge	5	9	13	17
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage. Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage. Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage. Wings Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage. Wings Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) bludgeoning damage.



Low



Moderate



Advanced



Elite

Legendary
Actions

-

Innate
Spellcasting

-

Spellcasting

Known Spells (CL 7):

Known Spells (CL 9):

Known Spells (CL 13):

Known Spells (CL 17):

darkness; bane; cause fear; command; calm emotions; doom; detect magic; guidance; light; spark; vigor

Possessions

-



LAMPAD



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Rare

Role

Controller / Normal

Organization

Solitary

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
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Hit Points	19	59	111	179
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Speed	30 ft.			
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Size, Type, Alignment	Small fey, chaotic neutral	Medium fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
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Ability Scores / Saves	STR	6 (-2)	STR	8 (-1)	STR	12 (+1)	STR	17 (+3)
	DEX	20 (+5)	DEX	18 (+4)	DEX	20 (+5)	DEX	19 (+4)
	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)
	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)	INT	16 (+3)
	WIS	15 (+2)	WIS	15 (+2)	WIS	18 (+4)	WIS	18 (+4)
	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except cold iron			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +12, Darkvision 90 ft.	Passive Perception +15, Darkvision 90 ft.	Passive Perception +18, Darkvision 90 ft.	Passive Perception +19, Darkvision 90 ft.
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Languages	Aklo, Common, Druidic, Undercommon			
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Challenge	3	7	11	15
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Special Abilities & Qualities	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
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Insane Beauty This ability affects all humanoid within 30 feet who are viewing a lampad in conditions brighter than dim light. Those who look directly upon the lampad must succeed at a Wisdom save or gain the confused condition for 1d6 rounds. A creature that succeeds at the save is immune to the same lampad's insane beauty for 24 hours. A lampad can suppress or resume this ability as a free action.

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

Wisdom DC 16

Weep As a standard action, a lampad can unsettle those near her when she cries. Any creature within 30 feet who can hear a lampad weeping becomes shaken unless it succeeds at a Wisdom saving throw. This ability can't cause a creature to become frightened or panicked. This is a mind-affecting fear effect that relies on audible components.**Standard Actions****Dagger** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.**Dagger** Ranged weapon attack: +6 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.**Sling** Ranged weapon attack: +6 to hit, one target. Hit 1d4+0 (2) bludgeoning damage.**Saving Throw**

Wisdom DC 17

Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.**Dagger** Ranged weapon attack: +6 to hit, one target. Hit 1d4/19-00 (3) piercing damage.**Sling** Ranged weapon attack: +6 to hit, one target. Hit 1d4 (4) bludgeoning damage.**Saving Throw**

Wisdom DC 19

Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.**Dagger** Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.**Sling** Ranged weapon attack: +5 to hit, one target. Hit 1d4+2 (4) bludgeoning damage.**Saving Throw**

Wisdom DC 20

Dagger Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+6/19-00 (10) bludgeoning damage.**Dagger** Ranged weapon attack: +4 to hit, one target. Hit 1d6+7/19-00 (10) bludgeoning damage.**Sling** Ranged weapon attack: +4 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*meld into stone (at will)***Spellcasting****Druid Spells (CL 5th):****Druid Spells (CL 7th):****Druid Spells (CL 11th):****Druid Spells (CL 15th):***stone shape; spider climb; stone call; cure wounds; faerie fire; magic stone; detect magic; light; mending***Possessions**

Dagger (2x); sling; sling bullets (20x)

L

LAMPREY



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	9	44	94	150
Speed	Swim 30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.			
Special Abilities & Qualities	Blood Drain A Lamprey drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Strength damage. Ability damage suffered from this effect is recovered following a long rest.			

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



LAWGIVER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Brute / Solo
Organization	Solitary
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	82	105	175	224
Speed	40 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Huge construct, lawful neutral	Huge construct, lawful neutral	Gargantuan construct, lawful neutral	Gargantuan construct, lawful neutral
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 28 (+9)
	DEX 14 (+2)	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 12 (+1)	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)
	WIS 19 (+4)	WIS 19 (+4)	WIS 19 (+4)	WIS 21 (+5)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except chaotic			
Immunities	Acid, Critical Hits, Electricity, Precision Damage, Rust			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Celestial, Common, Draconic, Infernal			
Challenge	8	12	18	22
Special Abilities & Qualities	<p>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.</p> <p>All-Around Vision You can see in all directions at once. You cannot be flanked.</p>			
Special Abilities & Qualities	<p>Change Shape As an immediate action, the herald can take physical form, losing its incorporeal special quality and subtype and its deflection bonus to AC, but gaining a Strength score of 20 and a natural armor bonus equal to its incorporeal deflection bonus. A giant eagle (per Bestiary) or two-headed golden eagle (same stats as an eagle, but with two bite attacks) as Beast Shape IV.</p>			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

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

Special Abilities & Qualities

Construct Traits Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Standard Actions

Axiomatic Warhammer

Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+8/x3 (18) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Axiomatic Warhammer

Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+8/x3 (18) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Axiomatic Warhammer

Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+10/x3 (24) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Axiomatic Warhammer

Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+18/x3 (39) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+15 (29) bludgeoning damage.

Special Actions

Freeze The Lawgiver can hold itself so still it appears to be a statue. When using freeze it can take 20 on its Stealth check to hide in plain sight as a metal statue.

Special Actions

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

Legendary Actions

-

Innate Spellcasting

cure wounds (3/day); lesser restoration (3/day); remove blindness/deafness (3/day); remove curse (3/day)

Spellcasting

-

Possessions

-



LEAF RAY (FALL)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forests
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary or Rustle (2-20x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	17	43	104	183
Speed	5 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

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

Constitution DC 14

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Seed Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful Constitution save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful DC 20 Medicine check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, remove disease, heal, or similar effects automatically destroy any implanted seeds.

Standard Actions

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

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

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

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

L

LEAF RAY (SPRING/SUMMER)



L

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Rustle (2-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	16	47	105	174
Speed	5 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

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

Constitution DC 14

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Seed Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful Constitution save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful DC 20 Medicine check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, remove disease, heal, or similar effects automatically destroy any implanted seeds.

Standard Actions**Stinger** Melee weapon

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

Stinger Melee weapon

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

Stinger Melee weapon

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

Stinger Melee weapon

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

LEAF RAY (WINTER)



L

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Rustle (2-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	17	53	109	178
Speed	5 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

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

Constitution DC 14

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Seed Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful Constitution save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful DC 20 Medicine check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, remove disease, heal, or similar effects automatically destroy any implanted seeds.

Standard Actions

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

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

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

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

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

-

L

LEANAN SIDHE



Low

Moderate

Advanced

Elite

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

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	60	104	157	228
Speed	30 ft. Fly 30 ft. (Good)			
Size, Type, Alignment	Small fey, chaotic neutral	Medium fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
Ability Scores / Saves	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 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 +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Sylvan, Tongues			
Challenge	7	11	15	19

Special Abilities & Qualities

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

Special Abilities & Qualities

Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 21
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Life Drain A leanan sidhe immediately knows if a creature uses her skill blessing or spell blessing. As a standard action at any range, she can drain 1 point of Constitution from that creature. The leanan sidhe heals 5 hit points each time she uses this ability. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.

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

Skill Blessing As a standard action, a leanan sidhe can create a special token that takes the form of a artisan's tool for one skill. The intended recipient of this tool gains advantage on skill checks made with the token. Like with a cursed item, the recipient prefers to use the token, refuses to get rid of it, and finds that it returns if stolen or discarded. The leanan sidhe can destroy the token as a standard action at any range. She can have 3 tokens in existence.

Standard Actions

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

Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.

Touch Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d1+0 (1) 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: +2 to hit, one target. Hit 1d4/19-00 (4) piercing damage.

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

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

Dagger Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+7/19-00 (10) bludgeoning damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d6+7/19-00 (10) bludgeoning damage.

Touch Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d1+5 (6) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

calm emotions (at will); imension door (self plus lbs. of objects only) (at will); charm person (3/day); tongues (at will)

Spellcasting

-

Possessions

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LEECH (GIANT)



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Marshes
Rarity	Common
Role	Lurker / Normal
Organization	Cluster, Pair, or Brood (3-6x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	12	35	67	88
Speed	5 ft. Swim 20 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 12 (+1)	STR 12 (+1)
	DEX 10 (+0)	DEX 10 (+0)	DEX 10 (+0)	DEX 10 (+0)
	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	Susceptible to Salt A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.			
Senses	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	3	6	12	15

Special Abilities & Qualities **Attach** When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has advantage to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself-if its prey manages to win a grapple check or ability check against it, the giant leech is removed.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Blood Drain** A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage. Ability damage lost in this manner may be restored following a long rest.**Standard Actions****Bite** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.**Legendary Actions**

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Innate

-

Spellcasting**Spellcasting**

-

Possessions

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1

LEECH SWARM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Marshes
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, or Infestation (3-6x)
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	35	71	135	210
Speed	5 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 8 (-1)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-			
Resistances	-			
Immunities	Critical Hits, Flanking, psychic, Weapon Damage			
Vulnerabilities	Susceptible to Salt A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.			
Senses	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Blood Drain Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage. Ability damage suffered from this effect is recovered following a long rest.			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			

L

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Poison Swarm-injury; save Constitution; frequency 1/round for 2 rounds; effect 1d4 Dexterity damage; cure 1 save. Ability damage suffered from this effect is restored following a long rest.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6+0 (7) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6+0 (10) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 3d6+0 (10) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LEMMING



L

	Low	Moderate	Advanced	Elite
Terrain	Cold Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Slice (3-30x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	5	16	48	94
Speed	15 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 4 (-3)	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6+1 (8) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			



Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -

LENG SPIDER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Mountains
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Pair, or Nest (3-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	64	119	200	344
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil
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 23 (+6)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Confusion and Insanity Effects, poisoned, Sonic			
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	Aklo, Tongues			
Challenge	5	10	15	19
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.			

L

☒ **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

Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage plus confusion for 1 round; cure 2 consecutive saves. A Leng spider's venom causes flesh to blister and rot away and the mind to experience vivid and horrific hallucinations - these visions cause the poisoned creature to react in an unpredictable manner, as if confused. The hallucination element of this poison is mind-affecting. Ability damage suffered from this effect requires restoration or more potent healing magic to restore.

Special Abilities & Qualities

Ability Check DC 17

Ability Check DC 18

Ability Check DC 20

Ability Check DC 23

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.

Special Abilities & Qualities

Web Weaponry A Leng spider is talented at using its webs to construct weapons. This technique of weapon creation allows the spider to effectively create a flail or bolas by attaching a heavy object such as a rock or chunk of metal to a cord of webbing. The spider attaches one end of this webbing to a leg and can then wield the weighted cords as a flail or a bolas. It can only wield one such weapon at a time - it must use its other legs to walk. If a Leng spider drops or loses a web weapon, it can create a new one as a full-round action, provided it has access to heavy-weight objects of the correct size (such as loose rocks or skulls).

Standard Actions

Bolas Ranged weapon attack: +6 to hit, one target. Hit 1d8+7 (12) bludgeoning damage.

Bolas Ranged weapon attack: +7 to hit, one target. Hit 1d8+7 (12) bludgeoning damage.

Bolas Ranged weapon attack: +6 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.

Bolas Ranged weapon attack: +6 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.

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

Flail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) bludgeoning damage.

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

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9 (14) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) piercing damage.

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

Flail Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+14 (28) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

wind walk (3/day); arcane sight (at will); charm monster (1/day); dispel magic (at will); fabricate (webs only) (at will); freedom of movement (at will); feeblemind (1/day); invisibility (3/day); major image (3/day); mirage arcane (1/day); tongues (at will)

Spellcasting Possessions

-

Bolas; flail

LEPRECHAUN



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Temperate Forests
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Band (3-6x), or Family (7-10x)
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	18	42	85	152
Speed	40 ft.	40 ft.	45 ft.	45 ft.
Size, Type, Alignment	Small fey, chaotic neutral	Small fey, chaotic neutral	Small fey, chaotic neutral	Medium fey, chaotic neutral
Ability Scores / Saves	STR 5 (-3)	STR 5 (-3)	STR 9 (-1)	STR 13 (+1)
	DEX 14 (+2)	DEX 14 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	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 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Elvish, Halfling, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Leprechaun Magic When a leprechaun uses any of its spell-like abilities to deceive, trick, or humiliate a creature (at the GM's discretion), the spell-like ability resolves at caster level +4. If a leprechaun uses its spell-like abilities in this manner, it has advantage on all checks related to it.			

L

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Leprechaun Shillelagh Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) slashing damage.</p> <p>Leprechaun Shillelagh Ranged weapon attack: +3 to hit, one target. Hit 1d8+0 (4) bludgeoning damage.</p>	<p>Leprechaun Shillelagh Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) slashing damage.</p> <p>Leprechaun Shillelagh Ranged weapon attack: +2 to hit, one target. Hit 1d8+0 (4) bludgeoning damage.</p>	<p>Leprechaun Shillelagh Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+1 (6) slashing damage.</p> <p>Leprechaun Shillelagh Ranged weapon attack: +5 to hit, one target. Hit 1d8+1 (6) bludgeoning damage.</p>	<p>Leprechaun Shillelagh Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.</p> <p>Leprechaun Shillelagh Ranged weapon attack: +3 to hit, one target. Hit 1d8+4 (8) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>color spray (3/day); dancing lights (at will); fabricate (1 cubic foot of material only) (3/day); invisibility (self only) (at will); mage hand (at will); major image (visual and auditory elements only) (at will); prestidigitation (at will); shillelagh (at will)</i>			
Spellcasting	-			
Possessions	-			



LESHY (FUNGUS)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any Swamp or Underground
Rarity	Rare
Role	Lurker / Minion
Organization	Solitary or Cluster (2-16x)
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	15	38	94	165
Speed	20 ft.			
Size, Type, Alignment	Small plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, unaligned
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 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, Sonic, 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	Druidic, Plantspeech (fungi), Sylvan			
Challenge	2	6	10	14

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. All leshys can transform into plants, with results similar to the tree shape spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Puffball A fungus leshy can spit a puffball as a standard action. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target struck (but not adjacent targets) with the fungus leshy's spores. The puffball has a range increment of 20 feet.

Special Abilities & Qualities

Saving Throw
Constitution DC 14

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 19

Spores A fungus leshy is riddled with molds and spores. Anytime a fungus leshy takes damage, a cloud of spores bursts from its body, forcing all adjacent creatures to make a Constitution save or have their vision reduced to 10 feet for 1 minute. Spending a full-round action to wash one's eyes with water ends this effect.

Special Abilities & Qualities

Damage 2d8

Damage 6d8

Damage 10d8

Damage 14d8

Verdant Burst When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

Standard Actions

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

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

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

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

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

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

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

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

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

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

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

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



LESHY (GOURD)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Hills or Plains

Rarity

Rare

Role

Lurker / Minion

Organization

Solitary or Patch (2-16x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

14

(natural armor)

15

(natural armor)

16

(natural armor)

17

(natural armor)

Hit Points

3

41

81

144

Speed

20 ft.

Size, Type, Alignment

Small plant, unaligned

Small plant, unaligned

Small plant, unaligned

Medium plant, unaligned

Ability Scores / Saves

STR 4 (-3)

STR 4 (-3)

STR 9 (-1)

STR 14 (+2)

DEX 13 (+1)

DEX 14 (+2)

DEX 17 (+3)

DEX 16 (+3)

CON 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 13 (+1)

CHA 13 (+1)

CHA 17 (+3)

CHA 17 (+3)

Saving Throws

-

-

-

-

Resistances

-

Immunities

Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, Sonic, 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

Druidic, Plantspeech (gourds), Sylvan

Challenge

1

6

10

14

Special Abilities & Qualities

Change Shape You have the ability to assume the appearance of a specific creature or type of creature (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. All leshys can transform into plants, with results similar to the tree shape spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Ensnare The seeds and slam attack of a gourd leshy entangle the target in vines for 2d4 rounds unless the target makes a Dexterity save. The target can attempt to burst these entangling vines before the duration expires with a Strength check as a full-round action.	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
Special Abilities & Qualities	Keepsake Gourd leshys can pop off the top of their heads and store a single Fine-sized object such as a dagger or potion inside. While within the leshy's head, the item is warded by nondetection. In addition, after 24 hours, the item within is cleaned and polished, and, if damaged, repaired as if by a mending spell. Both spell effects have a caster level equal to twice the leshy's Hit Dice.			
Special Abilities & Qualities	Seed A gourd leshy can hurl its seeds as a ranged attack. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target with the gourd leshy's ensnare ability. This attack has a 10-foot range increment.			
Standard Actions	Ranged Seed Ranged weapon attack: +2 to hit, one target. Hit 1d1 (2) bludgeoning damage. Slam Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d3+0 (2) bludgeoning damage.	Ranged Seed Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage. Slam Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) bludgeoning damage.	Ranged Seed Ranged weapon attack: +4 to hit, one target. Hit 1d1 (2) bludgeoning damage. Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	Ranged Seed Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage. Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.
Special Actions	Damage 2d8 Verdant Burst When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.	Damage 6d8	Damage 10d8	Damage 14d8
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

LESHY (LEAF)



L

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any Forests or Hills
Rarity	Uncommon
Role	Artillery / Minion
Organization	Solitary or Grove (2-16x)
Treasure	Standard

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	39	86	158
Speed	20 ft. Climb 10 ft. Fly 10 ft. (Clumsy)			
Size, Type, Alignment	Small plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 12 (+1)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, Sonic, 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	Druidic, Plantspeech (trees), Sylvan			
Challenge	1	6	10	14

Special Abilities & Qualities **Change Shape** You have the ability to assume the appearance of a specific creature or type of creature (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. All leshys can transform into plants, with results similar to the tree shape spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.

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

Glide A leaf leshy cannot use its fly speed to hover. When flying, a leaf leshy must end its movement at least 5 feet lower in elevation than it started.

Special Abilities & Qualities**Saving Throw**

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 19

Seedpods Leaf leshys sprout explosive acorns, pine cones, or other seedpods, and can hurl these as ranged attacks. A seedpod has a range increment of 10 feet and detonates on contact to deal 1 point of bludgeoning damage (this damage is not modified by Strength). Anyone struck by a seedpod must succeed at a Constitution save or be deafened for 1 round.

Special Abilities & Qualities**Damage** 2d8**Damage** 6d8**Damage** 10d8**Damage** 14d8

Verdant Burst When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

Standard Actions**Ranged Seedpods**

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

Ranged Seedpods

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

Ranged Seedpods

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

Ranged Seedpods

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

L

LESHY (SEAWEED)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any Coastal
Rarity	Uncommon
Role	Artillery / Normal
Organization	Solitary or Pod (2-9x)
Treasure	None

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	30	60	118	187
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Small plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, 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 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, Sonic, 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	Druidic, Plantspeech (seaweed), Sylvan			
Challenge	4	8	12	16

Special Abilities & Qualities

Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely. All leshys can transform into plants, with results similar to the tree shape spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Air Cyst Seaweed leshys constantly grow small bulbs filled with air. As a move action, they can detach a bulb and give it to another creature. If consumed as a standard action, this air cyst grants water breathing (as the spell) for 10 minutes. Seaweed leshys can have a maximum of four usable air cysts at any one time, and air cysts regrow at a rate of one per 24 hours.

Special Abilities & Qualities

Damage 2d8 **Damage** 6d8 **Damage** 10d8 **Damage** 14d8

Verdant Burst When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

Special Abilities & Qualities

Saving Throw
Constitution DC 13 **Saving Throw**
Constitution DC 14 **Saving Throw**
Constitution DC 17 **Saving Throw**
Constitution DC 19

Water Jet A seaweed leshy can expel a high-pressure jet of water from its mouth to a range of 30 feet. It must make a ranged touch attack to strike a target-if it hits, the blast deals 1 point of bludgeoning damage (this damage is not modified by Strength). In addition, the creature hit must make a Constitution save or be blinded by the water for 1 round.

Standard Actions

Ranged Water Jet Ranged weapon attack: -1 to hit, one target. Hit 1d1 (2) bludgeoning damage. **Ranged Water Jet** Ranged weapon attack: +1 to hit, one target. Hit 1d1 (2) bludgeoning damage. **Ranged Water Jet** Ranged weapon attack: +3 to hit, one target. Hit 1d1+1 (2) bludgeoning damage. **Ranged Water Jet** Ranged weapon attack: +3 to hit, one target. Hit 1d1+1 (2) bludgeoning damage.

Slam Melee weapon attack: -2 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 1d8 (8) bludgeoning damage. **Slam** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage. **Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



LEUCROTTA



Low

Moderate

Advanced

Elite

Terrain

Temperate or Tropical Forests or Hills

Rarity

Rare

Role

Brute / Normal

Organization

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

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class

16

(natural armor)

16

(natural armor)

17

(natural armor)

18

(natural armor)

Hit Points

62

105

178

257

Speed

60 ft. Climb 30 ft.

Size, Type, Alignment

Large monstrosity, chaotic evil

Large monstrosity, chaotic evil

Large monstrosity, chaotic evil

Huge monstrosity, chaotic evil

Ability Scores / Saves

STR 18 (+4)

STR 18 (+4)

STR 20 (+5)

STR 23 (+6)

DEX 10 (+0)

DEX 10 (+0)

DEX 14 (+2)

DEX 12 (+1)

CON 16 (+3)

CON 16 (+3)

CON 18 (+4)

CON 20 (+5)

INT 9 (-1)

INT 9 (-1)

INT 13 (+1)

INT 13 (+1)

WIS 12 (+1)

WIS 12 (+1)

WIS 16 (+3)

WIS 16 (+3)

CHA 15 (+2)

CHA 15 (+2)

CHA 18 (+4)

CHA 18 (+4)

Saving Throws

-

-

-

-

Resistances

-

Immunities

diseased, poisoned

Vulnerabilities

-

Senses

Passive Perception +11, Darkvision 60 ft.

Passive Perception +11, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

Languages

Common

Challenge

6

10

14

18

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 21

Lure At any point that a leucrotta's targets are unaware of it (for example, if the leucrotta is hiding or concealed in darkness), the leucrotta can call out to the targets, who must be in line of sight and within 60 feet. When the leucrotta calls out, the targets must make a Wisdom save or fall under the effects of a suggestion to approach the sound of the leucrotta's voice. This effect functions identically to a mass suggestion spell with a caster level of 18. A creature that saves cannot be affected again by the same leucrotta's lure for 24 hours. The lure is a language-dependent effect, and if the leucrotta uses the victim's name during the lure, the victim suffers disadvantage on its saving throw. This is a sonic mind-affecting charm effect.

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

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

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) piercing damage.

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9/19-00 (20) piercing damage.

Hoof 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+12/19-00 (22) piercing damage.

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+16/19-00 (30) piercing damage.

Hoof Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

L

LEUCROTTA (CROCOTTA)



L

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Tropical Forests or Hills			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Pack (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	25	56	102	167
Speed	50 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)	DEX 16 (+3)
	CON 17 (+3)	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9/19-00 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9/19-00 (20) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d6+12/19-00 (26) piercing damage.



LICH



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Controller / Elite
Organization	Solitary
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	62	103	166	216
Speed	30 ft.			
Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)	INT 20 (+5)
	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	all physical attacks except bludgeoning and magic			
Immunities	Cold, diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elvish, Giant, Gnoll, Gnomish, Goblin, Halfling, Ignan, Infernal, Orc, Read Lips, Undercommon			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Fear Aura Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Wisdom save or become frightened. Creatures with 5 HD or more must succeed at a Wisdom save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Grave Touch As a standard action, you can make a melee touch attack that causes a living creature to become shaken for 9 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 19 Hit Dice. You can use this ability a number of times per day equal to your Hit Dice, minus 2.

Special Abilities & Qualities

Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
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Paralyzing Touch Any living creature a lich hits with its touch attack must succeed on a Constitution save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Medicine check reveals that the victim is still alive.

Special Abilities & Qualities

Rejuvenation When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Standard Actions

Touch Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Touch Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.	Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Touch Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.
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Spellcasting

Wizard Spells (CL 7): <i>control undead; globe of invulnerability; cmagic missile; dimension door; enervation; fire shield; wall of ice; dispel magic; fireball; suggestion; vampiric touch; darkness; false life; scorching ray; see invisibility; mage hand; mage armor; ray of enfeeblement; shield; detect magic; ray of frost</i>	Wizard Spells (CL 11): <i>bestow curse; charm monster; stonkskin; control undead; globe of invulnerability; cloudkill; cone of cold; magic missile; dimension door; enervation; fire shield; wall of ice; dispel magic; fireball; suggestion; vampiric touch; darkness; false life; scorching ray; see invisibility; mage hand; mage armor; ray of enfeeblement; shield; detect magic; ray of frost</i>	Wizard Spells (CL 15): <i>bestow curse; charm monster; incendiary cloud; stonkskin; prismatic wall; fire storm; control undead; delayed blast fireball; finger of death; circle of death; globe of invulnerability; cloudkill; cone of cold; magic missile; dimension door; enervation; fire shield; wall of ice; dispel magic; fireball; suggestion; vampiric touch; darkness; false life; scorching ray; see invisibility; mage hand; mage armor; ray of enfeeblement; shield; detect magic; ray of frost</i>	Wizard Spells (CL 19): <i>meteor swarm; power word kill; bestow curse; charm monster; incendiary cloud; stonkskin; prismatic wall; fire storm; control undead; delayed blast fireball; finger of death; circle of death; globe of invulnerability; cloudkill; cone of cold; magic missile; dimension door; enervation; fire shield; wall of ice; dispel magic; fireball; suggestion; vampiric touch; darkness; false life; scorching ray; see invisibility; mage hand; mage armor; ray of enfeeblement; shield; detect magic; ray of frost</i>
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LIMINAL SPRITE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Urban
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Court (3-6x)
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	18	46	90	147
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium fey, chaotic neutral	Medium fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 12 (+1)	STR 16 (+3)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	unconscious			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Elvish, Sylvan			
Challenge	3	7	11	15
Special Abilities & Qualities	Reprieve Three times per day, when a liminal sprite successfully aids another creature's Charisma-based skill check, the creature gains a +2d4 bonus on the skill check and advantage. A creature can receive this bonus from only one liminal sprite per skill check.			
Standard Actions	-			
Legendary Actions	-			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Innate *invisibility (self only) (3/day); memory lapse (3/day); prestidigitation (at will)*

Spellcasting

Spellcasting -

Possessions -

L

LINNORM (CAIRN)



L

	Low	Moderate	Advanced	Elite
Terrain	Cold Hills			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	22 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	116	177	308	465
Speed	40 ft. Climb 40 ft. Fly 100 ft. (Average)			
Size, Type, Alignment	Huge dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)	STR 30 (+10)
	DEX 20 (+5)	DEX 21 (+5)	DEX 19 (+4)	DEX 20 (+5)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Acid, Curse Effects, Magical unconscious, psychic, Immunity to Negative Energy, paralyzed, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft., Truesight	Passive Perception +17, Darkvision 60 ft., Truesight	Passive Perception +19, Darkvision 60 ft., Truesight	Passive Perception +21, Darkvision 60 ft., Truesight
Languages	Aklo, Draconic, Sylvan			
Challenge	8	12	20	24
Special Abilities & Qualities	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21	Saving Throw Dexterity DC 24
	Damage 6d8 acid	Damage 12d8 acid	Damage 18d8 acid	Damage 24d8 acid

Breath Weapon With Recharge 2 as a standard action, a cairn linnorm can expel a 60-foot cone of acidic bile, dealing acid damage to all creatures struck. In addition, this bile is infused with negative energy, and reduces maximum hit point totals by 1d6 on all creatures struck by it. A successful Dexterity save halves the damage and completely negates the necrotic energy effect. Maximum hit point values are restored following a long rest.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 8d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 24
Special Abilities & Qualities	Death Curse When a creature slays a linnorm, it becomes targeted by that linnorm's death curse. The exact effects of a death curse vary, depending upon the type of linnorm. Curse of Decay: save Wisdom; effect the creature takes 1 point of Constitution damage per day, and ages at an accelerated rate of 1 year per day, eventually incurring all of the penalties of old age but none of the benefits. Ability damage suffered from this effect requires removal of the curse, and then restoration or more powerful healing magic.			
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21	Saving Throw Constitution DC 24
Special Abilities & Qualities	Damage 2d6 acid	Damage 3d6 acid	Damage 4d6 acid	Damage 6d6 acid
Standard Actions	Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect acid damage and 1d6 Con damage; cure 2 consecutive saves. Ability damage suffered from this effect requires restoration or more potent healing magic.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+15 (26) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+13 (26) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 9d6+18 (50) piercing damage.
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+13 (20) slashing damage.	Claw Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+18 (32) slashing damage.
Standard Actions	Tail Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Tail Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+6 (16) bludgeoning damage.	Tail Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+9 (30) bludgeoning damage.
Special Actions	Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting Possessions	-			

LINNORM (CRAG)



L

Low

Moderate

Advanced

Elite

Terrain	Cold Hills
Rarity	Rare
Role	Controller / Solo
Organization	Solitary
Treasure	Triple

Low

Moderate

Advanced

Elite

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	120	187	301	418
Speed	40 ft. Fly 100 ft. (Average) Swim 60 ft.			
Size, Type, Alignment	Huge dragon, unaligned	Gargantuan dragon, unaligned	Gargantuan dragon, unaligned	Gargantuan dragon, unaligned
Ability Scores / Saves	STR 22 (+6)	STR 24 (+7)	STR 26 (+8)	STR 28 (+9)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-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	all physical attacks except cold iron			
Immunities	Curse Effects, Fire, Magical unconscious, psychic, paralyzed, poisoned, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 120 ft.; True Seeing	Passive Perception +18, Darkvision 120 ft.; True Seeing	Passive Perception +20, Darkvision 120 ft.; True Seeing	Passive Perception +21, Darkvision 120 ft.; True Seeing
Languages	Aklo, Draconic, Sylvan			
Challenge	11	15	19	23

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

Dexterity DC 18

Damage 10d8**Saving Throw**

Dexterity DC 20

Damage 15d8**Saving Throw**

Dexterity DC 22

Damage 20d8**Saving Throw**

Dexterity DC 24

Damage 25d8

Breath Weapon With Recharge 2 as a standard action, a crag linnorm can expel a 120-foot line of magma, dealing fire damage to all creatures struck (Dexterity save halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take one-half this fire damage the second round (Dexterity save negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does half this damage (Dexterity save negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses.

Special Abilities & Qualities**Damage** 2d6**Damage** 4d6**Damage** 6d6**Damage** 8d6

Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Special Abilities & Qualities**Saving Throw**

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 22

Saving Throw

Wisdom DC 24

Death Curse When a creature slays a crag linnorm, the slayer is affected by the curse of fire. Curse of Fire: save Wisdom negates; effect creature gains vulnerability to fire.

Special Abilities & Qualities**Saving Throw**

Constitution DC 18

Damage 2d6 fire**Saving Throw**

Constitution DC 20

Damage 4d6 fire**Saving Throw**

Constitution DC 22

Damage 6d6 fire**Saving Throw**

Constitution DC 24

Damage 8d6 fire

Poison Bite - Injury; Save Constitution; Frequency 1/round for 10 rounds; Effect fire damage and 1d4 Constitution damage; Cure 2 consecutive saves. Ability damage suffered from this effect must be restored using restoration or more powerful healing magic.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15/19-00 (22) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d6+15 (18) slashing damage.

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

Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d8+12/19-00 (21) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d8+12 (16) slashing damage.

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

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+14/19-00 (28) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+14 (21) slashing damage.

Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

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

Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+16 (26) slashing damage.

Tail Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Special Actions

Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

LINNORM (FJORD)



L

Low

Moderate

Advanced

Elite

Terrain	Cold Mountains and Coastlines			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Triple			

Low

Moderate

Advanced

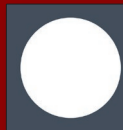
Elite

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	20 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	109	162	247	390
Speed	30 ft. Fly 100 ft. (Average) Swim 60 ft.			
Size, Type, Alignment	Huge dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)	STR 29 (+9)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)
	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 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Cold, Curse Effects, Magical unconscious, psychic, paralyzed, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft., Truesight	Passive Perception +18, Darkvision 60 ft., Truesight	Passive Perception +19, Darkvision 60 ft., Truesight	Passive Perception +21, Darkvision 60 ft., Truesight
Languages	Aklo, Draconic, Sylvan			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 23
	Damage 6d8	Damage 12d8	Damage 16d8	Damage 20d8

Breath Weapon With Recharge 2 as a standard action, a fjord linnorm can expel a 120-foot line of icy fluid, dealing cold damage to all creatures struck (Dexterity save for half damage). The freezing liquid quickly hardens to sheets of ice, causing any creature that takes damage to move at only half its normal speed for 1d4 rounds. A Strength check with the same DC made as a full-round action allows a character to break free of the ice before this duration expires.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	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	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 2
Special Abilities & Qualities	Death Curse When a creature slays a crag linnorm, the slayer is affected by the curse of fire. Curse of Drowning: save Wisdom; effect creature can never gain the benefit of water breathing, and if it possesses this ability, loses it as long as it suffers the curse. In addition, the creature can hold its breath only half as long as normal, and whenever the cursed creature holds its breath, it functions as if sickened.			
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Standard Actions	Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect cold damage and 1d6 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect must be restored via restoration or more powerful healing magic.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+13 (22) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+17 (35) piercing damage.
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+15 (20) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+13 (20) slashing damage.	Claw Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+17 (31) slashing damage.
Standard Actions	Tail Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	Tail Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.	Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Tail Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+8 (22) bludgeoning damage.
Special Actions	Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

LINNORM (ICE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Hills or Mountains			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Triple			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
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Hit Points	138	191	278	404
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Speed	40 ft. Climb 40 ft. Fly 100 ft. (Average) Swim 40 ft.			
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Size, Type, Alignment	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
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Ability Scores / Saves	STR	24 (+7)	STR	24 (+7)	STR	26 (+8)	STR	28 (+9)
	DEX	20 (+5)	DEX	20 (+5)	DEX	18 (+4)	DEX	20 (+5)
	CON	20 (+5)	CON	20 (+5)	CON	22 (+6)	CON	24 (+7)
	INT	3 (-4)	INT	3 (-4)	INT	3 (-4)	INT	7 (-2)
	WIS	17 (+3)	WIS	17 (+3)	WIS	17 (+3)	WIS	19 (+4)
	CHA	18 (+4)	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except cold iron			
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Immunities	Cold, Curse Effects, Magical unconscious, psychic, paralyzed, poisoned, unconscious			
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Vulnerabilities	-			
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Senses	Passive Perception +17, Darkvision 120 ft.; True seeing	Passive Perception +18, Darkvision 120 ft.; True seeing	Passive Perception +19, Darkvision 120 ft.; True seeing	Passive Perception +21, Darkvision 120 ft.; True seeing
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Languages	Aklo, Draconic, Sylvan			
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Challenge	10	14	18	22
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Special Abilities & Qualities	Save Dexterity DC 19 Damage 10d8	Save Dexterity DC 20 Damage 15d8	Save Dexterity DC 22 Damage 20d8	Save Dexterity DC 24 Damage 25d8
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Breath Weapon With Recharge 2 as a standard action, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing cold damage to all creatures struck (Dexterity save halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a Strength check (same DC). Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	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	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 24
Special Abilities & Qualities	Death Curse When a creature slays an ice linnorm, the slayer is affected by the curse of frost. Curse of Frost: save Wisdom ; effect creature gains vulnerability to cold.			
Special Abilities & Qualities	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22	Saving Throw Constitution DC 24
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Standard Actions	Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect cold damage and 1d6 Constitution damage; cure 3 consecutive saves. Ability damage suffered from this effect requires restoration or more potent healing magic to restore.			
Standard Actions	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+18/19-00 (28) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+18/19-00 (28) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d8+14/19-00 (28) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+16/19-00 (37) piercing damage.
Standard Actions	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+18 (24) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+18 (24) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d6+14 (21) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+16 (26) slashing damage.
Standard Actions	Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+18 (25) bludgeoning damage.	Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+18 (25) bludgeoning damage.	Tail Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+7 (18) bludgeoning damage.	Tail Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+8 (18) bludgeoning damage.
Special Actions	Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

LINNORM (TAIGA)



L

	Low	Moderate	Advanced	Elite
Terrain	Cold Forests			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
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Armor Class	21 (natural armor)	22 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	119	193	364	483
Speed	40 ft. Fly 100 ft. (Average) Swim 60 ft.			

Size, Type, Alignment	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
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Ability Scores / Saves	STR 21 (+5)	STR 22 (+6)	STR 28 (+9)	STR 30 (+10)
	DEX 20 (+5)	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 4 (-3)	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 20 (+5)	CHA 21 (+5)	CHA 21 (+5)	CHA 23 (+6)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except cold iron			
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Immunities	Curse Effects, Electricity, Magical unconscious, psychic, paralyzed, poisoned			
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Vulnerabilities	-			
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Senses	Passive Perception +17, Darkvision 60 ft., Truesight	Passive Perception +18, Darkvision 60 ft., Truesight	Passive Perception +21, Darkvision 60 ft., Truesight	Passive Perception +23, Darkvision 60 ft., Truesight
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Languages	Aklo, Draconic, Sylvan			
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Challenge	8	12	21	25
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Special Abilities & Qualities	Saving Throw	Dexterity DC 18	Saving Throw	Dexterity DC 19	Saving Throw	Dexterity DC 23	Saving Throw	Dexterity DC 25
	Damage	8d8	Damage	16d8	Damage	20d8	Damage	24d8

Breath Weapon With Recharge 2 as a standard action, a taiga linnorm can expel a 60-foot cone of electrified vapor, dealing electricity damage to all creatures struck (Dexterity save halves). The vapor itself persists for 1d4 rounds, filling its cone-shaped area with electrified mist that deals half this electricity damage (no save) to any creature that ends its turn in the mist. The mist does not hinder vision.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	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	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 23	Saving Throw Wisdom DC 25
Special Abilities & Qualities	Death Curse When a creature slays a linnorm, it becomes targeted by that linnorm's death curse. The exact effects of a death curse vary, depending upon the type of linnorm. Curse of Electrocution: save Wisdom; effect the creature gains vulnerability to electricity.			
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 23	Saving Throw Constitution DC 25
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
Standard Actions	Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect electricity damage and 1d8 Dexterity damage; cure 3 consecutive saves. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
Standard Actions	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13 (24) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+15 (26) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 3d8+16 (30) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+18 (39) piercing damage.
Standard Actions	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+13 (18) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d10+15 (20) slashing damage.	Claw Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d6+16 (23) slashing damage.	Claw Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+18 (28) slashing damage.
Standard Actions	Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Tail Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Tail Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 3d6+8 (18) bludgeoning damage.	Tail Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+9 (23) bludgeoning damage.
Special Actions	Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
Special Actions	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
Special Actions	Spines Any creature that makes a melee attack against a taiga linnorm takes piercing damage per attack from the linnorm's spines. A melee weapon with reach provides protection from these spines.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

LINNORM (TARN)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Lakes and Swamps
Rarity	Rare
Role	Controller / Solo
Organization	Solitary
Treasure	Triple

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	22 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	221	296	402	524
Speed	40 ft. Fly 100 ft. (Average) Swim 80 ft.			
Size, Type, Alignment	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
Ability Scores / Saves	STR 26 (+8)	STR 26 (+8)	STR 28 (+9)	STR 30 (+10)
	DEX 22 (+6)	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)
	CON 21 (+5)	CON 21 (+5)	CON 23 (+6)	CON 25 (+7)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Curse Effects, Magical unconscious, psychic, paralyzed, poisoned, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +20, Darkvision 120 ft.; True Seeing	Passive Perception +21, Darkvision 120 ft.; True Seeing	Passive Perception +22, Darkvision 120 ft.; True Seeing	Passive Perception +24, Darkvision 120 ft.; True Seeing
Languages	Aklo, Draconic, Sylvan			
Challenge	14	18	22	26

Special Abilities & Qualities	Saving Throw DC 20	Saving Throw DC 21	Saving Throw DC 23	Saving Throw DC 25
	Damage 10d8	Damage 15d8	Damage 20d8	Damage 25d8
<p>Breath Weapon With Recharge 2 as a standard action, a tarn linnorm can expel a 120-foot line or a 60-foot cone of acid, dealing acid damage to all creatures struck (Dexterity save halves). This acid creates toxic fumes when it consumes organic material-on the round after a creature takes acid damage from this attack, it must make a Constitution save or take 2d6 points of Strength damage from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can breathe acid from both heads to create two adjacent 60-foot-long cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds. Ability damage suffered from this effect may be recovered following a long rest.</p>				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23	Saving Throw Wisdom DC 25
	Death Curse When a creature slays a tarn linnorm, the slayer is affected by the curse of death. Curse of Death: save Wisdom; effect creature can no longer be affected by healing spells and does not heal damage naturally from rest.			
Special Abilities & Qualities	Saving Throw Constitution DC 20	Saving Throw Constitution DC 21	Saving Throw Constitution DC 23	Saving Throw Constitution DC 25
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
	Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect acid damage and 1d8 Constitution damage; cure 3 consecutive saves. Ability damage suffered from this condition may be restored via restoration or more potent healing magic.			
Standard Actions	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+21/19-00 (32) piercing damage. Claw Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 1d10+21 (26) slashing damage. Tail Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+21 (28) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+21/19-00 (32) piercing damage. Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+21 (26) slashing damage. Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+21 (28) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d8+16/19-00 (30) piercing damage. Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d6+16 (23) slashing damage. Tail Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+8 (18) bludgeoning damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+18/19-00 (39) piercing damage. Claw Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+18 (28) slashing damage. Tail Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+9 (20) bludgeoning damage.
Special Actions	Regeneration You are difficult to kill. You heal damage at 15 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

LINNORM (TOR)



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Cold Volcanic Mountains
Rarity	Rare
Role	Controller / Solo
Organization	Solitary
Treasure	Triple

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	22 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	100	150	374	517
Speed	40 ft. Climb 40 ft. Fly 100 ft. (Average) Swim 60 ft.			
Size, Type, Alignment	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
Ability Scores / Saves	STR 23 (+6)	STR 23 (+6)	STR 30 (+10)	STR 32 (+10)
	DEX 22 (+6)	DEX 22 (+6)	DEX 22 (+6)	DEX 24 (+7)
	CON 22 (+6)	CON 22 (+6)	CON 24 (+7)	CON 26 (+8)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 21 (+5)	CHA 21 (+5)	CHA 21 (+5)	CHA 23 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Curse Effects, Fire, Magical unconscious, psychic, paralyzed, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft., Truesight	Passive Perception +15, Darkvision 60 ft., Truesight	Passive Perception +15, Darkvision 60 ft., Truesight	Passive Perception +16, Darkvision 60 ft., Truesight
Languages	Aklo, Draconic, Sylvan			
Challenge	8	12	24	28

Special Abilities & Qualities	Saving Throw DC 19	Saving Throw DC 20	Saving Throw DC 24	Saving Throw DC 26
	Damage 12d8	Damage 18d8	Damage 26d8	Damage 30d8
<p>Breath Weapon With Recharge 2 as a standard action, a tor linnorm can expel a 60-foot cone of flame and ash, dealing fire damage to all creatures struck (Dexterity save for half damage). One round after this breath weapon is used, the area affected by the attack becomes covered in a cloud of thick, scorching smoke that burns both the lungs and eyes, dealing an additional half this fire damage to all creatures in the area. Each creature that begins its turn in the smoke-covered area and breathes must make a (DC + 1 per previous check) Constitution save each round or spend that round choking and coughing. Creatures that keep their eyes open for more than 1 round while in the area of the smoke must make a Constitution save or go blind for 1d3 hours. The smoke dissipates after 2d4 rounds. This duration is halved in strong winds and quartered in more powerful winds.</p>				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 9d6
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 Wisdom DC 19	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 24	Saving Throw Wisdom DC 26
Special Abilities & Qualities	Death Curse When a creature slays a linnorm, it becomes targeted by that linnorm's death curse. The exact effects of a death curse vary, depending upon the type of linnorm. Curse of Boiling Blood: save Wisdom; effect creature gains vulnerability to fire and is permanently staggered from the pain of its boiling blood.			
Special Abilities & Qualities	Lava Affinity A tor linnorm can breathe and swim while submerged in lava and magma.			
Standard Actions	4 Claws Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+16 (22) slashing damage.	4 Claws Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d10+16 (22) slashing damage.	4 Claws Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d6+18 (25) slashing damage.	4 Claws Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+20 (30) slashing damage.
	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+16 (26) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 3d8+18 (32) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+20 (41) piercing damage.
	Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+16 (23) bludgeoning damage.	Tail Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+16 (23) bludgeoning damage.	Tail Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 3d6+9 (20) bludgeoning damage.	Tail Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+10 (24) bludgeoning damage.
Special Actions	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 24	Saving Throw Constitution DC 26
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
	Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect fire damage and 1d8 Constitution damage; cure 3 consecutive saves. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			
Special Actions	Regeneration You are difficult to kill. You heal damage at 20 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

LION



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Plains
Rarity	Common
Role	Soldier / Normal
Organization	Solitary, Pair, or Pride (3-10x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	26	59	113	187
Speed	40 ft.	40 ft.	45 ft.	45 ft.
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +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	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: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+5 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+8 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LION (DIRE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Warm Plains or Hills

Rarity

Uncommon

Role

Soldier / Normal

Organization

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

Treasure

Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

15
(natural armor)

15
(natural armor)

16
(natural armor)

17
(natural armor)

Hit Points

33

62

134

222

Speed

40 ft.

Size, Type, Alignment

Medium beast, unaligned

Large beast, unaligned

Large beast, unaligned

Huge beast, unaligned

Ability Scores / Saves

STR 18 (+4)

STR 20 (+5)

STR 22 (+6)

STR 25 (+7)

DEX 17 (+3)

DEX 13 (+1)

DEX 17 (+3)

DEX 15 (+2)

CON 11 (+0)

CON 15 (+2)

CON 18 (+4)

CON 20 (+5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

WIS 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 +13, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Languages

-

Challenge

6

8

14

20

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: +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 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 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: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LIVING TOPIARY



L

	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Garden (2-4x), or Boscage (5-7x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	49	84	145	218
Speed	30 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-			
Resistances	all physical attacks except slashing			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire			
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 (cannot speak), Sylvan (cannot speak)			
Challenge	5	9	13	17

Special Abilities & Qualities **Assimilate** As a full-round action, a living topiary can consume undergrowth or bushy plant matter it's currently touching and incorporate that material into its form. It can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage each time. If the topiary is at maximum hit points, this ability has no effect.

Special Abilities & Qualities **Hedge Stride** This ability functions as tree stride, but rather than allowing for teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Move Through Hedges** A living topiary may move through any mass of brambles or other dense plant growth without penalty. It must begin and end its turn outside of the mass.**Special Abilities & Qualities****Sculpt Shape** As a standard action, a living topiary can alter itself to take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its abilities.**Standard Actions****Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (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+12 (16) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning 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*pass without trace (at will)***Spellcasting**

-

Possessions

-

L

LIVING WALL



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Ruins or Underground
Rarity	Rare
Role	Lurker / Minion
Organization	Solitary or Pack (2-8x)
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	45	71	107	142
Speed	10 ft.			
Size, Type, Alignment	Large construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 1 (-5)	DEX 2 (-4)	DEX 6 (-2)	DEX 4 (-3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except slashing			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 5d6	Damage 7d6
Special Abilities & Qualities	<p>Crushing Push A living wall adjacent to a creature that is also adjacent to a barrier (such as a dungeon wall, gate, or another living wall) can spend a standard action to crush that creature against the barrier, dealing bludgeoning damage.</p> <p>Fast Healing You regain hit points at 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.</p>			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Fleshy Link A living wall that is adjacent to another living wall automatically links with it, forming an impassible solid barrier. Linked living walls coordinate their attacks and move as one creature. Any linked wall can unlink itself as a free action. Any damage to one linked living wall is divided evenly among all linked living walls (for example, if three walls are linked and one takes 15 points of damage, each wall instead takes 5 points of damage). Two or three linked living walls count as a Huge creature for the purpose of effects affected or limited by size (such as bull rush), four or five count as Gargantuan, and six or more count as Colossal.

Standard Actions

-

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

LIZARD



Low

Moderate

Advanced

Elite

Terrain	Any Temperate or Warm
Rarity	Common
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Nest (3-8x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	24	55	99
Speed	20 ft. Climb 20 ft.		25 ft. Climb 20 ft.	
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 10 (+0)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 15 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

LIZARD (CELESTIAL)



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	3	18	51	95
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack +1 Damage +1	Attack +6 Damage +6	Attack +10 Damage +10	Attack +14 Damage +14
	Smite Evil 1/day as a free action. Add bonus to attack rolls and damage against evil foes; smite persists until target is dead or the celestial creature rests.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.

LIZARD (FIENDISH)



Low

Moderate

Advanced

Elite

Terrain	Any Temperate or Warm
Rarity	Common
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Nest (3-8x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	7	27	59	110
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack +1	Attack +6	Attack +10	Attack +14
	Damage +1	Damage +6	Damage +10	Damage +14
	Smite Good 1/day as a free action. Add bonus to attack rolls and damage against good foes; smite persists until target is dead or the fiendish creature rests.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.

L

LIZARD (GIANT CHAMELEON)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests and Mountains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Blend (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	32	66	130	197
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16

Special Abilities & Qualities

Tongue A giant chameleon can grab a foe with its tongue and draw the victim to its mouth. This tongue attack has a reach of 15 feet. The attack does no damage, but allows the creature to grab. A giant chameleon does not gain the grappled condition while using its tongue in this manner.

Standard Actions

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

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

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

Tongue Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d1+3 (4) bludgeoning damage.

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

Tongue Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d1+5 (6) bludgeoning damage.

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

Tongue Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d1+8 (9) bludgeoning damage.

LIZARD (GIANT FRILLED)



L

	Low	Moderate	Advanced	Elite
Terrain	Warm Forests, Plains, or Hills			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Blend (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	66 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	27	66	117	188
Speed	30 ft. Climb 30 ft.			

Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	15 (+2)	18 (+4)	20 (+5)	22 (+6)
	DEX	15 (+2)	11 (+0)	15 (+2)	13 (+1)
	CON	13 (+1)	17 (+3)	18 (+4)	20 (+5)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	12 (+1)	12 (+1)	16 (+3)	16 (+3)
	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 +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	4	7	11	15
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Standard Actions	<p>Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d10+4 (10) piercing damage.</p> <p>Tail Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Tail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+8 (18) piercing damage.</p> <p>Tail Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.</p> <p>Tail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+5 (16) bludgeoning damage.</p>
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LIZARD (GIANT GECKO)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests or Mountains			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	35	79	136
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	2	6	10	14
Special Abilities & Qualities	Expert Climber A gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. In effect, geckos are treated as constantly being under a natural version of the spell spider climb.			
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+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+9 (16) piercing damage.

LIZARD (HORNEDED)



Low

Moderate

Advanced

Elite

Terrain	Warm Desert
Rarity	Common
Role	Brute / Minion
Organization	Solitary, Pair, or Flock (3-12x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	4	22	53	103
Speed	20 ft.			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	1 (-5)	1 (-5)	5 (-3)	10 (+0)
	DEX	10 (+0)	10 (+0)	14 (+2)	12 (+1)
	CON	6 (-2)	6 (-2)	10 (+0)	14 (+2)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	8 (-1)	8 (-1)	12 (+1)	12 (+1)
	CHA	1 (-5)	1 (-5)	5 (-3)	5 (-3)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +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 **Blood Squirt** Once per day as a standard action that doesn't provoke attacks of opportunity, a horned lizard can squirt a 5-foot-long stream of blood from the corners of its eyes. The animal's blood contains noxious chemicals, and a creature hit by the blood must succeed at a Constitution save or be sickened for 1d4 rounds.

Special Abilities & Qualities **Camouflage** While in desert terrain, a horned lizard can use the Stealth skill to hide even if the terrain doesn't grant cover or concealment.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.</p> <p>Blood Squirt Ranged weapon attack: +1 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.</p> <p>Blood Squirt Ranged weapon attack: +0 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.</p> <p>Blood Squirt Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6+1 (8) piercing damage.</p> <p>Blood Squirt Ranged weapon attack: +1 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LIZARD (MONITOR)



Low

Moderate

Advanced

Elite

Terrain

Warm Forests or Plains

Rarity

Common

Role

Skirmisher / Minion

Organization

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

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	16	44	93	166
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Speed	30 ft. Swim 30 ft.			
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Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	15 (+2)	16 (+3)	18 (+4)	21 (+5)
	DEX	13 (+1)	13 (+1)	17 (+3)	15 (+2)
	CON	15 (+2)	15 (+2)	18 (+4)	20 (+5)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	10 (+0)	10 (+0)	14 (+2)	14 (+2)
	CHA	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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Special Abilities & Qualities	Saving Throw	Constitution DC 14	Saving Throw	Constitution DC 15	Saving Throw	Constitution DC 18	Saving Throw	Constitution DC 20
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Poison Bite-injury; save Constitution; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.

Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+13 (24) piercing damage.
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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

L

LIZARDFOLK



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Temperate Swamps

Rarity

Common

Role

Soldier / Minion

Organization

Solitary, Pair, Band (3-12x), or Tribe (13-60x)

Treasure

Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class **15** (natural armor) **15** (natural armor) **17** (natural armor) **18** (natural armor)

Hit Points **13** **38** **87** **144**

Speed 30 ft. Swim 15 ft.

Size, Type, Alignment Medium humanoid, unaligned Medium humanoid, unaligned Medium humanoid, unaligned Large humanoid, unaligned

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 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)

Saving Throws - - - -

Resistances -

Immunities -

Vulnerabilities -

Senses Passive Perception +9 Passive Perception +9 Passive Perception +15 Passive Perception +16

Languages Draconic

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

Special Abilities & Qualities **Hold Breath** A lizardfolk can hold its breath for 84 rounds before it risks drowning.



Low



Moderate



Advanced



Elite

**Standard
Actions**

Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+1 (4) bludgeoning damage.

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

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

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

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

Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.

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

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

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

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

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

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

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

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

Javelin Ranged weapon attack: +1 to hit, one target. Hit 1d6+4 (8) bludgeoning damage.

Morningstar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10 (14) piercing/bludgeoning damage.

Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

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

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

Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+7 (10) bludgeoning damage.

**Legendary
Actions**

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

Javelin (4x); Shield; morningstar



LLAMA



Low

Moderate

Advanced

Elite

Terrain	Cold or Temperate Hills or Mountains
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Herd (3-15x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	9	33	73	149
Speed	40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Spit Once per hour, a llama can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must succeed at a Constitution save or be sickened 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: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.

L

LOCATHAH



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Aquatic			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Band (2-10x), or Tribe (11-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	11	30	70	120
Speed	10 ft. Swim 60 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 10 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	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 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aquan			
Challenge	2	6	10	14
Standard Actions	Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (8) piercing damage. Longspear Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) piercing damage.	Light Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d8/19-00 (8) piercing damage. Longspear Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) piercing damage.	Light Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (8) piercing damage. Longspear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.	Crossbow, Light Ranged weapon attack: +2 to hit, one target. Hit 2d6/19-00 (8) piercing damage. Longspear Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+8/x3 (15) piercing damage.
Possessions	Light crossbow; crossbow bolts (20x); longspear			

LOCUST (APOCALYPSE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Evil-Aligned Planes

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary, Pair, or Colony (3-30x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

Hit Points 83 107 163 254

Speed 30 ft. Fly 60 ft. (Good)

Size, Type, Alignment

Large fiend, chaotic evil

Large fiend, chaotic evil

Large fiend, chaotic evil

Huge fiend, chaotic evil

Ability Scores / Saves

	Low	Moderate	Advanced	Elite
STR	18 (+4)	18 (+4)	21 (+5)	24 (+7)
DEX	8 (-1)	8 (-1)	12 (+1)	10 (+0)
CON	12 (+1)	12 (+1)	16 (+3)	18 (+4)
INT	9 (-1)	9 (-1)	13 (+1)	13 (+1)
WIS	11 (+0)	11 (+0)	15 (+2)	15 (+2)
CHA	13 (+1)	13 (+1)	17 (+3)	17 (+3)

Saving Throws

- - - -

Resistances all physical attacks

Immunities -

Vulnerabilities -

Senses

Passive Perception +10, Darkvision 60 ft.

Passive Perception +14, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Languages

Abyssal

Challenge

6

10

14

18

Special Abilities & Qualities

Abyssal Torment An apocalypse locust's sting is designed to torment its victims with wracking pain. A victim of the creature's venomous sting also suffers disadvantage on attack rolls, skill checks, and ability checks. The effects of abyssal torment last until the sting's poison is cured.

Special Abilities & Qualities

Accursed Brand Whenever a victim fails its save against an apocalypse locust's breath weapon, the unholy fire burns an accursed brand into his flesh. For the next 24 hours, the branded victim is subjected to auditory hallucinations of foul desires and sinful deeds. The hallucinations cause lawful and good victims to become tainted; good-aligned clerics, druids, paladins, and even lawful monks are treated as though they've temporarily broken their codes of conduct. Any character marked by the accursed brand who has a class that's restricted to a good alignment or lawful alignment is treated as an ex-member of that class for 24 hours; an atonement spell can end this effect.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

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

Special Abilities & Qualities

Saving Throw
Dexterity DC 14

Damage 1d6

Breath Weapon 30' Line of Fire: Fire damage, Dexterity save halves damage, usable with Recharge 2. You are immune to your own breath weapon.

Saving Throw
Dexterity DC 15

Damage 2d6

Saving Throw
Dexterity DC 18

Damage 4d6

Saving Throw
Dexterity DC 20

Damage 6d6

Standard Actions

Pincers Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

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

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

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

Pincers Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

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

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

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

Special Actions

Saving Throw
Wisdom DC 14

Maddening Buzz When three or more apocalypse locusts in a group simultaneously flap their wings, they create a loud buzzing sound capable of driving other creatures mad. Any creature within a range of 100 feet + 10 additional feet per locust must succeed at a Wisdom save or go mad as if affected by a confusion spell (caster level equal to the locusts' CR plus the number of locusts present). This is a sonic mind-affecting effect.

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 20

Special Actions

Saving Throw
Constitution DC 14

Sting Poison-injury; save Constitution; frequency 1/round for 6 rounds; effect 1 Constitution damage plus abyssal torment; cure 2 consecutive saves. Ability damage suffered from this effect may be recovered with restoration or more potent healing magic.

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Legendary Actions

-

Innate Spellcasting
Spellcasting
Possessions

-

-

-

LOCUST (GIANT)



L

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Deserts or Plains
Rarity	Common
Role	Brute / Normal
Organization	Solitary, Pair, Gang (3-8x), or Colony (5-20x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	50	94	170
Speed	20 ft. Climb 20 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Spit A giant locust can spit a brown jet of acid and partially digested food up to 30 feet with no range increment.			
Special Abilities & Qualities	Voracious A giant locust bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Spit Ranged weapon attack: +1 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Spit Ranged weapon attack: +2 to hit, one target. Hit 1d4 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p>Spit Ranged weapon attack: +3 to hit, one target. Hit 1d4 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+20 (30) piercing damage.</p> <p>Spit Ranged weapon attack: +3 to hit, one target. Hit 1d6 (6) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LOCUST (SAWLEG)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Desert or Plains
Rarity	Uncommon
Role	Brute / Minion
Organization	Solitary, Pair, or Flight (3-18x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	3	21	58	110
Speed	15 ft. Climb 15 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	1			
6	10	14	12	16
Special Abilities & Qualities	Voracious A giant locust bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.			
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: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

Low

Moderate

Advanced

Elite

Legendary
Actions -

Innate
Spellcasting -

Spellcasting -

Possessions -

L

LOCUST SWARM



L

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Deserts or Plains
Rarity	Common
Role	Skirmisher / Normal
Organization	Solitary, Pair, Cloud (3-20x), or Plague (21-100x)
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	25	49	87	148
Speed	10 ft. Climb 10 ft. Fly 30 ft. (Average)			
Size, Type, Alignment	Tiny vermin, unaligned			
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 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 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	Critical Hits, Flanking, psychic, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Devour A locust swarm causes damage to unattended objects in its space each round as though they were creatures. It even damages inedible objects.			
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Swarm Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d6+0 (4) bludgeoning damage.	Swarm Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d8+0 (4) bludgeoning damage.	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d8+0 (4) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 2d6+1 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LORELEI



L

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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	47	79	157	290
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil	Huge aberration, neutral evil
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 26 (+8)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Sonic			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	4	8	12	16
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 Wisdom DC 17 Murmur A lorelei's murmur has the power to infect the minds of those that hear it. This effect even influences undead creatures despite their usual immunity to mind-affecting effects. When a lorelei murmurs, all creatures aside from other lorelei 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 lorelei's song for 24 hours. A victim under the effects of the murmur moves toward the lorelei 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. Affected creatures can take no actions other than to defend themselves. A victim within 5 feet of the lorelei simply stands and offers no resistance to its attacks. This effect continues for as long as the lorelei murmurs and for 1 round thereafter. This is a sonic mind-affecting charm effect.	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 23
Special Abilities & Qualities	Saving Throw Constitution DC 17 Poison Tentacle injury; save Constitution; frequency 1/round for 4 rounds; effect 1d4 Strength damage; cure 2 consecutive saves. Ability damage suffered to this effect is restored following a long rest.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
Special Abilities & Qualities	Saving Throw Dexterity DC 17 Damage 1d8 Vortex A lorelei can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can form only underwater and cannot leave the water. A creature must succeed at a Dexterity save or be snared by the churning waters. The vortex is 20 feet across and 80 feet deep, and deals bludgeoning damage.	Saving Throw Dexterity DC 18 Damage 2d8	Saving Throw Dexterity DC 20 Damage 4d8	Saving Throw Dexterity DC 23 Damage 6d8
Standard Actions	Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.	Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.	Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Tentacle Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13/19-00 (24) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>command undead (3/day); control water (3/day); fog cloud (3/day); speak with dead (at will)</i>			
Spellcasting	-			
Possessions	-			

LORTHACT (DEVIL, INFERNAL DUKE)



L

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

	Low	Moderate	Advanced	Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	115	328	574	826
Speed	30 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Small fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 20 (+5)	DEX 22 (+6)	DEX 24 (+7)	DEX 24 (+7)
	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)	CON 29 (+9)
	INT 20 (+5)	INT 22 (+6)	INT 22 (+6)	INT 24 (+7)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 20 (+5)	CHA 22 (+6)	CHA 26 (+8)	CHA 28 (+9)
Saving Throws	-			
Resistances	Acid, all physical attacks except good and silver			
Immunities	Charm, Compulsion, Fire, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +24, Darkvision 60 ft.	Passive Perception +25, Darkvision 60 ft.
Languages	Abyssal, Aklo, Azlanti, Celestial, Common, Draconic, Dwarven, Elvish, Giant, Ignan, Infernal, Undercommon, Telepathy 300 ft.			
Challenge	8	20	32	36
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 18 Intelligence Drain Lorthact drains 1 point of Intelligence each time he hits with a weapon or natural weapon (Wisdom save negates). Alternatively, he can make a single melee touch attack per round, dealing no hit point damage but draining 2d4 points of Intelligence (Wisdom save halves). After draining Intelligence from a creature, Lorthact gains the benefit of foresight (as the spell) against that creature for 1 minute. Ability damage suffered from this effect requires restoration or more potent healing magic to restore.	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 27	Saving Throw Wisdom DC 28
Special Abilities & Qualities	Regeneration You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
Special Abilities & Qualities	See in Darkness Devils can see perfectly in darkness of any kind, even that created by magical darkness. Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Standard Actions	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.
Special Actions	Spell Reservoir Lorthact can drain prepared arcane spells from the mind of a creature he has dominated and store them for later use, similarly to a ring of spell storing.			
Special Actions	Temporal Anomaly Lorthact exists slightly outside of the normal timestream. Spells that predict the future—such as augury, divination, Foresight, and moment of prescience can not perceive him and provide no benefit against him or information about him. In addition, whenever a creature within 60 feet of him uses time stop, Lorthact can act normally within the duration of the time stop, as if he had cast it himself.			
Legendary Actions	-			
Innate Spellcasting	<i>alter self (at will); arcane sight (at will); banishment (3/day); freedom of movement (at will); abi-dalzim's horrid wilting (3/day); invisibility (at will); mage's disjunction (1/day); mind blank (at will); polymorph any object (3/day); prismatic wall (1/day); scrying (at will); shadow of moil(at will); counterspell (3/day); suggestion (at will); teleport (at will); time stop (1/day); tongues (at will); true seeing (at will)</i>			
Spellcasting Possessions	-			

LUKWATA



Low

Moderate

Advanced

Elite

Terrain

Warm Rivers, Lakes, or Swamps

Rarity

Rare

Role

Lurker / Solo

Organization

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

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class

19
(natural armor)

19
(natural armor)

19
(natural armor)

20
(natural armor)

Hit Points

47

78

140

247

Speed

Swim 40 ft.

Size, Type, Alignment

Large monstrosity, unaligned

Large monstrosity, unaligned

Huge monstrosity, unaligned

Gargantuan monstrosity, unaligned

Ability Scores / Saves

STR 20 (+5)

STR 20 (+5)

STR 22 (+6)

STR 26 (+8)

DEX 18 (+4)

DEX 18 (+4)

DEX 17 (+3)

DEX 18 (+4)

CON 14 (+2)

CON 14 (+2)

CON 17 (+3)

CON 21 (+5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

WIS 13 (+1)

WIS 13 (+1)

WIS 13 (+1)

WIS 17 (+3)

CHA 9 (-1)

CHA 9 (-1)

CHA 9 (-1)

CHA 13 (+1)

Saving Throws

-

-

-

-

Resistances

all physical attacks except nonmagical weapons

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +11, Darkvision 60 ft.

Passive Perception +15, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

Languages

-

Challenge

6

10

14

18

Special Abilities & Qualities

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 21

Digest Magic A magic item swallowed by a lukwata must make a Constitution save after an hour or become permanently nonmagical. Artifacts are immune to this effect.

Special Abilities & Qualities

Dispelling Bite When a lukwata scores a critical hit with its bite, the victim is affected as if targeted by a greater dispel magic spell. The caster level for this effect is equal to the lukwata's Hit Dice.

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

Eldritch Encrustation Crystalline growths along the lukwata's digestive tract contain large deposits of magical energy. These nodes are responsible for the magical feedback that surrounds each lukwata, granting it its spell resistance, damage reduction, dispelling bite, and digest magic abilities. Dispel magic cast on a lukwata can negate these powers for 1 minute-the CL of the effect is treated as the lukwata's Hit Dice.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+10 (28) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+12 (30) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d10+10 (32) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 12d8+14 (68) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



LUNARMA



L

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Pair, or Hive (3-16x)			
Treasure	None			

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	35	74	142	220
Speed	0 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 14 (+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 19 (+4)	CON 21 (+5)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	Electricity			
Immunities	Cold, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common (cannot speak)			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Barbed Carapace A lunarma's carapace is covered in jagged barbs. Any creature that grapples a lunarma or attacks it with unarmed strikes or natural weapons takes piercing damage from the vicious barbs. Using a reach weapon does not endanger the attacker this way.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 1d6 Breath Weapon 30-ft. line, acid damage plus recurring damage, Reflex save halves damage. The acid from a lunarma's breath weapon lasts for 1d4 additional rounds, dealing half the original amount of acid damage on its turn to any creature that took damage from the breath weapon. Washing off the acid with water or other liquid is a full-round action that ends the continuing damage. Usable with Recharge 2.	Saving Throw Dexterity DC 17 Damage 2d6	Saving Throw Dexterity DC 19 Damage 3d6	Saving Throw Dexterity DC 21 Damage 5d6
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	Impant Eggs As a full-round action, a lunarma can lay 2d6 eggs in a helpless creature. The eggs hatch after 24 hours and each deals 1 point of Constitution damage per hour as they feed on the host. After 1d2 days of eating, the larvae crawl out and find a safe place to mature into adults. A remove disease spell rids a creature of all implanted eggs or larvae, or they can be removed one at a time by using the Heal skill to treat deadly wounds. Ability damage suffered from this effect may be recovered following a long rest, after the removal of the condition.			
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 1d6+1 (4) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+5 (12) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) slashing damage.
Special Actions	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LURKER ABOVE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	34	78	152	233
Speed	10 ft. Climb 5 ft. Fly 40 ft. (Poor)			
Size, Type, Alignment	Large aberration, unaligned	Huge aberration, unaligned	Huge aberration, unaligned	Gargantuan aberration, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 27 (+8)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except piercing or slashing			
Immunities	-			
Vulnerabilities	Light Sensitivity			
Senses	Passive Perception +11, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 120 ft., Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
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 1d8	Damage 2d6	Damage 2d10	Damage 3d8
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			



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

Smother When a lurker above or trapper grapples a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells with verbal components, and must hold its breath

Standard Actions

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 3d6+10 (20) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+12 (26) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d6+15/19-00 (36) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

-

L

LURKER IN LIGHT



Low

Moderate

Advanced

Elite

Terrain	Any Land (extraplanar)
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Gang (3-8x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	15	53	114	192
Speed	30 ft. Fly 30 ft. (Average)			
Size, Type, Alignment	Tiny fey, neutral evil	Small fey, neutral evil	Small fey, neutral evil	Medium fey, neutral evil
Ability Scores / Saves	STR 7 (-2)	STR 11 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Blindness			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo, Common, Sylvan			
Challenge	4	8	12	16

Special Abilities & Qualities **Blend with Light** In areas of bright light, lurkers are invisible. As with greater invisibility, they may attack and still remain invisible. In shadowy illumination, a lurker loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision. If the lurker is flying, its fluttering wings partially negate this effect, giving it only partial concealment (20%) rather than total concealment.

Special Abilities & Qualities **Daylight Door** Once per day, a lurker can use dimension door, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

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

Constitution DC 14

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 19

Poison Lurkers typically coat their daggers with shadow essence poison. Shadow essence poison: Injury; save Constitution; frequency 1/round for 6 rounds; initial effect 1 Str engh damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.

Special Abilities & Qualities

Ritual Gate By sacrificing one or more humanoid victims, a lurker or group of lurkers can create a gate to the Material Plane, one of the Elemental Planes, or the realm of the fey, either to return home or to conjure allies. Creating a gate for travel requires the sacrifice of five victims - the gate created remains open for 1 minute. Creating a gate to bring allies to the Material Plane requires one sacrifice for every HD of the creature intended to pass through the gate (so five sacrifices can bring a lurker or a Medium air elemental, eight can bring a Large earth elemental, and so on). The sacrifices do not need to be simultaneous; as long as all sacrifices occur at some point during the hour-long ritual, the magic continues to build until it reaches the required total.

Standard Actions

Dagger Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0/19-00 (2) piercing damage.

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

Claw Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.

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

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d3/19-00 2 piercing damage.

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

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

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

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

Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d3+6/19-00 (8) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.

Legendary Actions

-

Innate Spellcasting

blindness/deafness (3/day); dancing lights (at will); daylight (3/day); light (at will); mage hand (at will)

Spellcasting

-

Possessions

Dagger (4x)

LYCANTHROPE (WEREBEAR, COMMON)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Family (3-6x), or Troupe (3-6x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	33	67	105	151
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 16 (+3)	STR 17 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)
	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)	CON 12 (+1)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	4	8	12	16
Special Abilities & Qualities	Change Shape All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.			
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16
	Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.			

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

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

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

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

Throwing Axe weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.

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

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

Throwing Axe Ranged weapon attack: +0 to hit, one target. Hit 1d6+5 (8) slashing damage.

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

Throwing Axe Ranged weapon attack: +0 to hit, one target. Hit 1d6+7 (10) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

Ranger (CL 1st): *detect poison and disease*

Possessions

Throwing axe (4x)

1

LYCANTHROPE (WEREBEAR, HUMAN FORM)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Family (3-6x), or Troupe (3-6x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	38	70	97	117
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 16 (+3)	STR 17 (+3)
	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)
	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	4	8	12	16
Special Abilities & Qualities	Change Shape All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.			
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
	Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Battleaxe Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.

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

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

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

Throwing Axe Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.

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

Battleaxe Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.

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

Throwing Axe Ranged weapon attack: +0 to hit, one target. Hit 1d6+5 (8) slashing damage.

Battleaxe Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) bludgeoning damage.

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

Throwing Axe Ranged weapon attack: +0 to hit, one target. Hit 1d6+5 (8) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

Ranger (CL 1st): *detect poison and disease*

Possessions

Throwing axe (4x); Battleaxe

L

LYCANTHROPE (WEREBEAR, HYBRID FORM)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Family (3-6x), or Troupe (3-6x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	53	88	146	221
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, lawful good	Medium humanoid, lawful good	Medium humanoid, lawful good	Large humanoid, lawful good
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 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	all physical attacks except silver			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	4	8	12	16
Special Abilities & Qualities	Change Shape All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.			
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
	Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Battleaxe Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.

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

Throwing Axe Ranged weapon attack: +1 to hit, one target. Hit 1d6+6 (10) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

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

Battleaxe Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.

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

Throwing Axe Ranged weapon attack: +1 to hit, one target. Hit 1d6+6 (10) slashing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) piercing damage.

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

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

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

Throwing Axe Ranged weapon attack: +3 to hit, one target. Hit 1d6+8 (12) slashing damage.

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

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

Battleaxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11/x3 (18) bludgeoning damage.

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

Throwing Axe Ranged weapon attack: +1 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.

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

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

Legendary Actions

-

Innate

-

Spellcasting

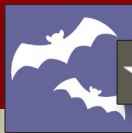
Spellcasting

Ranger (CL 1st): *detect poison and disease*

Possessions

Throwing axe (4x); Battleaxe

LYCANTHROPE (WEREBOAR, HUMAN FORM)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Forests or Plains			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, Brood (3-8x), or Troupe (3-8x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	23	73	119	156
Speed	40 ft., Fast Movement			
Size, Type, Alignment	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 15 (+2)	STR 16 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 11 (+0)	DEX 11 (+0)
	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	-			
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, Lycanthropic Empathy			
Challenge	2	6	10	14
Special Abilities & Qualities	Change Shape All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
	Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.			

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

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

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

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

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

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

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

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

Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+6/19-00 (8) bludgeoning damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

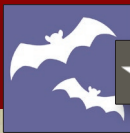
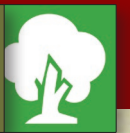
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Possessions

Dagger (4x)

L

LYCANTHROPE (WEREBOAR, HYBRID FORM)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Forests or Plains			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, Brood (3-8x), or Troupe (3-8x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	43	97	172	274
Speed	40 ft., Fast Movement			
Size, Type, Alignment	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Large humanoid, chaotic neutral
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	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 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	2	6	10	14

Special Abilities & Qualities **Change Shape** All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Special Abilities & Qualities **Saving Throw** Constitution DC 17 **Saving Throw** Constitution DC 18 **Saving Throw** Constitution DC 20 **Saving Throw** Constitution DC 22

Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

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

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Dagger Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d4+7/19-00 (10) piercing damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4+7/19-00 (10) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.

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

Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7/19-00 (10) piercing damage.

Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d4+7/19-00 (10) piercing damage.

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

Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

Dagger Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d4+9/19-00 (12) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+9/19-00 (12) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) piercing damage.

Gore Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.

Dagger Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+14/19-00 (18) bludgeoning damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d6+14/19-00 (18) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+6/19-00 (10) piercing damage.

Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+12/19-00 (22) piercing damage.

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

Dagger (4x)

LYCANTHROPE (WERERAT, HUMAN FORM)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, Pack (5-10x), or Guild (11-30x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	17	48	82	117
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 13 (+1)	STR 14 (+2)
	DEX 13 (+1)	DEX 14 (+2)	DEX 15 (+2)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	2	6	10	14

Special Abilities & Qualities **Change Shape** All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
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Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Light Crossbow Ranged weapon attack: +2 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.

Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (5) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Light crossbow; crossbow bolts (10x); shortsword



LYCANTHROPE (WERERAT, HYBRID FORM)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, Pack (5-10x), or Guild (11-30x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	22	59	111	176
Speed	40 ft. Climb 20 ft. Swim 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 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-			
Resistances	all physical attacks except silver			
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, Lycanthropic Empathy			
Challenge	2	6	10	14

Special Abilities & Qualities **Change Shape** All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Special Abilities & Qualities **Saving Throw** Constitution DC 14 **Saving Throw** Constitution DC 15 **Saving Throw** Constitution DC 17 **Saving Throw** Constitution DC 19

Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Shortsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Shortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Shortsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

Light crossbow; crossbow bolts (10x); shortsword



LYCANTHROPE (WERETIGER, COMMON)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Plains or Swamps			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pair			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	26	41	67	88
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Medium humanoid, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 13 (+1)	STR 14 (+2)
	DEX 14 (+2)	DEX 14 (+2)	DEX 14 (+2)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	4	8	12	16

Special Abilities & Qualities

Change Shape All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Special Abilities & Qualities

Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
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Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

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.

Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.

Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4/19-00 (3) piercing damage.

Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (3) piercing damage.

Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) bludgeoning damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (3) bludgeoning damage.

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

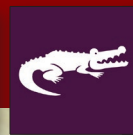
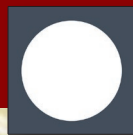
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Possessions

Dagger (4x)

L

LYCANTHROPE (WERETIGER, HUMAN FORM)



L

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any Plains or Swamps			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pair			
Treasure	Incidental			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	27	57	82	102
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Medium humanoid, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 13 (+1)	STR 14 (+2)
	DEX 14 (+2)	DEX 14 (+2)	DEX 14 (+2)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	4	8	12	16

Special Abilities & Qualities **Change Shape** All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Special Abilities & Qualities **Saving Throw** Constitution DC 12 **Saving Throw** Constitution DC 13 **Saving Throw** Constitution DC 14 **Saving Throw** Constitution DC 15
Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

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.

Shortsword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.

Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4/19-00 (3) piercing damage.

Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (3) piercing damage.

Shortsword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.

Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) bludgeoning damage.

Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (3) bludgeoning damage.

Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

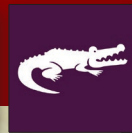
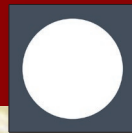
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Possessions

Dagger (4x); Shortsword



LYCANTHROPE (WERETIGER, HYBRID FORM)



L

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any Plains or Swamps			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pair			
Treasure	Incidental			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	47	93	171	252
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Large humanoid, neutral evil
Ability Scores / Saves	STR 20 (+5)	STR 21 (+5)	STR 24 (+7)	STR 26 (+8)
	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 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-			
Resistances	all physical attacks except silver			
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, Lycanthropic Empathy			
Challenge	4	8	12	16

Special Abilities & Qualities **Change Shape** All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Special Abilities & Qualities **Saving Throw** Constitution DC 16 **Saving Throw** Constitution DC 17 **Saving Throw** Constitution DC 19 **Saving Throw** Constitution DC 21

Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+8/19-00 (10) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+8/19-00 (10) piercing damage.

Shortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8/19-00 (12) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.

Dagger Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d4+9/19-00 (12) piercing damage.

Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d4+9/19-00 (12) piercing damage.

Shortsword Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+9/19-00 (12) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d6+9 (20) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9 (16) slashing damage.

Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+11/19-00 (14) piercing damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+11/19-00 (14) piercing damage.

Shortsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+11/19-00 (14) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+11 (22) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+11 (18) slashing damage.

Shortsword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+16/19-00 (20) bludgeoning damage.

Dagger Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+9/19-00 (12) bludgeoning damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d6+16/19-00 (20) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+14 (28) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14 (24) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

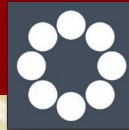
Spellcasting

-

Possessions

Dagger (4x); Shortsword

LYCANTHROPE (WEREWOLF, HUMAN FORM)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Pack (3-6x)
Treasure	Incidental

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	19	58	93	137
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 16 (+3)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 12 (+1)	DEX 12 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	2	6	10	14

Special Abilities & Qualities

Change Shape All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Special Abilities & Qualities

Saving Throw	Saving Throw	Saving Throw	Saving Throw
Constitution DC 13	Constitution DC 14	Constitution DC 15	Constitution DC 16

Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.

Light Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.

Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (5) piercing damage.

Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.

Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (5) piercing damage.

Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Longsword; light crossbow; crossbow bolts (10x)

L

LYCANTHROPE (WEREWOLF, HYBRID FORM)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Pack (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	22	65	132	213
Speed	50 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	all physical attacks except silver			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	2	6	10	14
Special Abilities & Qualities	Change Shape All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action A slain lycanthrope reverts to its humanoid form, although it remains dead.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Light Crossbow Ranged weapon attack: +2 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8/19-00 (4/10) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8/19-00 (4/10) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.

Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9/19-00 (14) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.

Light Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Light Crossbow Ranged weapon attack: +2 to hit, one target. Hit 2d6/19-00 (8) bludgeoning damage.

Longsword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Longsword; light crossbow; crossbow bolts (10x)

MAENAD



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests or Plains
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Revel (3-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	47	94	159	236
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 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Calm Emotions			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21
	Infectious Dance Any creature viewing a dancing maenad from within 60 feet of her must succeed at a Wisdom save or be affected as if by confusion for 1 hour. For every four creatures affected by this ability, the maenad gains 1d10 hit points and her Charisma score increases by 1; these benefits end if the affected creatures break free of the dance.			
Special Abilities & Qualities	Mad Feast As a full-round action, a maenad can conjure a supernatural feast. Creatures eating from this feast gain a +2 bonus to Strength and Constitution, 1d8 hit points, and advantage on fear saves for 12 hours. Creatures affected also suffer disadvantage on Wisdom saving throws (this penalty does not apply on saves against fear), and find it more compelling to engage in debauchery, excess, and violence.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 17 Poison Bite injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Constitution damage; cure 2 consecutive saves. Ability damage suffered to this effect is restored following a long rest.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 21
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+19-00 (160) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+19-00 (3) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage. Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7+19-00 (10) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9+19-00 (14) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>charm monster (3/day); mad hallucination (3/day); murderous command (at will); rage (at will); vampiric touch (3/day)</i>			
Spellcasting	-			
Possessions	-			



MACHINE SOLDIER



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Group (3-12x)
Treasure	None

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	34	64	91	122
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 21 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 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	psychic			
Vulnerabilities	-			
Senses	Passive Perception +5, Darkvision 60 ft.	Passive Perception +5, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	<p>Construct Traits Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.</p>			
Special Abilities & Qualities	<p>Hardness The Animated Object can ignore the first 5 points of damage from an attack.</p>			

**Low****Moderate****Advanced****Elite****Standard Actions**

Light Crossbow Ranged weapon attack: -2 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4/10) slashing damage.

Short Sword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/18-00 (3/10) slashing damage.

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

Light Crossbow Ranged weapon attack: -2 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Longsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4/10) slashing damage.

Short Sword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/18-00 (3/10) slashing damage.

Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

Light Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4/10) slashing damage.

Short Sword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/18-00 (3/10) slashing damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

Light Crossbow Ranged weapon attack: -1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.

Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9/18-00 (14) slashing damage.

Short Sword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8/18-00 (8) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13 (18) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Longsword; light crossbow; crossbow bolts (10x); short sword



MAFTET



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Deserts or Mountains
Rarity	Rare
Role	Brute / Normal
Organization	Solitary, Pair, or Pride (6-10x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	26	67	125	203
Speed	40 ft. Fly 60 ft. (Poor)			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Sphinx			
Challenge	4	8	12	16
Standard Actions	Scimitar Melee weapon attack: -1 to hit, reach 5 ft., two targets. Hit 1d6/18-00 (5) slashing damage.	Scimitar Melee weapon attack: +2 to hit, reach 5 ft., two targets. Hit 1d6/18-00 (5) slashing damage.	Scimitar Melee weapon attack: +3 to hit, reach 5 ft., two targets. Hit 1d6/18-00 (5) slashing damage.	Scimitar Melee weapon attack: +4 to hit, reach 10 ft., two targets. Hit 1d8+9/18-00 (14) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			

Low

Moderate

Advanced

Elite

Spellcasting -

Possessions Scimitar (2x)



MAGGOT (GIANT)



Low

Moderate

Advanced

Elite

Terrain

Any Temperate or Tropical

Rarity

Uncommon

Role

Skirmisher / Minion

Organization

Solitary or Swarm (2-12x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **13** (natural armor) **13** (natural armor) **14** (natural armor) **15** (natural armor)

Hit Points 7 40 106 170

Speed 10 ft. Burrow 5 ft.

Size, Type, Alignment Medium vermin, unaligned Medium vermin, unaligned Medium vermin, unaligned Large vermin, unaligned

Ability Scores / Saves	STR 8 (-1)	DEX 6 (-2)	CON 14 (+2)	INT 10 (+0)	WIS 3 (-4)	CHA 1 (-5)	STR 8 (-1)	DEX 6 (-2)	CON 15 (+2)	INT 10 (+0)	WIS 3 (-4)	CHA 1 (-5)	STR 12 (+1)	DEX 10 (+0)	CON 18 (+4)	INT 10 (+0)	WIS 7 (-2)	CHA 3 (-4)	STR 17 (+3)	DEX 8 (-1)	CON 20 (+5)	INT 10 (+0)	WIS 7 (-2)	CHA 3 (-4)	

Saving Throws - - - -

Resistances -

Immunities diseased, psychic

Vulnerabilities -

Senses Passive Perception +6, Darkvision 60 ft. Passive Perception +6, Darkvision 60 ft. Passive Perception +8, Darkvision 60 ft. Passive Perception +8, Darkvision 60 ft.

Languages -

Challenge **1** **6** **10** **14**

Special Abilities & Qualities **Saving Throw** Constitution DC 14 **Saving Throw** Constitution DC 15 **Saving Throw** Constitution DC 18 **Saving Throw** Constitution DC 20

Regurgitate Once per day, a giant maggot can empty its putrid stomach upon one creature within 5 feet. The target must make a Constitution save or be sickened for 1 minute (or until the target spends a full-round action with at least a gallon of water to wash off the filth).

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+3 (8) piercing damage. **Bite** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



MAGMA OOZE



Low

Moderate

Advanced

Elite

Terrain	Any Volcano or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

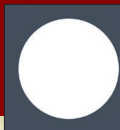
	Low	Moderate	Advanced	Elite
Armor Class	11 (natural armor)	12 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	46	96	176	253
Speed	10 ft. Climb 10 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)	STR 25 (+7)
	DEX 3 (-4)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold, Vulnerability to Water			
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	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6

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	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
Special Abilities & Qualities	Lava Body The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes fire damage unless the attacker makes a Constitution save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.			
Special Abilities & Qualities	Split Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.			
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+13 (18) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16 (26) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+19 (33) bludgeoning damage.
Special Actions	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Special Actions	Vulnerability to Water A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Constitution save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Constitution save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MAGMA OOZE (BRIMSTONE OOZE)



Low

Moderate

Advanced

Elite

Terrain	Any Volcano or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

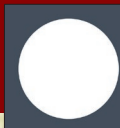
Elite

	Low	Moderate	Advanced	Elite
Armor Class	11 (natural armor)	12 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	34	82	163	247
Speed	10 ft. Climb 10 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 3 (-4)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold, Vulnerability to Water			
Senses	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 1d6	Saving Throw Dexterity DC 18 Damage 2d6	Saving Throw Dexterity DC 20 Damage 3d6	Saving Throw Dexterity DC 22 Damage 4d6
	Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.			
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 15 Damage 2d6	Saving Throw Constitution DC 18 Damage 3d6	Saving Throw Constitution DC 20 Damage 4d6	Saving Throw Constitution DC 22 Damage 6d6
	Lava Body The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes fire damage unless the attacker makes a Constitution save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.			
Special Abilities & Qualities	Split Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.			
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+13 (18) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16 (26) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+19 (33) bludgeoning damage.
Special Actions	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Special Actions	Vulnerability to Water A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Constitution save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Constitution save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.			
Special Actions	Attack Bonus +5 Damage Bonus +5	Attack Bonus +9 Damage Bonus +9	Attack Bonus +13 Damage Bonus +13	Attack Bonus +17 Damage Bonus +17
	Smite Evil 1/day as a free action. Add bonus to attack rolls and damage against good foes; smite persists until target is dead or the fiendish creature rests.			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MAGMA OOZE (CRYSTALLINE OOZE)



Low

Moderate

Advanced

Elite

Terrain	Any Volcano or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	11 (natural armor)	12 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	37	91	170	257
Speed	10 ft. Climb 10 ft.			

Size, Type, Alignment	Medium ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
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Ability Scores / Saves	STR	19 (+4)	STR	21 (+5)	STR	23 (+6)	STR	25 (+7)
	DEX	3 (-4)	DEX	1 (-5)	DEX	3 (-4)	DEX	1 (-5)
	CON	15 (+2)	CON	18 (+4)	CON	20 (+5)	CON	22 (+6)
	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)
	WIS	1 (-5)	WIS	1 (-5)	WIS	3 (-4)	WIS	3 (-4)
	CHA	1 (-5)	CHA	1 (-5)	CHA	3 (-4)	CHA	3 (-4)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned
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Vulnerabilities	Vulnerability to Cold, Vulnerability to Water
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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.
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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 15	Saving Throw	Dexterity DC 18	Saving Throw	Dexterity DC 20	Saving Throw	Dexterity DC 22
	Damage	1d6	Damage	2d6	Damage	3d6	Damage	4d6

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	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
	Lava Body The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes fire damage unless the attacker makes a Constitution save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.			
Special Abilities & Qualities	Split Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.			
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+13 (18) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16 (26) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+19 (33) bludgeoning damage.
Special Actions	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Special Actions	Vulnerability to Water A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Constitution save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Constitution save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.			
Special Actions	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Hot Gases Striking a crystalline magma ooze with a non-reach melee weapon causes hot gases to erupt, dealing fire damage to the attacking creature.			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MAGMA OOZE (POISONOUS OOZE)



Low

Moderate

Advanced

Elite

Terrain	Any Volcano or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	11 (natural armor)	12 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	37	82	155	235
Speed	10 ft. Climb 10 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 3 (-4)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold, Vulnerability to Water			
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	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6

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	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
	Lava Body The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes fire damage unless the attacker makes a Constitution save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.			
Special Abilities & Qualities	Split Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.			
Standard Actions	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+13 (18) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16 (26) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+19 (33) bludgeoning damage.
Special Actions	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Special Actions	Vulnerability to Water A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Constitution save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Constitution save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.			
Special Actions	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Poison Slam - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. Ability damage suffered to this effect is restored following a long rest.			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MAGMIN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land (Plane of Fire)
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Gang (2-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	26	60	110	185
Speed	30 ft.			
Size, Type, Alignment	Small elemental, chaotic neutral	Small elemental, chaotic neutral	Small elemental, chaotic neutral	Medium elemental, chaotic neutral
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
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 2d6	Damage 3d6	Damage 4d6
	<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 fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Damage 1d4 Searing Aura A magmin radiates extremely high temperatures, and any creature that starts its turn within 20 feet of a magmin must succeed at a Constitution save or take fire damage.	Saving Throw Constitution DC 14 Damage 1d6	Saving Throw Constitution DC 17 Damage 2d4	Saving Throw Constitution DC 19 Damage 2d6
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	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d1+2 (3) bludgeoning damage. Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1+3 (4) bludgeoning damage. Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Melee Touch Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1+5 (6) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.	Melee Touch Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1+8 (9) bludgeoning damage. Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MANANANGGAL



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Leader / Normal
Organization	Solitary or Pack (2-6x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	49	83	144	192
Speed	30 ft. Fly 100 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 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 21 (+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 14 (+2)	INT 14 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good or silver			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.			
	Vulnerable to Light Blades Light blades (such as daggers, kamas, kukris, rapiers, short swords, sickles, and starknives) deal double the weapon's base damage on a successful hit against a manananggal.			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abysal, Common			
Challenge	6	10	14	18
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered to this effect may be restored following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Separate During the day, a manananggal looks like a living human woman. She does not detect as undead during the day, but is still an undead creature. At night, her upper torso rips away (this is a full round action that occurs at sunset), leaving her lower torso behind. Her lower torso is helpless, but her upper torso gains its fly speed and natural attacks at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the helpless lower portion is damaged, the manananggal is immediately aware of the attack. Since manananggals can be destroyed by damage to their lower bodies, they prefer to hide their lower torsos when separated. A manananggal must return to its lower torso and reattach to it (a full-round action) within the hour before sunrise—each round a manananggal remains separated after sunrise, it takes 1d6 points of damage until it rejoins its lower torso or it crumbles into dust.

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 1d6+3 (6) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



MANDRAGORA



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold or Temperate Forests
Rarity	Rare
Role	Controller / Normal
Organization	Solitary, Pair, or Grove (3-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	40	69	148	225
Speed	40 ft. Burrow 10 ft. Climb 40 ft.			

Size, Type, Alignment	Small plant, chaotic evil	Small plant, chaotic evil	Small plant, chaotic evil	Medium plant, chaotic evil
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Ability Scores / Saves	STR	13 (+1)	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)
	DEX	16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON	15 (+2)	CON 15 (+2)	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	8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)

Saving Throws	-	-	-	-
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Resistances	Acid
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Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned
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Vulnerabilities	Vulnerable to Supernatural Darkness In areas of supernatural darkness (such as those created by deeper darkness, but not by darkness), a mandragora is slowed, as the slow spell.
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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	Abyssal, Common
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Challenge	5	9	13	17
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Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered to this effect may be restored following a long rest.
--	---

Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Poison Slam - injury; save Constitution; frequency 1/round for 4 rounds; effect confusion and fatigue; cure no saves but "act normally" result on the confusion behavior table ends the effect.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Wisdom DC 15

Saving Throw

Wisdom DC 16

Saving Throw

Wisdom DC 19

Saving Throw

Wisdom DC 21

Shriek Once per day as a standard action, a mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a Wisdom save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability.

Special Abilities & Qualities**Saving Throw**

Constitution DC 15

Damage 1d6**Standard Actions****Bite** Melee weapon

attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Bite Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.

Bite Melee weapon

attack: +4 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 2d6+7 (14) piercing damage.

Slam Melee weapon

attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.

Slam Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

Slam Melee weapon

attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (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

-



MANITOU



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Plains or Forests
Rarity	Rare
Role	Leader / Elite
Organization	Solitary
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	80	127	230	367
Speed	30 ft.			
Size, Type, Alignment	Large celestial, neutral good	Large celestial, neutral good	Huge celestial, neutral good	Gargantuan celestial, neutral good
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 17 (+3)	INT 17 (+3)	INT 17 (+3)	INT 18 (+4)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-			
Resistances	Electricity, all physical attacks except cold iron and evil			
Immunities	Acid, Cold			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Celestial, Common, Sylvan, Speak with Animals			
Challenge	8	13	19	23

Special Abilities & Qualities **Fast Healing** This creature regains hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Abilities & Qualities **Positive Energy Aura** Living creatures within the manitou's aura heal 5 hit points on its turn each round. A manitou can exclude 9 creatures from the aura's effect, and can cease or resume the aura as a free action.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 18 Damage 4d6	Saving Throw Dexterity DC 20 Damage 8d6	Saving Throw Dexterity DC 21 Damage 10d6	Saving Throw Dexterity DC 23 Damage 14d6
	Spirit Stampede With Recharge 2, a manitou can call upon animal spirits to attack, affecting a 60-foot cone and dealing force damage (Dexterity save halves). Using this ability temporarily weakens the manitou's connection with the natural world, halting its positive energy aura until the stampede is ready to be used again.			
Special Abilities & Qualities	Token of Fortune A manitou can imbue a small object, such as a stone or necklace, with its blessing. The object's bearer and any allies within 10 feet gain advantage on saving throws. The manitou can use scrying on the token at will. The manitou can teleport to it (without error) once per day as a swift action. These abilities are lost if the token leaves the manitou's territory. A manitou may only have one token active at a time.			
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+15 (33) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d10+12 (34) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 12d8+16/19-00 (70) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>detect evil and good (at will); earthquake (1/day); freedom of movement (at will); heal (3/day); invisibility (at will); lesser restoration (3/day); pass without trace (at will); lesser restoration (3/day); speak with animals (at will); true seeing (at will)</i>			
Spellcasting Possessions	-			



MANTICORE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Hills or Marshes
Rarity	Uncommon
Role	Controller / Normal
Organization	Solitary, Pair, or Pride (3-6x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	53	91	156	236
Speed	30 ft. Fly 50 ft. (Clumsy)			
Size, Type, Alignment	Large monstrosity, lawful evil	Large monstrosity, lawful evil	Large monstrosity, lawful evil	Huge monstrosity, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	6	10	14	18
Special Abilities & Qualities	Spikes With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4+5 (10) slashing damage.

Spikes Ranged weapon attack: +1 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) slashing damage.

Spikes Ranged weapon attack: +1 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

Spikes Ranged weapon attack: +3 to hit, 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.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.

Spikes Ranged weapon attack: +2 to hit, one target. Hit 2d6+10 (17) bludgeoning damage.



Illustration 4: Manticore

MANTIS (DEADLY)



Low

Moderate

Advanced

Elite

Terrain

Tropical Jungles

Rarity

Uncommon

Role

Soldier / Elite

Organization

Solitary

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **18** (natural armor) **20** (natural armor) **20** (natural armor) **20** (natural armor)

Hit Points 67 100 164 265

Speed 60 ft.

Size, Type, Alignment Gargantuan vermin, unaligned Gargantuan vermin, unaligned Gargantuan vermin, unaligned Gargantuan vermin, unaligned

	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)	STR 27 (+8)
DEX 18 (+4)	DEX 18 (+4)	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)
CON 15 (+2)	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)

Saving Throws - - - -

Resistances -

Immunities psychic

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 **Fling** If a deadly mantis begins its turn with a Large or smaller creature grabbed in its claws, it can, as a standard action, fling that creature up to 30 feet away. Creatures thrown in this way take bludgeoning damage as if they had fallen from the same distance.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 15

Saving Throw

Dexterity DC 16

Saving Throw

Dexterity DC 19

Saving Throw

Dexterity DC 21

Rending Mandibles If a deadly mantis hits with both claws and successfully grabs a foe, it can make an immediate bite attack against that foe as a secondary attack. This bite attack has a +12 attack bonus and deals damage as listed in its normal attack profile. In addition to dealing damage, the mantis can tear away the victim's armor as a free action by making an additional attack roll. If the mantis is successful in this second roll, the target's armor is ripped from its body. If the target fails a Dexterity save, the armor subjected to this attack loses half its hit points and gains the broken condition.

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d4+7 (17) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d4+10 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+13 (27) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+13 (22) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+15 (33) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+15 (28) slashing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



MANTIS SHRIMP (GIANT)



Low

Moderate

Advanced

Elite

Terrain

Warm Coastlines

Rarity

Uncommon

Role

Brute / Minion

Organization

Solitary / Companion

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class

15

(natural armor)

16

(natural armor)

17

(natural armor)

17

(natural armor)

Hit Points

10

50

108

177

Speed

40 ft. Swim 30 ft.

Size, Type, Alignment

Medium animal, unaligned

Medium animal, unaligned

Medium animal, unaligned

Large animal, unaligned

Ability Scores / Saves

STR 10 (+0)

STR 11 (+0)

STR 16 (+3)

STR 18 (+4)

DEX 15 (+2)

DEX 16 (+3)

DEX 18 (+4)

DEX 17 (+3)

CON 12 (+1)

CON 12 (+1)

CON 16 (+3)

CON 18 (+4)

INT 10 (+0)

INT 10 (+0)

INT 10 (+0)

INT 10 (+0)

WIS 11 (+0)

WIS 11 (+0)

WIS 15 (+2)

WIS 15 (+2)

CHA 4 (-3)

CHA 4 (-3)

CHA 8 (-1)

CHA 8 (-1)

Saving Throws

-

-

-

-

Resistances

Sonic

Immunities

psychic

Vulnerabilities

-

Senses

Passive Perception +10, Blindsight 120 ft., Darkvision 60 ft.

Passive Perception +12, Blindsight 120 ft., Darkvision 60 ft.

Passive Perception +14, Blindsight 120 ft., Darkvision 60 ft.

Passive Perception +14, Blindsight 120 ft., Darkvision 60 ft.

Languages

-

Challenge

2

6

10

14

Standard Actions

Pincers Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.

Pincers Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+1 (8) bludgeoning damage.

Pincers Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) bludgeoning damage.

Pincers Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+6/19-00 (16) bludgeoning damage.

MARSUPIAL (KANGAROO)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Mob (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	59	109	169
Speed	50 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Kick Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Kick Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.	Kick Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Kick Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.



MANTIS (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests
Rarity	Common
Role	Brute / Minion
Organization	Solitary
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	52	106	180
Speed	30 ft. Climb 30 ft. Fly 40 ft. (Poor)			

Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
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Ability Scores / Saves	STR	14 (+2)	STR	14 (+2)	STR	18 (+4)	STR	20 (+5)
	DEX	11 (+0)	DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)
	CON	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)
	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)
	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	psychic
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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.
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Languages	-
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Challenge	4	8	12	16
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Special Abilities & Qualities **Lunge** A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains advantage on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

Special Abilities & Qualities **Mandibles** A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Sudden Strike A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Standard Actions

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+3 (6) slashing damage.

Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+1 (4) piercing damage.

Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+1 (6) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+2 (6) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



MARSUPIAL (THYLACINE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Hills
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary or Pack (2-5x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	11	46	98	171
Speed	30 ft.			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

MARSUPIAL DEVIL



	Low	Moderate	Advanced	Elite
Terrain	Warm Hills or Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Warren (3-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	43	85	172
Speed	20 ft.			
Size, Type, Alignment	Medium animal, unaligned	Medium animal, unaligned	Medium animal, unaligned	Large animal, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	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 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	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, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+11 (18) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+20 (30) piercing damage.



MARSUPIAL LION



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Warm Hills or Plains
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Warren (3-12x) / Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	11	51	117	186
Speed	30 ft. Climb 20 ft.			

Size, Type, Alignment	Medium animal, unaligned	Medium animal, unaligned	Medium animal, unaligned	Large animal, unaligned
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Ability Scores / Saves	STR	10 (+0)	STR	10 (+0)	STR	15 (+2)	STR	18 (+4)
	DEX	14 (+2)	DEX	14 (+2)	DEX	17 (+3)	DEX	16 (+3)
	CON	11 (+0)	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)
	CHA	5 (-3)	CHA	5 (-3)	CHA	9 (-1)	CHA	9 (-1)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
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Languages	-
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Challenge	2	6	10	14
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Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.
	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



MEDUSA



Low

Moderate

Advanced

Elite

Terrain	Temperate Marshes or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	Double

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	36	73	138	223
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, lawful evil	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
Ability Scores / Saves	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	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 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			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Petrifying Gaze Turn to stone permanently, range 30 feet, one target, Constitution save negates.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Strength damage; cure 2 consecutive saves. Ability damage suffered from this effect may be restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.</p> <p>Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8+0/x3 (4) piercing damage.</p> <p>Snake Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d3+0 (2) piercing damage.</p>	<p>Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Longbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Snake Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Snake Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4+6/19-00 (8) piercing damage.</p> <p>Longbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Snake Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+2 (6) piercing damage.</p>
Special Actions	<p>Saving Throw Constitution DC 15</p> <p>Damage 1d6</p> <p>fds</p>			
Special Actions	<p>Saving Throw Constitution DC 15</p> <p>Damage 1d6</p>			
Special Actions	<p>Saving Throw Constitution DC 15</p> <p>Damage 1d6</p>			
Special Actions	<p>Saving Throw Constitution DC 15</p> <p>Damage 1d6</p>			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longbow; arrows (20x); dagger			



MEERKAT



Low

Moderate

Advanced

Elite

Terrain

Warm Plains

Rarity

Common

Role

Skirmisher / Minion

Organization

Solitary, Pair, Mob (3-16x), or Clan (17-30x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class

14

(natural armor)

14

(natural armor)

16

(natural armor)

16

(natural armor)

Hit Points

6

26

69

143

Speed

30 ft. Burrow 5 ft.

35 ft. Burrow 5 ft.

Size, Type, Alignment

Medium beast, unaligned

Medium beast, unaligned

Medium beast, unaligned

Large beast, unaligned

Ability Scores / Saves

STR 3 (-4)

STR 4 (-3)

STR 9 (-1)

STR 14 (+2)

DEX 12 (+1)

DEX 12 (+1)

DEX 16 (+3)

DEX 14 (+2)

CON 11 (+0)

CON 11 (+0)

CON 15 (+2)

CON 18 (+4)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

WIS 11 (+0)

WIS 11 (+0)

WIS 15 (+2)

WIS 15 (+2)

CHA 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 +12, Darkvision 60 ft.

Passive Perception +12, Darkvision 60 ft.

Languages

-

Challenge

1

6

10

14

Special Abilities & Qualities

Mob If two meerkats in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Standard Actions

Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.

Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.

Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



MEGAFAUNA (ARCHELON)



Low

Moderate

Advanced

Elite

Terrain

Warm or Temperate Water or Coast

Rarity

Uncommon

Role

Brute / Elite

Organization

Solitary or Bale (2-6x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **13** (natural armor) **13** (natural armor) **14** (natural armor) **14** (natural armor)

Hit Points 59 94 174 262

Speed 15 ft. Swim 50 ft.

Size, Type, Alignment Huge beast, unaligned Huge beast, unaligned Huge beast, unaligned Gargantuan beast, unaligned

Ability Scores / Saves	STR 18 (+4)	DEX 11 (+0)	CON 17 (+3)	INT 1 (-5)	WIS 10 (+0)	CHA 4 (-3)	STR 18 (+4)	DEX 11 (+0)	CON 17 (+3)	INT 1 (-5)	WIS 10 (+0)	CHA 4 (-3)	STR 20 (+5)	DEX 15 (+2)	CON 19 (+4)	INT 1 (-5)	WIS 14 (+2)	CHA 8 (-1)	STR 23 (+6)	DEX 13 (+1)	CON 21 (+5)	INT 1 (-5)	WIS 14 (+2)	CHA 8 (-1)	

Saving Throws -

Resistances -

Immunities -

Vulnerabilities -

Senses Passive Perception +13, Darkvision 60 ft. Passive Perception +14, Darkvision 60 ft. Passive Perception +17, Darkvision 60 ft. Passive Perception +18, Darkvision 60 ft.

Languages -

Challenge **7** **11** **15** **19**

Special Abilities & Qualities **Hold Breath** The creature can hold its breath for 168 minutes before it risks drowning.

Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+6 (15) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+6/19-00 (20) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d8+8/19-00 (22) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+11/19-00 (29) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



MEGAFUNA (ARISNOTHERIUM)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Plains
Rarity	Uncommon
Role	Brute / Elite
Organization	Solitary, Pair, or Herd (3-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	44	85	159	240
Speed	30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	9	13	17
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 1d8	Saving Throw Dexterity DC 18 Damage 2d8	Saving Throw Dexterity DC 20 Damage 3d8	Saving Throw Dexterity DC 22 Damage 6d8

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 2d8+13 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			
Standard Actions	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d8+13 (31) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 8d6+16 (44) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 12d6+19 (61) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MEGAFUNA (BALUCHITHERIUM)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Plains
Rarity	Uncommon
Role	Brute / Elite
Organization	Solitary, Pair, or Herd (3-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	61	130	201	308
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 26 (+8)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	7	12	16	20
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	Damage 1d8	Damage 2d8	Damage 3d8	Damage 6d8
<p>Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 2d8+13 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.</p>				

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	Hooves Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Hooves Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	Hooves Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+12 (26) bludgeoning damage.	Hooves Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+14 (32) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MEGAFAUNA (BASILOSaurus)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Plains
Rarity	Uncommon
Role	Brute / Elite
Organization	Solitary, Pair, or Herd (3-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	58	85	154	298
Speed	Swim 40 ft.			
Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 28 (+9)	STR 32 (+10)
	DEX 14 (+2)	DEX 14 (+2)	DEX 10 (+0)	DEX 12 (+1)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	8	12	17	21
Special Abilities & Qualities	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 23
	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8

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****Special Abilities & Qualities****Hold Breath** The creature can hold its breath for 180 minutes before it risks drowning.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d4+12 (22) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d4+15 (25) piercing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning damage.**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+15 (29) piercing damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+7 (16) bludgeoning damage.**Bite** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 8d6+19 (47) piercing damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+9 (27) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



MEGAFUNA (GLYPTODON)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Plains
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Pair
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	17 (natural armor)	27 (natural armor)	28 (natural armor)	29 (natural armor)
Hit Points	24	60	138	219
Speed	20 ft.			

Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)

Saving Throws	-	-	-	-
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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 +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	6	9	13	17
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Standard Actions	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+7 (12) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d10+9 (14) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+12 (26) slashing damage.
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Legendary Actions	-			
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Innate Spellcasting	-			
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Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -



MEGAFAUNA (MEGALANIA)



Low

Moderate

Advanced

Elite

Terrain	Warm Forests or Plains
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Pack (3-12x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	35	83	159	239
Speed	30 ft. Swim 30 ft.			

Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
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Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 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 +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	-			
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Challenge	6	10	14	18
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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 1d8	Damage 2d8	Damage 3d8	Damage 4d8

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
Special Abilities & Qualities	Saving Throw Constitution DC 14 Poison Bite; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 2 consecutive saves. Ability damage suffered from his effect may be recovered following a long rest.	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+13 (27) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MEGAFUNA (MEGALOCEROS)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold or Temperate Plains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Herd (3-50x)			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	44	88	151	227
Speed	50 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 5d6
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 3d6+5 (16) piercing damage.</p> <p>Hoof Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7 (18) piercing damage.</p> <p>Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.</p> <p>Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MEGAFUNA (MEGATHERIUM)



Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Forest
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary or Pair
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	59	93	172	260
Speed	30 ft. Climb 10 ft.			

Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
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Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 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 +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	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			

Standard Actions	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+7 (12) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) slashing damage.
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MEGAPRIMATUS



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests, Hills, or Mountains			
Rarity	Uncommon			
Role	Brute / Minion			
Organization	Solitary or Pair / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	16	28	82	150
Speed	30 ft. Climb 30 ft.			

Size, Type, Alignment	Medium animal, unaligned	Medium animal, unaligned	Medium animal, unaligned	Large animal, unaligned
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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 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 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
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Languages	-			
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Challenge	2	6	10	14
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Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.
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MEMITIM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Boneyard)
Rarity	Rare
Role	Controller / Elite
Organization	Solitary, Pair, or Dirge (3-7x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	91	133	214	356
Speed	30 ft. Fly 100 ft. (Clumsy)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 24 (+7)
	DEX 20 (+5)	DEX 22 (+6)	DEX 22 (+6)	DEX 22 (+6)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 15 (+2)	INT 15 (+2)	INT 15 (+2)	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	Cold			
Immunities	Acid, diseased, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal, Celestial, Common, Infernal			
Challenge	8	12	16	20
Special Abilities & Qualities	<p>Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.</p>			
Special Abilities & Qualities	<p>Spirit Sense A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability.</p>			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Spirit Touch** A psychopomp's natural weapons, as well as any weapon it wields, may strike incorporeal creatures as though they were corporeal.**Special Abilities & Qualities****Saving Throw**

Wisdom DC 17

Saving Throw

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 23

Terminal Aura Any creature within 50 feet of a Memitim that has -1 or fewer hit points but is stable must succeed at a Wisdom save or die.**Standard Actions****Scythe** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00/x4 (8) slashing damage.**Scythe** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00/x4 (8) slashing damage.**Scythe** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+13/19-00/x4 (18) slashing damage.**Scythe** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+20/19-00/x4 (27) slashing damage.**Legendary Actions**

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Innate Spellcasting*detect evil and good (at will); dispel magic (at will); (1/day); finger of death (5/day); forbiddance (5/day); freedom of movement (at will); gaseous form (at will); invisibility (at will); plane shift (at will); speak with dead (at will); teleport (at will); true seeing (at will)***Spellcasting Possessions**

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MENOTHERIAN (HERALD OF PASSION)



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Leader / Solo
Organization	Solitary
Treasure	Standard

Low

Moderate

Advanced

Elite

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	23 (natural armor)
Hit Points	77	135	217	347
Speed	50 ft. Climb 20 ft. Fly 50 ft. (Poor)			
Size, Type, Alignment	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 26 (+8)
	DEX 19 (+4)	DEX 19 (+4)	DEX 17 (+3)	DEX 18 (+4)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 25 (+7)
	INT 16 (+3)	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)
	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 17 (+3)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	Electricity, all physical attacks except 5/lawful			
Immunities	diseased			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal, Common, Elvish, Telepathy 200 ft.			
Challenge	6	10	14	18
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.			



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

Alluring Scent The Herald of Passion's subtle aroma causes creatures in her vicinity to become placid and react favorably toward her. Any creature that fails a Constitution save against the aura improves its attitude toward the Herald of Passion one step closer to friendly. Creatures with the scent ability suffer disadvantage on this saving throw. Creatures in the aura must attempt a saving throw each minute. This is a mind-affecting poison effect.

Special Abilities & Qualities

Alternate Form

The Menotherian can change into her elf-like form or back again at will as a move-equivalent action.

Special Abilities & Qualities

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 23

Implant Once per day, the Herald of Passion can implant eggs in a creature using its sting. The creature must succeed at a Constitution save to resist implantation. The target is nauseated for the next 2d4 rounds while the eggs gestate. When the eggs hatch, they form a chaotic neutral hellwasp swarm, kill the host in 1 round, and inhabit the corpse. The eggs can be surgically removed with a successful Medicine check (this check deals 2d6 points of damage to the host regardless of success) or by remove disease or similar spells.

Standard Actions

Sting Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+10 (19) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d3+10 (12) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+10 (14) piercing damage.

Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+10 (19) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d3+10 (12) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) piercing damage.

Sting Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d10+9 (20) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d4+4 (6) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.

Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+13 (40) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+6 (10) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+6 (16) piercing damage.

Special Actions

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 23

Mind Control The Herald of Passion can inject its scent into the brain of a helpless or willing target, controlling it for the next 24 hours (as the spell dominate person, Constitution save negates), although the Herald of Passion must verbally give the target instructions.

Special Actions

Saving Throw

Constitution DC 17

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 23

Poison Sting injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage; cure 2 consecutive saves. Ability damage suffered from this effect must be restored via restoration or more powerful healing magic.

Legendary Actions

-

Innate Spellcasting

cure wounds (5/day); dimension door (at will); dispel magic (at will); heal (1/day); insect plague (3/day); message (at will); lesser restoration (at will); rage (at will); lesser restoration (5/day); scrying (1/day); secret speech (at will); suggestion (5/day); telekinesis (3/day); teleport (3/day); wall of thorns (3/day)

Spellcasting

-

Possessions

-



MEPHIT (AIR)



Low
 Moderate
 Advanced
 Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

Low
 Moderate
 Advanced
 Elite

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	16	46	93	159
Speed	30 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium 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 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 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d6	Damage 1d8	Damage 2d6	Damage 4d6
Special Abilities & Qualities	Breath Weapon An air mephit can unleash a 15' cone of sand and grit with Recharge 2 as a standard action that deals slashing damage. A Dexterity save halves the damage.			
Special Abilities & Qualities	Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>blur (1/hour); gust of wind (1/day)</i>			
Spellcasting	-			
Possessions	-			



MEPHIT (DUST)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	13	38	95	155
Speed	30 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 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 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d4	Damage 1d6	Damage 1d8	Damage 2d8
	Breath Weapon A dust mephit can unleash a 15' cone of dust with Recharge 1 as a standard action that deals slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Dexterity save halves the damage and negates the sickened effect.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.

Claw Melee weapon attack: +4 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 1d6+6 (10) slashing damage.

Legendary Actions

-

Innate Spellcasting*blur (1/hour); wind wall (3/day)***Spellcasting**

-

Possessions

-



MEPHIT (EARTH)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	20	51	101	162
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Terran			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d6	Damage 1d8	Damage 2d8	Damage 3d8
	Breath Weapon An earth mephit can unleash a 15' cone of rocks with Recharge 1 as a standard action that deals bludgeoning damage. A Dexterity save halves the damage.			
Special Abilities & Qualities	Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +4 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 1d6+7 (10) slashing damage.
Special Actions	Change Size Once per day an earth mephit can enlarge one size category, as enlarge person spell, except that it only works on the earth mephit. This power acts as a 2nd level spell.			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



MEPHIT (FIRE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	19	40	93	125
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 17 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 14 (+2)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Ignan			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d6	Damage 1d8	Damage 2d8	Damage 3d8

Breath Weapon A fire mephit can unleash a 15' cone of flames with Recharge 1 as a standard action that deals fire damage. A Dexterity save halves the damage.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.

Special Actions

Summon Summon 1 Fire Mephit, 25% (Level 2)

Innate Spellcasting

heat metal (1/day); scorching ray (1/hour)

Spellcasting

-

Possessions

-



MEPHIT (ICE)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	10	39	92	157
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d4	Damage 1d6	Damage 2d6	Damage 3d6

Breath Weapon An ice mephit can unleash a 15' cone of ice with Recharge 1 as a standard action that deals cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Dexterity save halves the damage and negates the sickened effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Claw Melee weapon attack: +4 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 1d6+7 (10) slashing damage.

Special Actions

Summon Summon 1 Fire Mephit, 25% (Level 2)

Innate Spellcasting

chill metal (1/day); magic missile (1/hour)

Spellcasting

-

Possessions

-



MEPHIT (MAGMA)



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	23	55	98	159
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Ignan			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d4	Damage 1d6	Damage 2d6	Damage 3d6

Breath Weapon A magma mephit can unleash a 15' cone of fire with Recharge 1 as a standard action that deals fire damage. A Dexterity save halves the damage.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Claw Melee weapon attack: +4 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 1d6+7 (10) slashing damage.

Special Actions

Summon Summon 1 Magma Mephit, 25% (Level 2)

Special Actions

Damage 1d4

Damage 1d6

Damage 2d6

Damage 3d6

Magma Form Once per hour a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes fire damage. A magma mephit may remain in this form for up to 10 minutes.

Innate Spellcasting

pyrotechnics (1/day)

Spellcasting

-

Possessions

-



MEPHIT (OOZE)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	20	42	91	161
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d4	Damage 1d6	Damage 2d6	Damage 3d6
Special Abilities & Qualities	Breath Weapon A magma mephit can unleash a 15' cone of fire with Recharge 1 as a standard action that deals fire damage. A Dexterity save halves the damage.			
Special Abilities & Qualities	Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +4 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 1d6+7 (10) slashing damage.
Special Actions	Summon Summon 1 Ooze Mephit, 25% (Level 2)			
Innate Spellcasting	<i>acid arrow (1/hour); stinking cloud (1/day)</i>			
Spellcasting	-			
Possessions	-			



MEPHIT (SALT)



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	11	37	85	157
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Terran			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d4	Damage 1d6	Damage 2d6	Damage 3d6
	Breath Weapon A salt mephit can unleash a 15' cone of salt crystals with Recharge 1 as a standard action that deals slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Dexterity save halves the damage and negates the sickened effect.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Claw Melee weapon attack: +4 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 1d6+7 (10) slashing damage.

Special Actions**Damage** 2d6**Damage** 2d8**Damage** 2d12**Damage** 4d8

Dehydrate Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take acid damage (Constitution save halves; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which suffer disadvantage on their saving throws. This ability is the equivalent of a 2nd-level spell.

Innate*glitterdust* (1/hour)**Spellcasting****Spellcasting**

-

Possessions

-



MEPHIT (STEAM)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	17	32	68	138
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Ignan			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d4	Damage 1d6	Damage 2d6	Damage 3d6

Breath Weapon A steam mephit can unleash a 15' cone of steam with Recharge 1 as a standard action that deals fire damage. The steam also causes living creatures to be sickened for 3 rounds. A Dexterity save halves the damage and negates the sickened effect.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.

Claw Melee weapon attack: +4 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 1d6+6 (10) slashing damage.

Special Actions**Damage** 2d6**Damage** 2d8**Damage** 2d12**Damage** 4d8

Boiling Rain Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take fire damage (Constitution save halves; caster level 6th). This ability is the equivalent of a 2nd-level spell.

Special Actions

Summon Summon 1 Steam Mephit, 25% (Level 2)

Innate*blur (1/hour)***Spellcasting****Spellcasting**

-

Possessions

-



MEPHIT (WATER)



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	16	48	98	168
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium 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 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
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 +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Breath Weapon A water mephit can unleash a 15' cone of acid with Recharge 1 as a standard action that deals acid damage. A Dexterity save halves the damage.			
Special Abilities & Qualities	Fast Healing This creature regains 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 or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +4 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 1d6+6 (10) slashing damage.
Special Actions	Summon Summon 1 Water Mephit, 25% (Level 2)			
Innate Spellcasting	<i>acid arrow (1/hour); stinking cloud (1/day)</i>			
Spellcasting	-			
Possessions	-			



MERCANE



Low

Moderate

Advanced

Elite

Terrain

Any Land or Underground

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary or Company (1-4x+)

Treasure

Double

Low

Moderate

Advanced

Elite

Armor Class

15
(natural armor)

15
(natural armor)

17
(natural armor)

17
(natural armor)

Hit Points

45

78

136

215

Speed

30 ft.

Size, Type, Alignment

Large monstrosity, unaligned

Large monstrosity, unaligned

Large monstrosity, unaligned

Huge monstrosity, unaligned

Ability Scores / Saves

STR 13 (+1)

STR 14 (+2)

STR 17 (+3)

STR 19 (+4)

DEX 12 (+1)

DEX 12 (+1)

DEX 16 (+3)

DEX 14 (+2)

CON 14 (+2)

CON 14 (+2)

CON 17 (+3)

CON 19 (+4)

INT 17 (+3)

INT 17 (+3)

INT 20 (+5)

INT 20 (+5)

WIS 15 (+2)

WIS 15 (+2)

WIS 18 (+4)

WIS 18 (+4)

CHA 13 (+1)

CHA 13 (+1)

CHA 17 (+3)

CHA 17 (+3)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +15, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

Passive Perception +20, Darkvision 60 ft.

Languages

Abyssal, Celestial, Common, Draconic, Infernal, Telepathy 100 ft.

Challenge

6

10

14

18

Special Abilities & Qualities

Secret Chest A mercane can retrieve or hide an extradimensional storage chest, as the secret chest spell (caster level 5th). The mercane does not need an expensive replica chest to use this ability; any chest will do. It can only use this ability on one chest at a time.

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	Falchion Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6/18-00 (8) slashing damage.	Falchion Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6/18-00 (8) slashing damage.	Falchion Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+7/18-00 (14) slashing damage.	Falchion Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12/18-00 (22) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>dimension door (3/day); invisibility (self only) (3/day); plane shift (1/day)</i>			
Spellcasting	-			
Possessions	Falchion			



MERFOLK



Low

Moderate

Advanced

Elite

Terrain	Temperate Ocean
Rarity	Common
Role	Artillery / Normal
Organization	Solitary, Company (2-4x), Patrol (3-10x+), or Shoal (11-60x+)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	9	57	92	168
Speed	5 ft. Swim 50 ft.			
Size, Type, Alignment	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Large humanoid, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 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	-			
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	Aquan, Common			
Challenge	1	6	9	13

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Crossbow, Heavy Ranged weapon attack: +1 to hit, one target. Hit 1d10/19-00 (10) 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>Trident Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +0 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Crossbow, Heavy Ranged weapon attack: +0 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p>	<p>Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +4 to hit, one target. Hit 1d8+5 (10) piercing/slashing damage.</p> <p>Crossbow, Heavy Ranged weapon attack: +4 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p>	<p>Trident Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +2 to hit, one target. Hit 1d8+9 (14) piercing/slashing damage.</p> <p>Crossbow, Heavy Ranged weapon attack: +2 to hit, one target. Hit 1d10/19-00 (10) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Heavy crossbow; crossbow bolts (10x); trident			



MERROW (FRESHWATER)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain

Temperate Lakes or Rivers

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Solitary, Pair, Gang (3-4x), or Family (5-16x)

Treasure

Standard

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class

16

(natural armor)

16

(natural armor)

17

(natural armor)

17

(natural armor)

Hit Points

27

59

134

213

Speed

40 ft. Swim 40 ft.

Size, Type, Alignment

Large humanoid, neutral evil

Large humanoid, neutral evil

Large humanoid, neutral evil

Huge humanoid, neutral evil

Ability Scores / Saves

STR 17 (+3)

STR 17 (+3)

STR 20 (+5)

STR 22 (+6)

DEX 16 (+3)

DEX 16 (+3)

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 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 +15

Passive Perception +16

Languages

Giant

Challenge

4

8

12

16

Standard Actions

Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d8+4 (8) bludgeoning damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.

Javelin Ranged weapon attack: +3 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.

Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.

Javelin Ranged weapon attack: +5 to hit, one target. Hit 1d8+7/19-00 (12) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.

Javelin Ranged weapon attack: +3 to hit, one target. Hit 2d6+12/19-00 (19) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.

Legendary Actions

-

Possessions

Javelin (4x)

MERROW (SALTWATER)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Lakes or Rivers			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	12 6 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	25	67	134	210
Speed	40 ft. Swim 40 ft.			
Size, Type, Alignment	Large humanoid, neutral evil	Huge humanoid, neutral evil	Huge humanoid, neutral evil	Gargantuan humanoid, neutral evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	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 +15	Passive Perception +16
Languages	Giant			
Challenge	4	7	11	15
Standard Actions	Javelin Ranged weapon attack: +4 to hit, one target. Hit 2d6+5 (12) bludgeoning damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.	Javelin Ranged weapon attack: +2 to hit, one target. Hit 2d6+7 (14) bludgeoning damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+7 (12) slashing damage.	Javelin Ranged weapon attack: +4 to hit, one target. Hit 2d6+10 (17) bludgeoning damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.	Javelin Ranged weapon attack: +3 to hit, one target. Hit 3d6+14 (24) bludgeoning damage. Claw Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+12 (22) slashing damage.
Legendary Actions	-			
Possessions	Javelin (4x)			



Mi-Go



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, Scouting Party (3-8x), or Invasion (9-16x)
Treasure	Double

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	21	66	131	226
Speed	30 ft. Fly 50 ft. (Good)			
Size, Type, Alignment	Small plant, neutral evil	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 20 (+5)	INT 20 (+5)	INT 22 (+6)	INT 22 (+6)
	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	Electricity, all physical attacks except slashing			
Immunities	Cold, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.
Languages	Aklo, Common, Mi-Go			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 5d6

Evisceration A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a Constitution save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). Ability damage suffered from this effect must be recovered via restoration or more powerful healing magic.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Item Creation A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore any item creation requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Medicine skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources this effectively doubles the gp cost to create the item.

Special Abilities & Qualities

Starflight A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion) provided the mi-go knows the way to its destination.

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

Claw Melee weapon attack: +5 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+8 (12) slashing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



MIHSTU



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Leader / Normal			
Organization	Solitary			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	42	83	144	229
Speed	20 ft. Fly 20 ft. (Good)			
Size, Type, Alignment	Small elemental, neutral evil	Medium elemental, neutral evil	Medium elemental, neutral evil	Large elemental, neutral evil
Ability Scores / Saves	STR 6 (-2)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 20 (+5)
	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Susceptible to Cold			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Auran			
Challenge	5	8	12	16
Special Abilities & Qualities	Deadly Embrace A mihstu that pins an opponent completely surrounds that creature and deals 1d2 Constitution damage every round as it siphons away blood, tears, and other vital fluids. Maintaining a pin is a free action for a mihstu and it does not gain the grappled condition (allowing it to attack other creatures with its tentacles). Ability damage suffered from this effect is recovered following a long rest.			
Special Abilities & Qualities	Gaseous A mihstu can pass through small holes, even cracks, without reducing its speed.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Susceptible to Cold** Magical cold stuns a mihstu rather than damaging it. If the creature fails its save against a magical cold effect, it is stunned for 1 round and then staggered for an additional 1d4 rounds.**Special Abilities & Qualities****Wind Defense** The churning winds of a mihstu's body automatically deflect nonmagical projectiles (such as arrows, bolts, and sling stones). All other ranged weapons (including magical projectiles and thrown weapons) have a 20% miss chance. Weapons of significant size, such as giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected by this ability.**Standard Actions****Tentacle** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3+0 (2) bludgeoning damage.**Tentacle** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.**Tentacle** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Tentacle** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



MIMIC



☒ 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)	17 (natural armor)	17 (natural armor)
Hit Points	15	49	97	183
Speed	10 ft.			
Size, Type, Alignment	Small aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	3	7	11	15

Special Abilities & Qualities	Saving Throw DC 12	Saving Throw DC 15	Saving Throw DC 18	Saving Throw DC 20
Adhesive	A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesivecoated mimic is stuck fast unless the wielder succeeds on a Dexterity save. A successful Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.			

Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 3d8	Damage 5d8
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

Mimic Object A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a advantage on checks when imitating an object in this manner.

Standard Actions

Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (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.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) bludgeoning damage.



MIND EATER



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Rare

Role

Lurker / Elite

Organization

Solitary, Brood (2-6x), or Tribe (7-16x)

Treasure

Double

Low

Moderate

Advanced

Elite

Armor Class

17

(natural armor)

18

(natural armor)

19

(natural armor)

19

(natural armor)

Hit Points

25

63

116

189

Speed

40 ft.

Size, Type, Alignment

Tiny aberration, unaligned

Small aberration, unaligned

Small aberration, unaligned

Medium aberration, unaligned

Ability Scores / Saves

STR 9 (-1)

STR 13 (+1)

STR 17 (+3)

STR 20 (+5)

DEX 20 (+5)

DEX 18 (+4)

DEX 20 (+5)

DEX 19 (+4)

CON 13 (+1)

CON 17 (+3)

CON 18 (+4)

CON 20 (+5)

INT 17 (+3)

INT 17 (+3)

INT 18 (+4)

INT 18 (+4)

WIS 7 (-2)

WIS 7 (-2)

WIS 11 (+0)

WIS 11 (+0)

CHA 11 (+0)

CHA 11 (+0)

CHA 15 (+2)

CHA 15 (+2)

Saving Throws

-

-

-

-

Resistances

Cold, all physical attacks except adamantine and magic

Immunities

Fire, psychic

Vulnerabilities

-

Senses

Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.

Passive Perception +11, Blindsight 60 ft., Darkvision 60 ft.

Passive Perception +14, Blindsight 60 ft., Darkvision 60 ft.

Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.

Languages

Undercommon, Cannot Speak, Telepathy 100 ft.

Challenge

4

8

12

16

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Damage 4d8

Damage 6d8

Damage 8d8

Damage 12d8

Body Thief As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts bludgeoning damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a dominate monster spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via gentle repose). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.

Special Abilities & Qualities

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Standard Actions

Claw Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.

Legendary Actions

-

Innate Spellcasting

confusion (single target only) (at will); cure wounds (3/day); globe of invulnerability (3/day); inflict wounds (at will); invisibility (at will); reduce person (self only) (at will)

Spellcasting

-

Possessions

-



MINDSLAVER MOLD



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary or Infestation (2-10x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	33	72	125	218
Speed	5 ft. Climb 5 ft.			
Size, Type, Alignment	Small plant, neutral evil	Small plant, neutral evil	Small plant, neutral evil	Medium plant, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	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	Acid			
Immunities	Cold, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Aklo (cannot speak), Common (cannot speak), Sylvan (cannot speak)			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 14

Avoidance When a mindslaver mold is infesting a living or undead creature and would be hit by an attack, it can make a Dexterity save as an immediate action. If the mold succeeds, the attack doesn't harm it and instead harms the infested creature; the mold effectively slithers out of the way of the incoming attack so that the blow strikes the creature it controls. The mindslaver mold must choose to attempt avoidance after the attack roll is resolved but before damage is rolled.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Special Abilities & Qualities

Saving Throw DC 14 **Saving Throw** DC 16 **Saving Throw** DC 18 **Saving Throw** DC 20

Infestation A mindslaver mold can climb onto and attach itself to a willing or helpless host as a standard action. As long as the mold infests its host, the mold shares the same 5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a mindslaver mold infests a host, the host suffers disadvantage penalty on saves against the mindslaver mold's dominate person spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached mindslaver mold deals 1d4 points of damage to its host as it feeds on the host's blood and other bodily fluids. A mindslaver mold can be torn free of a host with a successful Strength check as a standard action; doing so deals 2d6 points of damage to the host as the mold's tendrils tear free. A dead mindslaver mold deals no damage in this way.

Special Abilities & Qualities

Mold Mindlink A mindslaver mold can communicate telepathically with any other mindslaver mold within 10 miles, and knows the condition of all other mindslaver molds in this area as if it had a status spell in effect on all other molds.

Standard Actions

Spore Pod Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage. **Spore Pod** Ranged weapon attack: +2 to hit, one target. Hit 1d1 (2) bludgeoning damage. **Spore Pod** Ranged weapon attack: +5 to hit, one target. Hit 1d1 (2) bludgeoning damage. **Spore Pod** Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.

Special Actions

Spore Pod A mindslaver mold's sole physical attack is to launch a spore pod the size of a sling bullet. This is a ranged touch attack that has a range increment of 20 feet.

Special Actions

Saving Throw Constitution DC 14 **Saving Throw** Constitution DC 16 **Saving Throw** Constitution DC 18 **Saving Throw** Constitution DC 20

Spores Whenever a mindslaver mold hits a creature with its spore pod, or whenever a creature touches a mindslaver mold (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack), the creature must succeed at a Constitution save or take 1d4 points of Wisdom damage as the mold's spores swiftly drain away the victim's willpower and sense of self. Ability damage suffered from this effect is restored following a long rest.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



MINOTAUR



Low

Moderate

Advanced

Elite

Terrain	Temperate Ruins or Underground
Rarity	Common
Role	Brute/ Elite
Organization	Solitary, Pair, or Gang (3-4x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	36	72	146	221
Speed	30 ft.			
Size, Type, Alignment	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greataxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6/x3 (16) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p>	<p>Greataxe Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+7/x3 (18) slashing damage.</p> <p>Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p>	<p>Greataxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11/x3 (22) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p>	<p>Greataxe Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+16/x3 (26) slashing damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greataxe			



MITE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Uncommon
Role	Lurker / Minion
Organization	Solitary, Band (2-8x), or Tribe (9-20x+)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor ⁵)	16 (natural armor ⁶)	18 (natural armor ⁷)
Hit Points	5	26	63	111
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Small fey, lawful evil	Small fey, lawful evil	Small fey, lawful evil	Medium fey, lawful evil
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 14 (+2)
	DEX 11 (+0)	DEX 12 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	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 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.			
Senses	Passive Perception +10, Darkvision 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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d3/19-00 (4) piercing damage.</p> <p>Dart Ranged weapon attack: +1 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d3+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d3/19-00 (4) piercing damage.</p> <p>Dart Ranged weapon attack: +1 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d319-00 (160) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d319-00 (160) piercing damage.</p> <p>Dart Ranged weapon attack: +4 to hit, one target. Hit 1d3+2 (4) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d319-00 (160) piercing damage.</p> <p>Dart Ranged weapon attack: +3 to hit, one target. Hit 1d3+4 (6) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>prestidigitation (at will)</i>			
Spellcasting	-			
Possessions	Dagger; dart (6x)			



MOA



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Warm Plains
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Group (3-5x), or Colony (6-100x) / Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	13	43	88	154
Speed	30 ft.			
Size, Type, Alignment	Medium animal, unaligned	Medium animal, unaligned	Medium animal, unaligned	Large animal, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 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 +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Talons Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Talons Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.	Talons Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+7/19-00 (10) slashing damage.
Legendary Actions	-			



Low



Moderate



Advanced



Elite

- Innate -
- Spellcasting -
- Spellcasting -
- Possessions -



MOBOGO



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Temperate Swamps

Rarity

Rare

Role

Solider / Elite

Organization

Solitary or Gang (2-4x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class **18** (natural armor) **18** (natural armor) **18** (natural armor) **19** (natural armor)

Hit Points 41 74 127 255

Speed 30 ft. Fly 30 ft. (Clumsy) Swim 40 ft.

Size, Type, Alignment Large monstrosity, chaotic evil Large monstrosity, chaotic evil Huge monstrosity, chaotic evil Gargantuan monstrosity, chaotic evil

Ability Scores / Saves	STR 19 (+4)	DEX 17 (+3)	CON 15 (+2)	INT 4 (-3)	WIS 13 (+1)	CHA 14 (+2)
	STR 19 (+4)	DEX 17 (+3)	CON 15 (+2)	INT 4 (-3)	WIS 13 (+1)	CHA 14 (+2)
	STR 21 (+5)	DEX 13 (+1)	CON 18 (+4)	INT 4 (-3)	WIS 13 (+1)	CHA 14 (+2)
	STR 25 (+7)	DEX 15 (+2)	CON 22 (+6)	INT 8 (-1)	WIS 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 +16, Darkvision 60 ft. Passive Perception +19, Darkvision 60 ft.

Languages Boggard

Challenge **5** **9** **13** **17**

Special Abilities & Qualities **Regeneration** You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Swamp Stride A mobogo can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects it normally.

Special Abilities & Qualities

Tongue A mobogo's tongue is a primary attack with reach equal to three times the mobogo's normal reach (45 feet for a typical mobogo). A mobogo does not gain the grappled condition when using its tongue to grapple a foe.

Special Abilities & Qualities

Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 22
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Vile Croak As a standard action With Recharge 2, a mobogo can unleash a thunderous croak. Any non-boggard or non-mobogo within 50 feet of the mobogo must make a Wisdom save or become staggered for 1d4 rounds. Once a creature makes its saving throw against a particular mobogo's vile croak, it is immune to that mobogo's croak for 24 hours. Any boggards or mobogos within the area of a mobogo's vile croak gains advantage on attack rolls and saving throws against fear effects for 1 round.

Standard Actions

<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+10 (12) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+10 (12) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d6+9 (12) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+13 (27) piercing damage.</p> <p>Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+13 (24) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+13 (20) bludgeoning damage.</p>
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Special Actions

Saving Throw DC 15 Damage 2d6	Saving Throw DC 16 Damage 3d6	Saving Throw DC 19 Damage 4d6	Saving Throw DC 22 Damage 6d6
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Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



MOCKINGFEY



Low

Moderate

Advanced

Elite

Terrain

Any Forests

Rarity

Uncommon

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Jape (3-20x)

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class

15

(natural armor)

15

(natural armor)

17

(natural armor)

17

(natural armor)

Hit Points

16

42

88

165

Speed

20 ft. Fly 60 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 4 (-3)

STR 4 (-3)

STR 8 (-1)

STR 12 (+1)

DEX 14 (+2)

DEX 14 (+2)

DEX 17 (+3)

DEX 16 (+3)

CON 11 (+0)

CON 12 (+1)

CON 17 (+3)

CON 19 (+4)

INT 5 (-3)

INT 5 (-3)

INT 9 (-1)

INT 9 (-1)

WIS 10 (+0)

WIS 10 (+0)

WIS 14 (+2)

WIS 14 (+2)

CHA 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 +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

Mock As a standard action, a mockingfey can magically take on the appearance of any creature it can see. This functions like disguise self, but with no restrictions on duration, creature type, or size. The Mockingfey's size does not change

Standard Actions

Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.

Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.

Talons Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.

Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

Legendary Actions

-



Low



Moderate



Advanced



Elite

Innate -

Spellcasting -

Spellcasting -

Possessions -



MOHRG



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Elite
Organization	Solitary, Gang (2-4x), or Mob (2-4x+)
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	39	55	79	151
Speed	30 ft.			

Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
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Ability Scores / Saves	STR	18 (+4)	STR	18 (+4)	STR	18 (+4)	STR	22 (+6)
	DEX	17 (+3)	DEX	17 (+3)	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	8 (-1)	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)
	CHA	12 (+1)	CHA	12 (+1)	CHA	12 (+1)	CHA	16 (+3)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned
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Vulnerabilities	-
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Senses	Passive Perception +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	-
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Challenge	6	10	14	18
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Special Abilities & Qualities	Create Spawn Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.
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Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	Paralysis Creatures struck by the Mohrg's melee attacks can be rendered immobile for 1d4 minutes, Fortitude save negates.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+5 (14) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+5 (14) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+5 (14) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+9 (27) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>

Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting Possessions	-			



MOLE



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Labor (3-16x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	6	49	99	170
Speed	20 ft. Burrow 5 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 9 (-1)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	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, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Claw Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.	Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.	Claw Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d8+1 (6) slashing damage.

MOLE (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Labor (3-16x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	11	45	91	150
Speed	20 ft. Burrow 10 ft.	20 ft. Burrow 10 ft.	25 ft. Burrow 10 ft.	25 ft. Burrow 10 ft.
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 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., Tremorsense 30 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 30 ft.
Languages	-	-	-	-
Challenge	2	6	10	14
Standard Actions	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.



MONGOOSE



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Labor (3-16x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	7	30	70	118
Speed	20 ft. Climb 20 ft.			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	1 (-5)	2 (-4)	7 (-2)	12 (+1)
	DEX	13 (+1)	13 (+1)	17 (+3)	15 (+2)
	CON	8 (-1)	8 (-1)	12 (+1)	16 (+3)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	10 (+0)	10 (+0)	14 (+2)	14 (+2)
	CHA	3 (-4)	3 (-4)	7 (-2)	7 (-2)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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Languages	-
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Challenge	1	6	10	14
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Special Abilities & Qualities	Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.			
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Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.
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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



MONGOOSE (CELESTIAL)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Land

Rarity

Common

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Labor (3-16x)

Treasure

None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class **15** (natural armor) **15** (natural armor) **16** (natural armor) **16** (natural armor)

Hit Points **6** **24** **70** **124**

Speed 20 ft. Climb 20 ft.

Size, Type, Alignment

Tiny beast, unaligned

Tiny beast, unaligned

Tiny beast, unaligned

Small beast, unaligned

Ability Scores / Saves

STR 1 (-5) **STR** 2 (-4) **STR** 7 (-2) **STR** 12 (+1)

DEX 13 (+1) **DEX** 13 (+1) **DEX** 17 (+3) **DEX** 15 (+2)

CON 8 (-1) **CON** 8 (-1) **CON** 12 (+1) **CON** 16 (+3)

INT 1 (-5) **INT** 1 (-5) **INT** 1 (-5) **INT** 1 (-5)

WIS 10 (+0) **WIS** 10 (+0) **WIS** 14 (+2) **WIS** 14 (+2)

CHA 3 (-4) **CHA** 3 (-4) **CHA** 7 (-2) **CHA** 7 (-2)

Saving Throws

-

-

-

-

Resistances Acid, all physical attacks except evil

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +10, Darkvision 60 ft.

Passive Perception +10, Darkvision 60 ft.

Passive Perception +12, Darkvision 60 ft.

Passive Perception +12, Darkvision 60 ft.

Languages

-

Challenge

1

6

10

14

Special Abilities & Qualities

Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.

Special Abilities & Qualities

Attack Bonus +1
Damage Bonus +1

Attack Bonus +6
Damage Bonus +6

Attack Bonus +10
Damage Bonus +10

Attack Bonus +14
Damage Bonus +14

Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MONGOOSE (FIENDISH)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Labor (3-16x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	5	18	48	101
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.			
Special Abilities & Qualities	Attack Bonus +1 Damage Bonus +1	Attack Bonus +6 Damage Bonus +6	Attack Bonus +10 Damage Bonus +10	Attack Bonus +14 Damage Bonus +14
Special Abilities & Qualities	Smite Good 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MONGRELMAN



Low

Moderate

Advanced

Elite

Terrain	Any Ruins or Underground
Rarity	Rare
Role	Lurker / Minion
Organization	Solitary, Pair, Gang (3-6x), Band (7-12x), or Tribe (21-30x+)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	19	48	107	173
Speed	30 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 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	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	Common, Undercommon			
Challenge	2	6	10	14

Special Abilities & Qualities **Sound Mimicry** The creature perfectly imitates certain sounds or even specific voices. The creature makes a Deception check opposed by the listener's Perception check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it suffers disadvantage on its Perception check. The creature has advantage on its Deception check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Club Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p> <p>Club Ranged weapon attack: +1 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.</p> <p>Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p>	<p>Club Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p> <p>Club Ranged weapon attack: +0 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.</p> <p>Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Club Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p> <p>Club Ranged weapon attack: +4 to hit, one target. Hit 1d6+4 (8) bludgeoning damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Club Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.</p> <p>Club Ranged weapon attack: +2 to hit, one target. Hit 1d8+8 (12) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Club			



MONKEY



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Warm Forests
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, Band (3-9x), or Troop (10-40x) / Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	29	68	128
Speed	30 ft. Climb 30 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)	6 (-2)	11 (+0)
	DEX	13 (+1)	14 (+2)	17 (+3)	16 (+3)
	CON	8 (-1)	8 (-1)	12 (+1)	16 (+3)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	10 (+0)	10 (+0)	14 (+2)	14 (+2)
	CHA	3 (-4)	3 (-4)	7 (-2)	7 (-2)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-
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Challenge	1	6	10	14
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Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.
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MONKEY (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Band (3-9x), or Troop (10-40x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	6	22	59	112
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.
Special Abilities & Qualities	Attack Bonus +1 Damage Bonus +1	Attack Bonus +6 Damage Bonus +6	Attack Bonus +10 Damage Bonus +10	Attack Bonus +14 Damage Bonus +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			



MONKEY (FIENDISH)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Warm Forests
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, Band (3-9x), or Troop (10-40x) / Companion
Treasure	None

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	7	26	61	110
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.
Special Abilities & Qualities	Attack Bonus +1 Damage Bonus +1	Attack Bonus +6 Damage Bonus +6	Attack Bonus +10 Damage Bonus +10	Attack Bonus +14 Damage Bonus +14
	Smite Good 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.			

MOON-BEAST



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Normal	Controller / Normal
Organization	Solitary, Pair, or Cabal (3-5x)			
Treasure	Double			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	50	77	127	237
Speed	50 ft. Climb 20 ft. 50 ft.			
Size, Type, Alignment	Medium aberration, chaotic evil	Medium aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic 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 14 (+2)	CON 14 (+2)	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	Electricity, all physical attacks except piercing or slashing			
Immunities	Cold, Gaze Attacks, Illusions, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +16, Blindsight 9 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 9 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 9 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 9 ft., Darkvision 60 ft.
Languages	Aklo (cannot speak), Telepathy 300 ft.			
Challenge	6	10	14	18
Special Abilities & Qualities	Compression The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.			
Special Abilities & Qualities	Damage 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**

Special Abilities & Qualities

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special Abilities & Qualities

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 20

Saving Throw
Wisdom DC 22

Wisdom Drain A creature that takes rend damage from a moon-beast must succeed at a Wisdom save or take 1d4 points of Wisdom damage. A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a heal spell. Ability damage suffered from this effect is restored following a long rest.

Standard Actions

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.

Tentacles Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.

Tentacles Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.

Tentacles Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.

Tentacles Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.



Illustration 6: Moon-Beast

MOONFLOWER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary or Cluster (2-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	30	62	117	229
Speed	20 ft.			
Size, Type, Alignment	Large plant, unaligned	Large plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 19 (+4)	STR 21 (+5)	STR 25 (+7)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 10 (+0)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 15 (+2)	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)
Saving Throws	-			
Resistances	Cold, all physical attacks except slashing			
Immunities	Electricity, 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 +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
	Light Pulse As a standard action, a moonflower can release a pulse of bright light. All creatures within a 50-foot burst that can see the moonflower must make a Constitution save or be blinded for 1d4 rounds. Moonflowers are immune to this ability.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** DC 14
Damage 1d6**Saving Throw** DC 15
Damage 2d6**Saving Throw** DC 18
Damage 3d6**Saving Throw** DC 21
Damage 4d6

Pod Prison This works like the swallow whole ability, except the moonflower can only use it once every 1d4 rounds, and the swallowed creature is immediately wrapped in a tight digestive cocoon and expelled into an adjacent square, where it takes damage every round (2d6 bludgeoning and 2d6 acid, AC 15, 25 hp). The cocooned target cannot use ability checks to get out of the cocoon. Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon. Once the cocoon is destroyed, it deflates and decays. Each creature swallowed by a moonflower is encased in its own cocoon.

Special Abilities & Qualities

Pod Spawn Should a moonflower's pod prison kill and digest a Small or larger creature, the pod transforms him into an adult moonflower with full hit points after 1d4 hours. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved by killing it.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+13 (27) piercing damage.

Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.

Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.

Tentacle Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

Tentacle Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+6 (16) bludgeoning damage.

Special Actions

Telepathy You can mentally communicate with any other creature within 1 mile that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special Actions

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

-



MOOSE



Low

Moderate

Advanced

Elite

Terrain	Cold Forests
Rarity	Common
Role	Soldier / Normal
Organization	Solitary or Pair
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	33	62	122	202
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	<p>Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Hoof Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Hoof Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Hoof Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.</p>

Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MORLOCK



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, Band (3-6x), or Tribe (7-18x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	25	48	114	186
Speed	40 ft. Climb 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 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, poisoned			
Vulnerabilities	Light Blindness			
Senses	Passive Perception +11, Darkvision 120 ft.	Passive Perception +11, Darkvision 120 ft.	Passive Perception +13, Darkvision 120 ft.	Passive Perception +13, Darkvision 120 ft.
Languages	Undercommon			
Challenge	3	7	11	15
Special Abilities & Qualities	Expert Climber A morlock can cling to cave walls and even ceilings as long as the surface has hand and footholds. You are treated as constantly being under a nonmagical version of the spell spider climb, save that you cannot cling to smooth surfaces.			
Special Abilities & Qualities	Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Swarming Morlocks dwell and fight in cramped quarters every day of your life, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Standard Actions

Club Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Club Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.

Club Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

Club Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

Club Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.

Club Ranged weapon attack: +5 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.

Club Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Club Ranged weapon attack: +4 to hit, one target. Hit 1d6+9 (12) bludgeoning damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

Club



MOSQUITO (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Tropical Swamps			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	27	66	124	192
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 20 (+5)	DEX 20 (+5)	DEX 22 (+6)	DEX 21 (+5)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.			
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Disease Malaria: Bite - injury; save Constitution; onset 1d3 days; frequency 1 day; effect 1d3 Constitution damage and 1d3 Wisdom damage; cure 2 consecutive saves. Ability damage suffered from this condition must be restored via a restoration spell or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+12 (22) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MOSQUITO SWARM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Tropical Swamps

Rarity

Common

Role

Skirmisher / Normal

Organization

Solitary, Pair, Fury (3-6x), or Scourge (7-12x)

Treasure

None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

15

(natural armor)

17

(natural armor)

17

(natural armor)

17

(natural armor)

Hit Points

16

42

86

151

Speed

5 ft. Fly 40 ft. (Good)

Size, Type, Alignment

Tiny vermin, unaligned

Tiny vermin, unaligned

Tiny vermin, unaligned

Tiny vermin, unaligned

Ability Scores / Saves

STR 1 (-5)

STR 1 (-5)

STR 3 (-4)

STR 7 (-2)

DEX 15 (+2)

DEX 11 (+0)

DEX 16 (+3)

DEX 15 (+2)

CON 4 (-3)

CON 8 (-1)

CON 12 (+1)

CON 16 (+3)

INT 10 (+0)

INT 10 (+0)

INT 10 (+0)

INT 10 (+0)

WIS 10 (+0)

WIS 10 (+0)

WIS 14 (+2)

WIS 14 (+2)

CHA 7 (-2)

CHA 7 (-2)

CHA 11 (+0)

CHA 11 (+0)

Saving Throws

-

-

-

-

Resistances

-

Immunities

Critical Hits, Flanking, psychic, Weapon Damage

Vulnerabilities

-

Senses

Passive Perception +10, Darkvision 60 ft.

Passive Perception +10, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Languages

-

Challenge

4

7

11

15

Special Abilities & Qualities

Damage 1d4

Damage 1d6

Damage 2d4

Damage 2d6

Bleed You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.

Special Abilities & Qualities

Saving Throw

Constitution DC 10

Saving Throw

Constitution DC 12

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 18

Disease Malaria: Bite - injury; save Constitution; onset 1d3 days; frequency 1 day; effect 1d3 Constitution damage and 1d3 Wisdom damage; cure 2 consecutive saves. Ability damage suffered from this condition must be restored via a restoration spell or more potent healing magic.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 10 Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
Standard Actions	Swarm Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d10 (10) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MOTHER'S MAW



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Extraplanar			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
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Hit Points	92	136	215	215
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Speed	10 ft. Fly 40 ft. (Average)			
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Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil	Large undead, neutral evil
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Ability Scores / Saves	STR	19 (+4)	STR	22 (+6)	STR	24 (+7)	STR	24 (+7)
	DEX	19 (+4)	DEX	22 (+6)	DEX	20 (+5)	DEX	24 (+7)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	18 (+4)	INT	18 (+4)	INT	18 (+4)	INT	20 (+5)
	WIS	17 (+3)	WIS	17 (+3)	WIS	17 (+3)	WIS	19 (+4)
	CHA	18 (+4)	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)

Saving Throws	-			
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Resistances	Fire, all physical attacks except bludgeoning and good			
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Immunities	Cold, diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Abyssal, Common, Infernal, Necril			
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Challenge	8	12	16	18
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Special Abilities & Qualities	Always Armed 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.			
	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.			
	Deathless If destroyed, the herald it returns to unlife 1 hour later at 1 hit point, allowing its fast healing to resume healing it. It can be permanently destroyed by positive energy, being reduced to 0 hit points in the area of a Bless or Hallow spell, or if 20 vials of holy water are sprinkled on its remains.			

Special Abilities & Qualities	Save Dexterity DC 17	Save Dexterity DC 18	Save Dexterity DC 20	Save Dexterity DC 20
	Damage 4d6	Damage 8d6	Damage 12d6	Damage 14d6
	Breath Weapon As a free action with Recharge 1, the herald can breathe a 60-foot cone of negative energy (Dexterity save for half).			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Special Abilities & Qualities	Save Wisdom DC 17 Damage 2d6	Save Wisdom DC 18 Damage 4d6	Save Wisdom DC 20 Damage 6d6	Save Wisdom DC 20 Damage 8d6
	<p>Channel Negative Energy You can unleash a wave of negative energy. You must choose to inflict negative energy damage to living creatures or to heal undead creatures of damage. Creatures that take damage from channeled energy receive a Wisdom save to halve the damage. You can use this ability 11 times per day.</p> <p>Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.</p>			
Special Abilities & Qualities	<p>Desecrate Aura The herald has a 20-foot-radius emanation equivalent to a Desecrate spell centered on a shrine of evil power. Undead within this radius (including the Maw) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the Maw in its entry). This aura can be negated by Dispel Evil, but the herald can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by Consecrate or Hallow; both effects are negated within any overlapping area of effect.</p>			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 5d4+12/19-00 (24) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 5d4+15/19-00 (28) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 5d6+13/19-00 (30) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 5d8+13/19-00 (36) piercing damage.
Special Actions	<p>Devour Soul A creature swallowed by the herald must save every round against slay living (caster level equals this creature's Hit Dice). The soul of a creature slain by this attack becomes trapped within the herald's skull and the mangled corpse is immediately regurgitated. The creature cannot be brought back to life until the herald's destruction releases its soul. The Maw can hold only one soul at a time. The trapped essence provides the Maw with fast healing 20, lasting 1 round for every Hit Die of the devoured soul. The trapped soul gains 1 permanent negative level for every round it spends within the Maw - these negative levels remain if the creature is brought back to life (but don't stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may be restored to life only by a miracle or wish spell.</p>			
Special Actions	<p>Fast Healing This creature regains hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.</p> <p>Spell Deflection If any of the following spells are cast at the Mother's Maw and overcome its spell resistance, they instead affect a devoured soul: banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnotism, imprisonment, magic jar, maze, suggestion, trap the soul, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected - success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal. Mother's Maw can only benefit from this ability while it has a soul devoured.</p>			
Special Actions	<p>Lifesense The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.</p>			
Special Actions	Save Constitution DC 17	Save Constitution DC 18	Save Constitution DC 20	Save Constitution DC 20
	<p>Mummy Rot Curse and disease, make Constitution save every day or lose 1d6 Constitution and Charisma. Make successful remove curse and magical heal to remove. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.</p>			
Special Actions	Save Dexterity DC 17 Damage 1d6	Save Dexterity DC 18 Damage 3d6	Save Dexterity DC 20 Damage 4d6	Save Dexterity DC 20 Damage 6d6
	<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>			
Innate Spellcasting	<p><i>animate dead (3/day); contagion (at will); create undead (3/day); dimension door (at will); eyebite (1/day); inflict wounds (at will); plane shift (1/day); vomit swarm (at will)</i></p>			



MOTH



Low

Moderate

Advanced

Elite

Terrain	Any Temperate or Warm
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Kaleidoscope (3-100x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	2	9	35	78
Speed	5 ft. Fly 30 ft. (Average)			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 2 (-4)	CON 2 (-4)	CON 6 (-2)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	-			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

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